

MicroSplat

Alpha Hole, Documentation

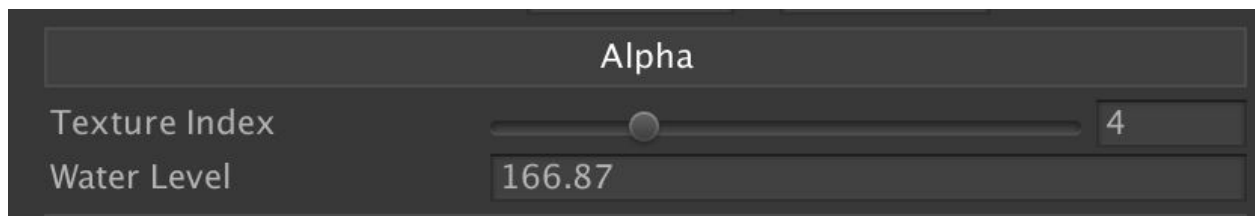
Overview

The Alpha Hole module adds features allowing you to clip out areas of your terrain. You may designate one of your textures for “Paintable” holes, or use a world height and clip everything below that height.

Shader Features



Enable Alpha Hole for paintable alpha, or Alpha Water Level for height based alpha.



When either or both features are enabled, a Alpha section is added to the UI. You can select the index of the texture which will be transparent, or adjust the “water level” for clipping here.