WorldBuilder

Generating new world

1. Place new terrain gameobject into scene
    a. GameObject – Create Other – Terrain
2. Open WorldBuilder
    a. Window - World Builder
3. Setup terrain values and hit "Generate"

Setting up textures

1. Hit "Add texture" button
2. Browse for new texture file
3. Setup
    a. Tilesize affects texture mapping on terrain
    b. Height curve
        i. x-axel : terrain height
        ii. y-axel: texture strength
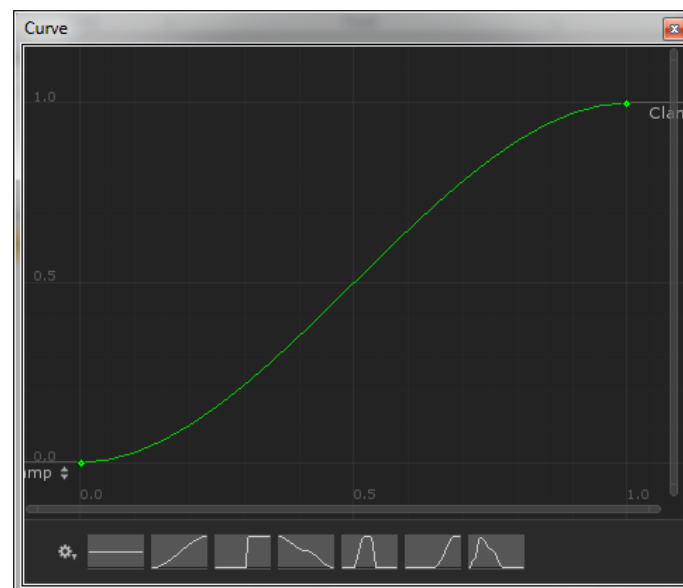
Pic 1 The higher terrain gets, more texture strength
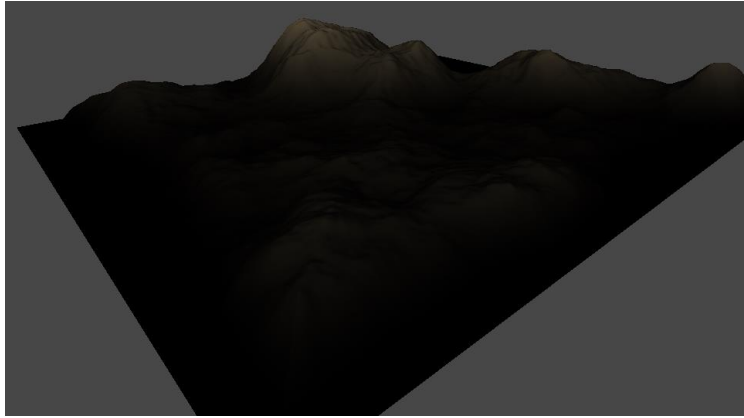
    c.   Angle curve
          i. x-axel: steepness
          ii. y-axel: texture strength
    d.   Hit assign new textures to see effects on terrain
    e.   Thinks textures as layers, new layers will overlay previous layers