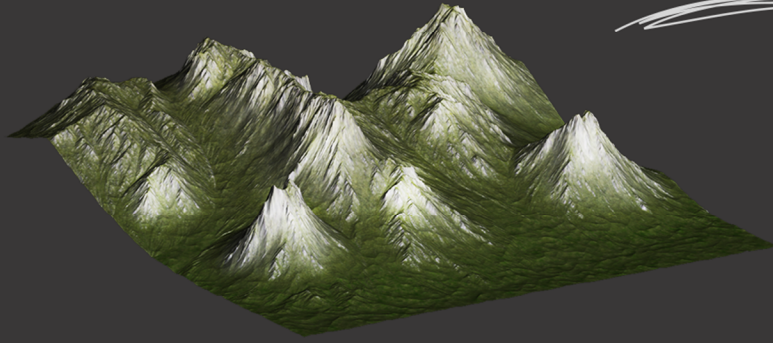
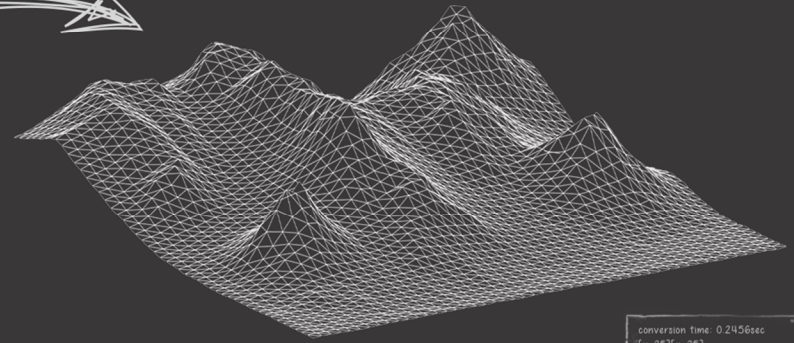


Terrain



Mesh



conversion time: 0.2456sec
[x_25][y_25]
total vertex count: 625
triangles: 1152

Thanks for purchasing **Terrain To Mesh** converter package.

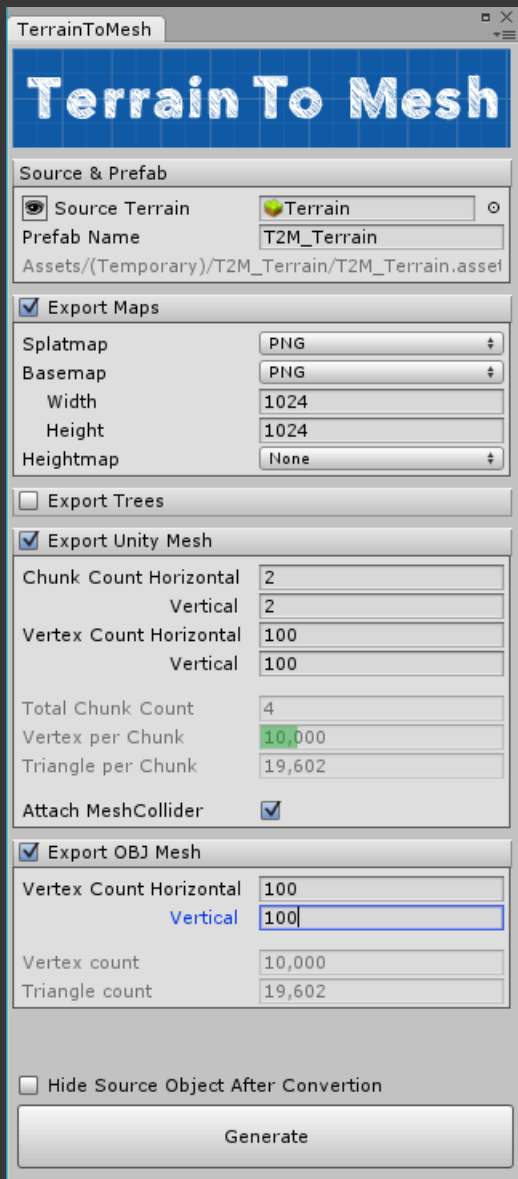
Please consider writing a review or just rate the asset:

For any question or help use forum:



<http://forum.unity3d.com/threads/terrain-to-mesh.358472/>

Editor tool

Menu/Window/VacuumShaders/Terrain To Mesh



Source & Prefab tab

- **Source Terrain** – Game object with terrain data used for conversion.
-   On/Off icon controls visibility of the source object. It may be helpful for making source object visible/invisible after conversion.
- **Prefab Name** – After converting terrain and generating mesh assets, will be created prefab with that name and instantiated in the scene. Prefab is created in *Assets/(Temporary)* folder.
- Prefab generated folder *Assets/(Temporary)* is a working folder. During converting process some files can be created and deleted by editor. After achieving desired results prefab and mesh assets can be moved to other folder.

Export Maps tab

Enables exporting terrain Splatmaps, Basemap and Heightmap textures. Files are saved in the same folder as the main prefab.

- Splatmap – Uncompressed RGBA texture used by Unity Terrain engine for blending paint textures. One splatmap can blend 4 paint textures. Splatmaps can be exported in PNG and TGA (requires [Encode To TGA](#) asset) formats.
- Basemap – All paint textures used by Unity Terrain engine are baked into one final texture. Diffuse and Normal textures are exported separately. Requires device with RenderTextures support.
- Heightmap – Grayscale texture with terrain height data. Exported texture size depends on *Heightmap Resolution* defined inside source *Terrain Settings*.
 1. Original – Exports original heightmap.
 2. Remap – Before exporting terrain heightmap data is remapped to be inside [0, 1] range.

Export Trees tab

Exports tree prefabs used by Unity Terrain.

Export Unity Mesh tab

Converts source terrain to Unity mesh (.asset file)

- Chunk count horizontal/vertical – Source terrain can be split in any amount of chunks. Chunk count defines generated mesh asset count. Mesh asset files are saved in the same folder as the main prefab.
- Vertex count horizontal/vertical – Defines vertex count per chunk. Max allowed vertex count is 65.000
- Mesh Compression - Compressing meshes saves space in the built game, but more compression introduces more artifacts in vertex data. For multi-chunk meshes editor automatically adds *CompressedMeshLoader* script for fixing visible edge artifacts (high compressed meshes) in run-time.
- Attach MeshCollider – Generated gameobject will have attached MeshCollider component using the same mesh as MeshFilter. Depending on mesh resolution may be time consuming.

Export OBJ Mesh tab

Converts terrain into .obj file format. Can be imported into any 3d modeling software for additional editing.

- Vertex count horizontal/vertical – OBJ file has no limit on vertex count, if submesh has more than 65.000 vertices it will be split by Unity automatically. UV and normals are generated by default, tangents are calculated by Unity after file importing. OBJ file is saved inside same folder as the main asset, in OBJ subfolder.

Editor window supports context menu with two options

	Pick up 'Terrain'
	Reset

- Pick up – Picks up active game object with terrain component.
- Reset – Resets editor window parameters to their defaults.