

Overview:

My goal with this project is to create, using just a few scripts, the ability to create a realistic terrain catered to the user's specific requests.

How to use:

1. Create a terrain with the dimensions and resolutions you like.
2. Add the "Generate Terrain" script to augment the terrain itself, using either Perlin noise, Midpoint Displacement, or Voronoi methods.
 - a. Each method requires you to add a Scriptable Object of the appropriate type. Find the Scriptable Objects under the Create/ScriptableObjects/Values menu.
 - b. Hit Generate!
3. Add the "Generate Details" script to add various elements on top of the terrain.
 - a. Implement each object as you did for step 2.

Implemented Features:

- 3 Terrain Generation methods fully implemented
- 1 Detail Generation method implemented (Trees, Randomly)

To-do:

- Remove the initial tutorial scripts
- Re-word the various generation type values to make them more approachable (What the hell is lacunarity?)
- Implement the rest of the detail generation types (Grass, Shoreline, Water, Coast, etc..)