

# Terrain and Stamp Packs

Version 1.0

## Contents

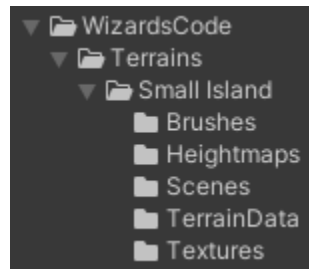
|                                    |   |
|------------------------------------|---|
| Overview .....                     | 2 |
| Support .....                      | 2 |
| Naming Conventions.....            | 2 |
| Using Terrain and Stamp Packs..... | 3 |
| Using the Demo Scene .....         | 3 |
| Using Terrains .....               | 4 |
| Using Heightmaps .....             | 6 |
| Using Terrain Brushes .....        | 5 |

## Overview

20 custom built terrains that can be used directly in your game, or better yet, used as stamps to help create your own unique environments using procedural terrain tools such as [Gaia](#), [MapMagic](#), [Atlas](#) and [Vista](#). For those want a more manual approach we also provide the terrains as Terrain Tool Brushes. Finally, we've included a set of sample 4K terrain textures.

Using these you can get started on your world straight away

Once imported you will find your new assets in the folder `Wizards Code/Terrains/PACK NAME`. Within that folder you will find the following files and folders:



1. README.md – a quick overview of the asset pack
2. Documentation folder – containing this document and any other relevant documentations
3. Scenes folder – containing two demo scenes for each terrain/heightmap, one textured, one untextured.
4. TerrainData – containing the raw terrain data files (textured and untextured) as well as the texture layers used.
5. Textures – The Diffuse and Normal textures for the sample texture layers
6. Heightmaps – EXR format heightmap textures
7. Brushes – Preconfigured brushes for stamping your terrains with Unity's Terrain Tools

## Support

If you have having difficulty using this asset please join our [Discord](#).

## Naming Conventions

The Terrain and Stamps Pack uses a consistent naming convention to help you find what you are looking for. The general format is:

Pack Name\_TerrainSize\_FormatSpecificMetaData\_ID

Where:

Pack Name Is the name of the pack you are using, for example "Small Island".

TerrainSize is the size of the terrain in meters, for example "4096 x 4096" is a terrain that is just over 4k square.

`FormatSpecificMetaData` is informational data that varies with the format being used, for example, “textured” indicates that the terrain is textured in that file. See the sections below for more details.

ID is a unique ID for the terrain in question and is consistent across all formats. For example, an ID of “0001” will always refer to the same terrain whether you are looking at a demo scene, heightmap, brush or terrain data file.

## Using Terrain and Stamp Packs

There are many ways to use these terrains and stamps. This section will detail the most common use cases.

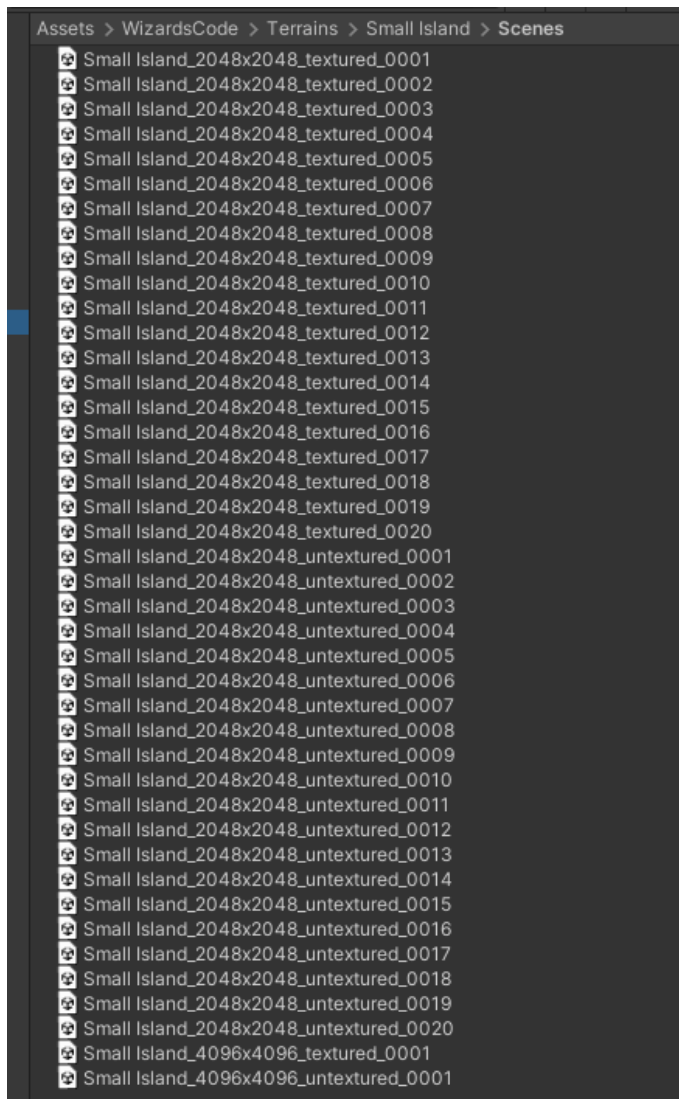
### Using the Demo Scene

This is the fastest way to view the terrains/stamps included. The Terrain and Stamps Pack contains two demo scenes for each terrain, one textured and one untextured. The textures provided are intended for demo purposes only, it is expected that you will replace them with textures that suit your game better. But if you like them, all the better.

The naming convention here is to indicate whether the texture within the scene is textured or not with the word “textured” or “untextured” in the name.

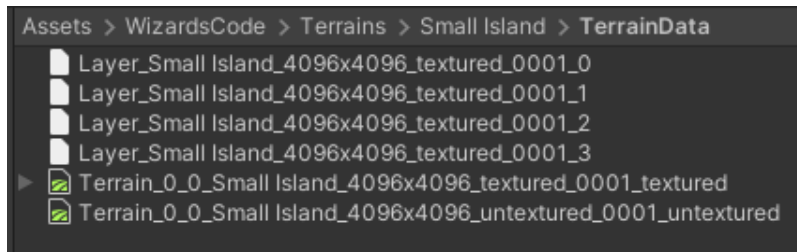
Note that these scenes do not have lighting setup as we believe this needs to be configured per game. You can see examples of the terrain with lighting in the asset store product shots. These shots have been taken with the standard lighting provided by [Gaia Pro](#), a wonderful asset for creating terrains (and using these stamps).

Simply open any of the scenes as normal.



## Using Terrains

To use the terrains you could simply use copies of the demo scenes. However, we recommend that you copy the Terrain Data and create your own terrains from those copies. This ensures that your terrain remains yours even if a future upgrade of this pack changes a terrain.



You can find Terrain Data in the `TerrainData` folder. Simply copy the data you want into your own project data folder by holding the CTRL key and clicking and dragging the desired data file.

You will notice that this folder also includes the layers you need

when using the textured versions of the terrain data. Generally it is expected that you will use the untextured versions and texture for your game, but if you want to reuse these layers and texturing you can do.

## Using Terrain Brushes

Using Unity's Terrain Tools you can [stamp](#) terrains with special brushes. Stamping allows you to set or change the height of your terrain based on a heightmap. The Terrain and Stamps packs include brushes

for all terrains/stamps provided. These will automatically be discovered by Unity.

Select the Stamp Terrain mode in the Terrain inspector and select one of the terrain stamps.

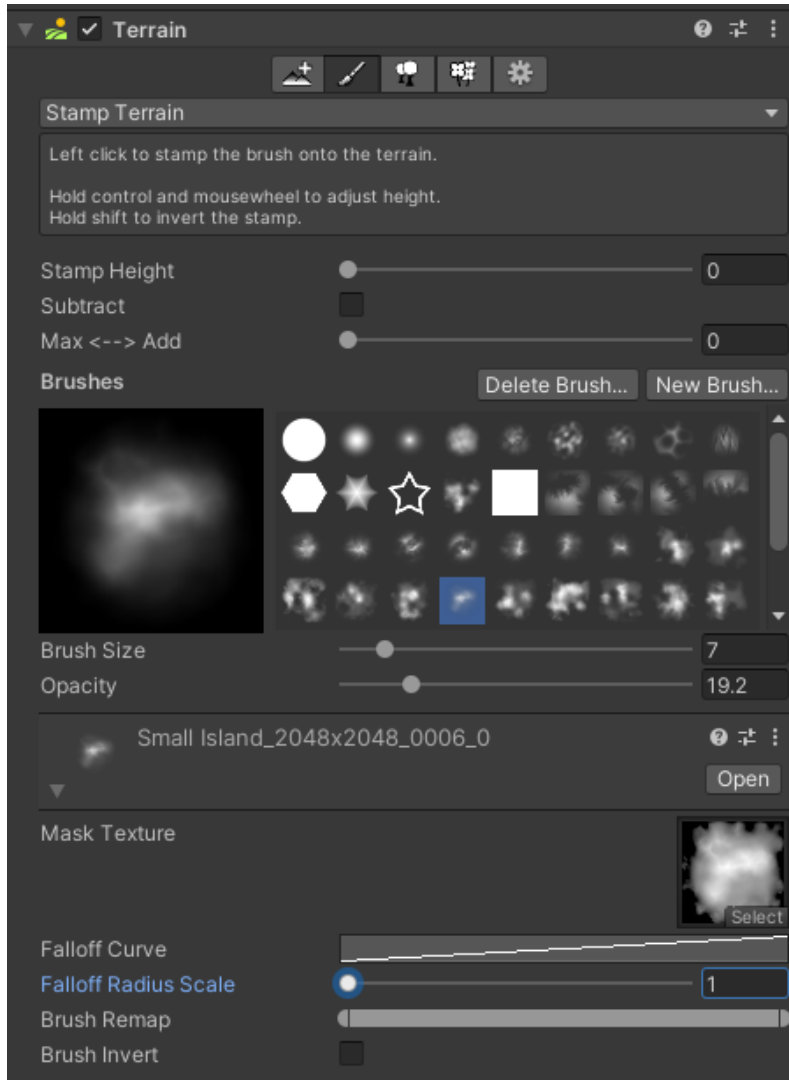
By default these brushes are setup to apply the stamp with a falloff curve that is applied radially from the center of the stamp. This can be adjusted by changing the Falloff Curve - how rapidly the stamp falls off towards the edges, making it blend in to existing terrain. You can also change the Falloff Radius Scale to change the point at which the falloff curve starts to be applied. Larger numbers result in the falloff moving out from the center.

The Brush Remap values enable you to change the intensity of the heightmap. That is, a heightmap is set in a range of 0 to 1. By moving the left part of the Brush Remap slider to the right you are increasing the value that is considered to be 0. That is if you move the slider to the center then

values of 0.5 and below will be considered 0. Similarly if you move the right hand part of the slider then you are changing the value that is considered to be 1. So moving the right to  $\frac{3}{4}$  of the way along will result in values of 0.75 or higher being considered 1.

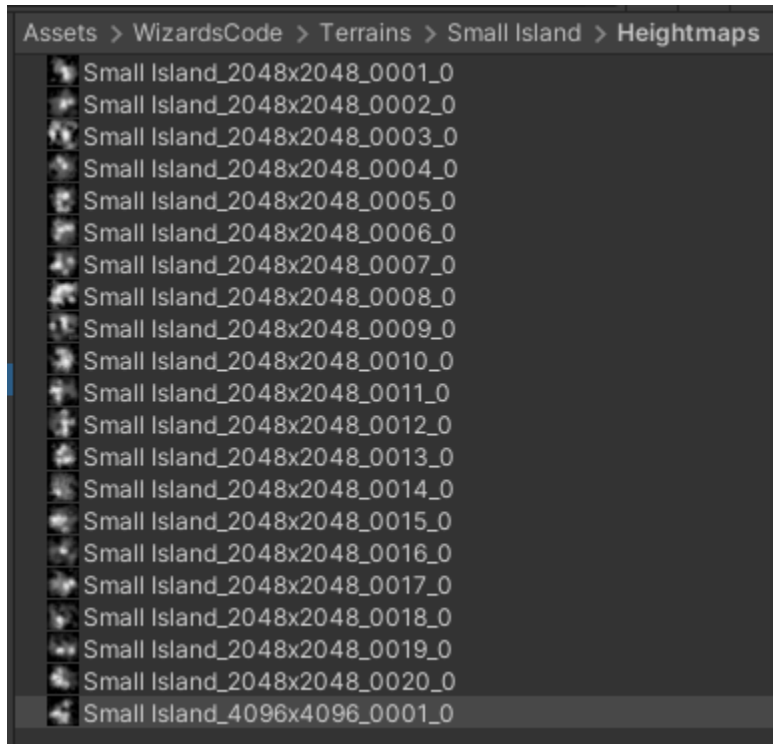
Finally, Brush Invert will make the stamp the reverse of what it was originally configured to be. That is 1 will become 0 and 0 will become 1.

The preview shows you the result of moving these sliders.



## Using the 4K Heightmaps

Heightmaps are images that encode the heights of the terrains. They are used in stamps for tools such as [Gaia](#), [MapMagic](#), [Atlas](#) and [Vista](#) as well as for brushes. However, the Terrain and Stamps package includes pre-made brushes so if that's what you are looking for the next section is for you. Using these heightmaps varies from tool to tool, we recommend checking the docs for your tool of choice.



The heightmaps are imported as 4K heightmaps. This gives you maximum quality but using such detailed heightmaps can be taxing on your machine. If you need to then reduce the max size of the heightmap in the import settings

## Bonus – Terrain Textures

This pack is primarily about the terrains and stamps. However, in creating them I needed some textures for the store shots, so I included them for you to use if you want to. Each pack has at least one set of textures that match the terrain, but not all textures within a pack are unique. Consider these freebies that may be useful, rather than a complete set of textures for your world. That said these are pretty good textures that, if they suit your game, will be a nice bonus. Freebies in a free pack, how cool is that!

These textures are 4K textures and as such they are fairly demanding on the machine. You will likely want to reduce their resolution in use as you seek to optimize performance. You can do this in the texture import settings as seen here.

