

# Terrain Engine 2D

## A 2D Block Engine for Unity

Out now on the Unity Asset Store

BUY NOW!

FEATURES

DOCUMENTATION

API

FAQ

DEMO

EXAMPLE PROJECT

## Terrain Engine 2D - V1.10

GENERAL ▾

BASIC ▾

ADVANCED ▾

## Introduction

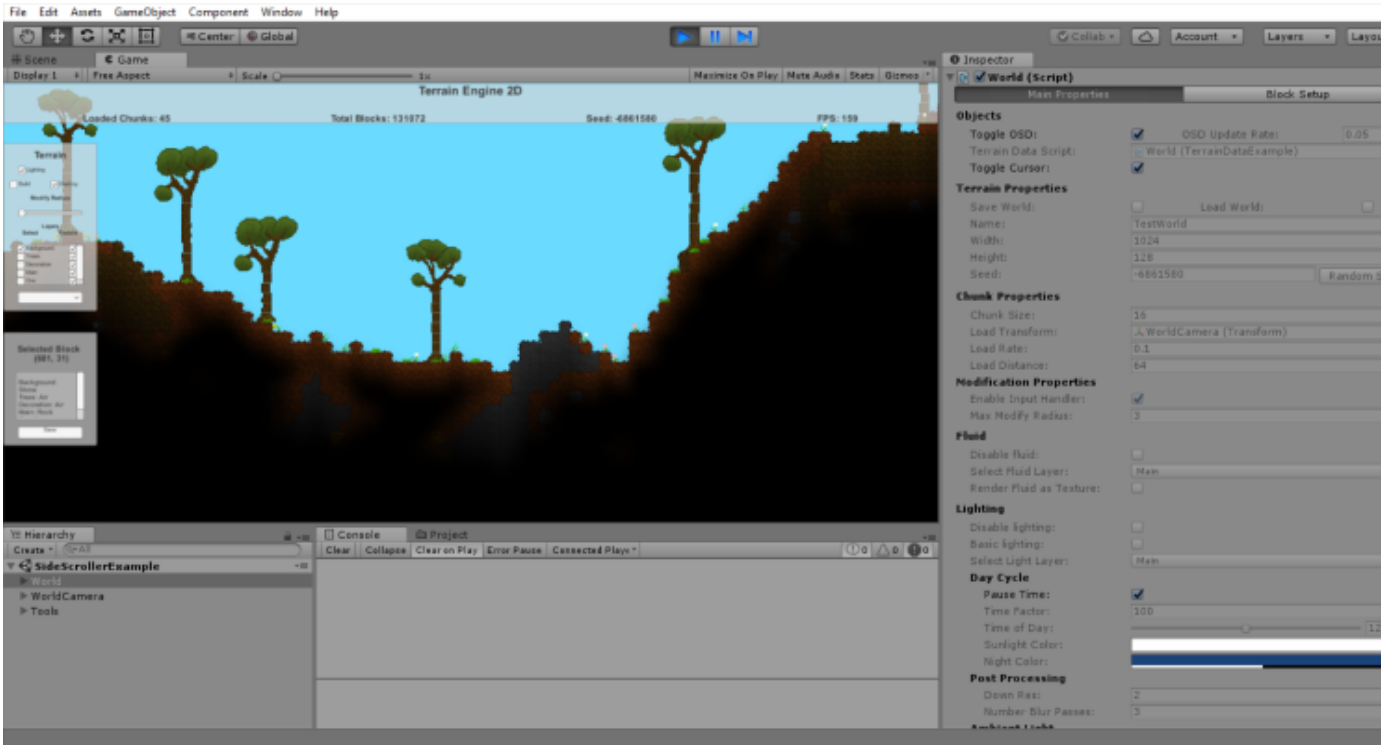
Welcome to the Terrain Engine 2D Documentation. Here you'll find all the information you need to begin using the engine!

### Table of Contents

- What is Terrain Engine 2D?
- Where do I begin?

## What is Terrain Engine 2D?

Terrain Engine 2D is a **fast** and **full featured** Unity 2D block engine. It allows you to procedurally generate 2D block terrain from tile textures. The engine provides a framework for **procedurally generating** pseudo-random terrain. Key features include the **custom inspector** allowing the user to add, remove and modifying block types, **tools** for testing the world and modifying the terrain during runtime, **fluid physics**, **lighting**, and more!



Unity 2017.3.0f3 Screenshot Terrain Engine 2D V1.10

## Where do I begin?

The documentation is here to help you get started with the engine. Checkout the **General** tab for information on the contents of the engine and how to setup your scene. The **Basic** tab holds all the information you need to start using the engine. The **Advanced (Under Construction)** tab holds in depth information on all the inner workings of the engine which will be useful to you if you wish to expand upon the engine or make your own modifications to suite your game!

You can also have a look at the [API](#) for information about all the classes and functions, or checkout the [FAQ](#) if you have any questions.



Copyright © 2017 Matthew Wilson. All Rights Reserved.

[Contact](#) [Privacy](#) [Top](#)