

4 TERRAINS WILL BE GENERATED

OFFLINE DATA

OFFLINE ELEVATION DATA

1 ASCII RAW TIFF

2 ASCII WorldElevation

RESOLUTION: 1025 x 1025

PIXEL SIZE: 19.46 Meters

3 HIGHEST ELEVATION: 2224.324

LOWEST ELEVATION: 459.4011

AREA SIZE: 20 x 20 Km2

4 SHOW ON MAP

5 SMOOTH STEPS 1

6 SINGLE TERRAIN None (Terrain)

7 TERRAIN CHUNKS None (GameObject)

NEW TERRAIN SETTINGS

8 TILES GRID 2x2 4 TERRAINS

9 AREA SIZE UNITS

X 16000 Y 16000

10 CONSTRAIN ASPECT RATIO

11 SET UNITS TO 1 METER

Each Unit Is 1 Meter
Each Terrain Is 8 x 8 KM

12 PIXEL ERROR QUALITY 2

TERRAIN NEIGHBORS

13 TERRAINS ROW COUNT 2

14 TERRAINS CLMN COUNT 2

15 SET TERRAIN NEIGHBORS

TERRAIN SPLITTER

16 TILES GRID 2x2 4 TERRAINS

17 GENERATE TERRAIN TILES

SMOOTHEN TERRAIN HEIGHTS

18 ITERATIONS 2

19 BLENDING 0.9

20 SMOOTHEN HEIGHTS

EXPORT ELEVATION DATA

21 EXPORT FORMAT ASCII RAW

22 EXPORT DATA

IMAGE TILER

23 TILE IMAGES FOLDER None (Object)

24 IMAGE TILER

TERRAIN TO MESH

25 Export Format Triangles

26 Resolution Quarter

27 PLACE IN THE SCENE

NEEDS MESH IMPORTING IN PROJECT

28 CONVERT TERRAIN TO MESH

MESH TO TERRAIN

29 3D MODEL None (GameObject)

30 OUTPUT RESOLUTION 1024

31 HIGHTS SHIFT 0

32 RAYCAST MODE Bottom Up Top Down

33 CONVERT MESH TO TERRAIN

GEO-COORDINATES CONVERTER

34 Degree, Minute, Second --> Decimal Degrees

LATITUDE

Deg 45 Min 2 Sec 2 N

45.033888888889 Decimal Degrees

LONGITUDE

Deg -110 Min 2 Sec 2 W

-110.033888888889 Decimal Degrees

35 Decimal Degrees --> Degree, Minute, Second

LATITUDE

45.033888888889 Decimal Degrees

Deg 45 Min 2 Sec 2.00000000005821 N

LONGITUDE

-110.033888888889 Decimal Degrees

Deg -110 Min 2 Sec 2.00000000040745 W

36 GENERATE TERRAIN

2048 px

1024 px

TerraLand Terrain Quick Guide

- 1 Format selection to load downloaded Elevation data
- 2 Insert Elevation data file into this field
- 3 Display information for the inserted Elevation data file
- 4 Display inserted data area bounds in a preview map window
- 5 Smoothing value applicable on terrain heights while generating terrain(s)
- 6 Previously generated terrain can be inserted in this field
- 7 Previously generated terrain chunks object can be inserted in this field

- 8 Grid size for new generating terrain chunks
- 9 Terrain size in Unity engine units
- 10 Matches terrain size corresponding to the real-world size selection
- 11 Each 1 unit in Unity engine will be considered as 1 meter
- 12 The final surface quality (LOD & Tessellation) of terrain

- 13 Number of terrain chunks in Width/Row direction for neighboring
- 14 Number of terrain chunks in Height/Column direction for neighboring
- 15 Sets terrain neighbors to have seamlees LOD between them

- 16 Grid size of tiles from a single terrain (e.g. 4x4 = 16 terrain tiles)
- 17 Generate terrain tiles/chunks out of a single terrain in the scene

- 18 Iteration/Step value for the Smoothing operation on terrain surface
- 19 Blending factor between the original & generating smoothed heights
- 20 Smoothen terrain(s) surface based on given factors

- 21 Export format for the saving elevation data file
- 22 Export & save elevation data file out of inserted terrain(s)

- 23 Folder which contains previously downloaded Satellite Images
- 24 Texture & tile existing images in the folder on inserted terrain(s)

- 25 Selection between Triangles & Quads for the generating mesh
- 26 Resolution of the generating mesh based on original inserted terrain(s)
- 27 Import & place generated 3D model in the current scene
- 28 Convert terrain(s) to mesh and generate 3D model

- 29 3D model/mesh of a terrain object in the scene
- 30 Resolution of the generating terrain out of inserted mesh
- 31 Shift terrain heights while generating
- 32 Raycast detection direction while generating terrain
- 33 Convert mesh to terrain and generate terrain object

- 34 Convert Lat/Lon from "Deg. Min. Sec(DMS)" to "Decimal Degrees(DD)"
- 35 Convert Lat/Lon from "Decimal Degrees(DD)" to "Deg. Min. Sec(DMS)"

- 36 Generate terrain heights out of inserted elevation data

- If no terrains inserted, new terrain will be generated based on "New Terrain Settings" section adjustments and if there are inserted terrains, their heights will be updated.