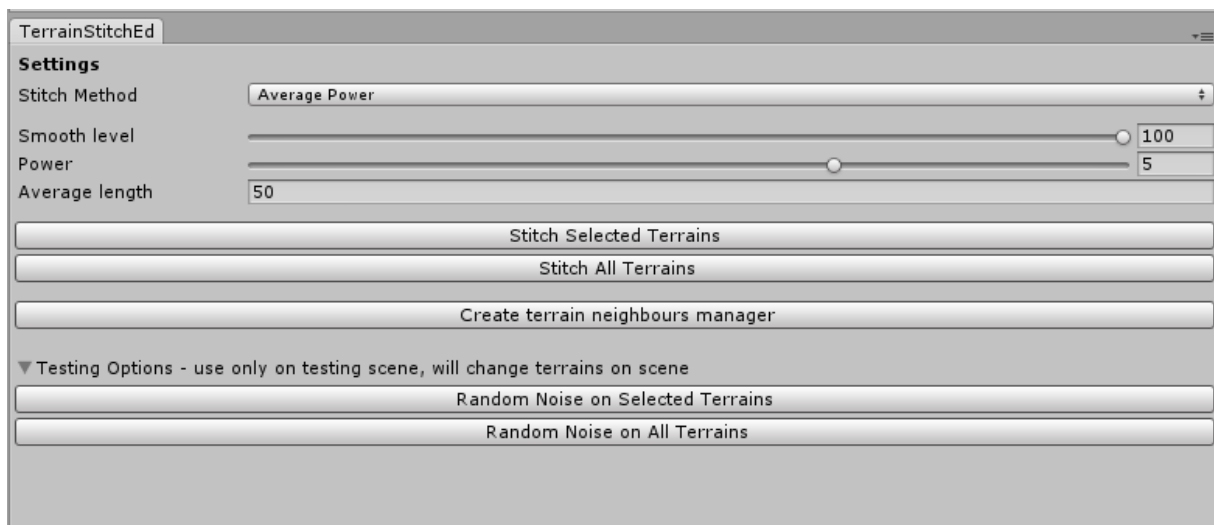


TERRAIN STITCHER TUTORIAL

Terrain Stitcher have couple of functions that will help you fix all terrain holes between terrains.

1) First few steps before you start:

- Open Tutorial Terrain Stitcher Scene
- Open Terrain Stitcher Editor in Tools:



- Click on testing options to open test window
- Click "Random Noise" button, no matter which. System will generate random height map for terrain.
- Now you can test options and parameters that we offer to you.
- Click Ctr+Z to undo.

2) Stitcher parameters:

Stitch Method:

- "Average Power" - that is useful mostly if you want to hold shape as much as it's possible in terrain vertex which are used during stitching. Function is interpolating and blending using power and smooth parameters.
 - Power of the function is the polynomial degree. The higher value saves better your geometry shape.
 - Bigger smooth give better function smoothness
- "Trend" - is function to repair bigger holes and make smooth line between terrains. In some cases it's very powerful tool which save you a lot of work.
- **IMPORTANT** if you put length to 0 in both methods system will stitch terrains only at the border without any advanced interpolation function. This is useful to fix small holes

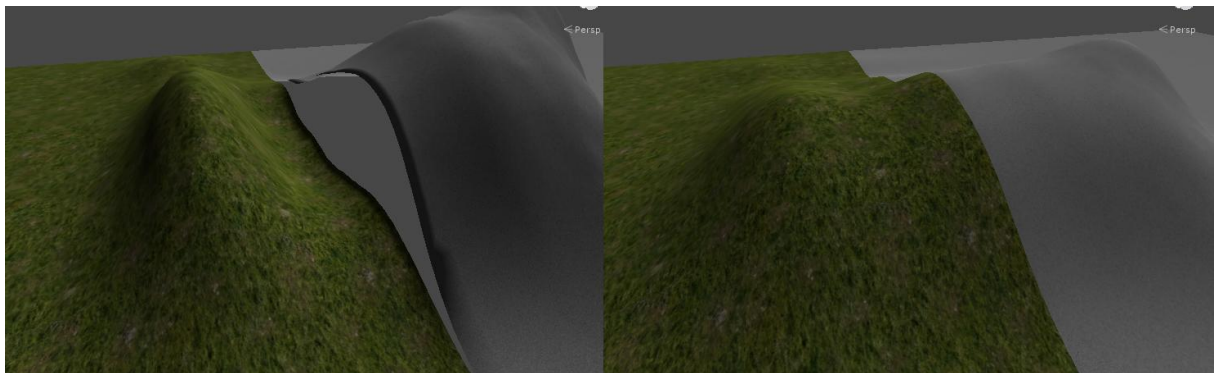
on the borders and don't affect any geometry. **Length value** is the number of vertexes that are used during stitching.

3) Tips and examples:

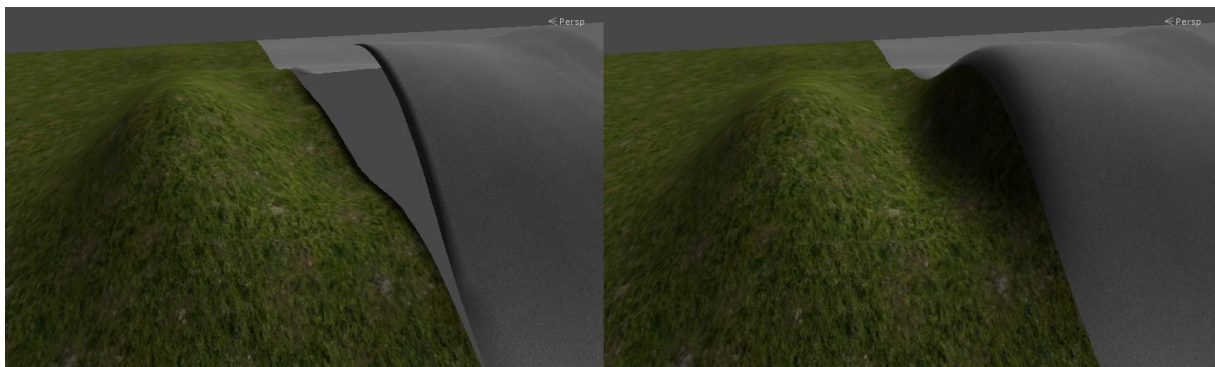
"Average Power" functions are used to save your shape during stitching , "Trend" function are useful to repair holes/terrain artifacts.

Below are presented few examples. The same count of vertexes is used in stitching - please look at the terrain behavior and differences:

Trend:



Average:



0 Length:

