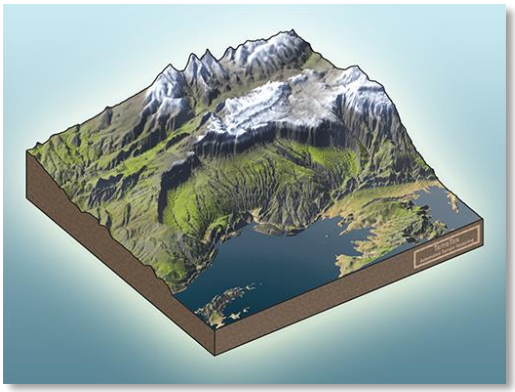
TerraTex
Automated Terrain Texturing

Note: This documentation details features in the full version which may not be in the lite version



Here is an example of a texture created with this tool in less than 3 minutes starting from an empty scene.

There are 4 texture layers (each layer can have up to 12 textures)

Base (previously 'Grass')
The base layer will be applied above sea level and is what the name implies – the base. i.e. when no special case applies such as cliffs or snow, this is how the terrain will be textured.

Cliffs (previously 'Rock')
The cliff layer is the layer that will be visible on mountains and cliffs. You can configure how visible the rock is based on how steep a slope is and the height of the terrain.

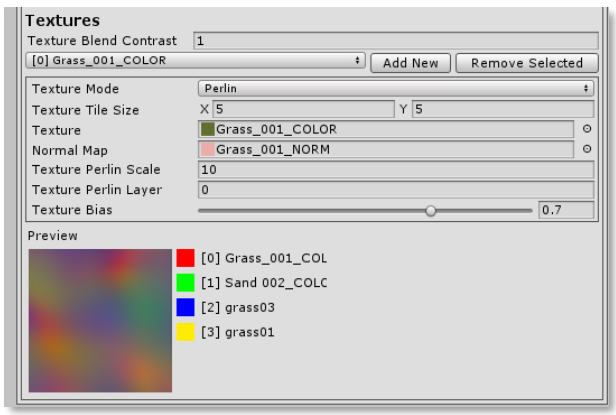
Waterbed (previously 'sand')
The waterbed layer is the layer that is drawn below the water level (and on the water bank)

Snow
The snow layer is the layer that can be applied like snow, it goes on top of every other layer and the height/slope limits can be configured

Terrain Settings

The terrain you want to apply the texture to

Texture Settings



Each layer can have up to 12 textures which can all be individually configured
Textures can be added/removed with the two buttons on the right of the dropdown menu – this menu selects which texture's settings you want to edit
The textures are all blended together for each layer, the blend contrast defines how blended they are. A low number will blend the layers softly (like in the example on the left), a higher number will have more definition between layers
Each texture has several options; they have two modes which are 'Fixed' and 'Perlin'
Fixed mode means that the texture will have a constant distribution across the whole terrain, perlin means that the distribution will more randomised (depending on the perlin settings)
The perlin distribution can be configured by adjusting the scale and perlin layer. A low scale will have much smaller details whereas a larger scale will look more even – an example of a small and large scale perlin is shown below. The perlin layer is essentially the seed, all textures on the same layer will have exactly the same distribution (providing the scale is also the same) – this is true even across all layers (base, cliffs, waterbed, snow)

Example of small scale perlin

Example of large scale perlin

The texture tile size can also be set for each texture, this is just how big (zoomed in) your textures will appear on the terrain.
The texture and normal map can then be applied and the final option is bias. The bias is essentially an opacity slider where a low texture bias will result in minimal amount of this texture being visible and vice versa. These biases are all relative to each other rather than absolute (so that all parts of the terrain are fully textured with no 'transparency')
e.g. if you have 2 textures with one bias set to 0.5 and the other to 0.1, the result would be the same as if they were set to 1 and 0.2 respectively

At the bottom of the texture settings there is a small preview of how each of your textures will be distributed across the terrain

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Base Settings

This is the maximum altitude that the base layer will be visible, useful for mountain peaks if you just want them to be rocky. If you don't want a limit just set it to a height higher than the maximum of your terrain – or just a high number such as 99999

This just the height over which the base layer will blend to the cliffs layer at the max altitude boundary. E.g. in this example above 40m there would be no base layer, from 30m-40m would gradually blend from the base layer to the cliffs layer ($40 - 10 = 30$).

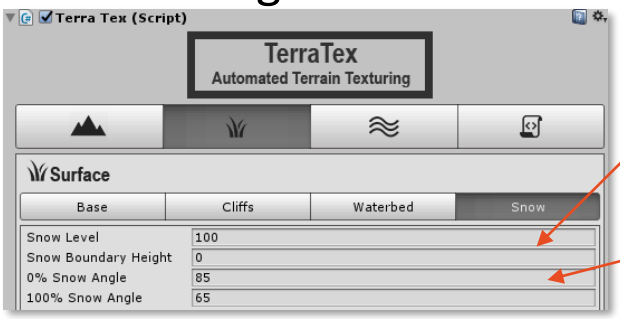
Cliff Settings

The two angles can be adjusted to control when the base/waterbed layer will be replaced with the cliff layer – i.e. on a mountain/cliff. Below the 0% angle there will be no cliff layer, above the 100% there will be full cliff layer and no base/waterbed layer. In-between will be interpolated. E.g. in this example at 5° there will be no cliff, at 80° the texture will be 100% cliff and at 40° it would be 50/50.

Waterbed Settings

The waterbed layer does not have any specific settings other than the texture settings already explained
The waterbed is dependent on the water level and water bank height which are both in the water settings tab
The waterbed layer will have rocky cliffs the same as the base layer

Snow Settings



Snow will be added when the height is above this threshold. The boundary height works the same as the water bank height and base boundary height.

Similar to the way the base/waterbed layers fade away at steeper angles you can also do the same with snow. In this example above 85° there will be no snow and below 65° there will be full snow – with interpolation in between.

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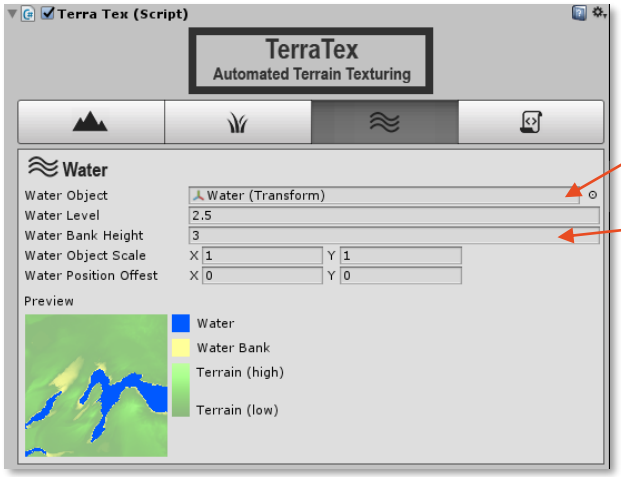
Water Settings



Your water object if you want one – this will automatically be scaled and centred and raised to the water level height. You can further adjust the scale and offset if you want with the settings below

The water level is the height at which the water will be, below this height the base layer will be replaced with waterbed layer
The bank height is the height above the water that the waterbed will fade to the base layer.

Below the settings is a small preview showing the water/terrain

Generate Settings

When you have configured your settings as desired, simply click the 'Generate Terrain Texture' button and the texture will be generated
Note: this will take a few seconds and the editor will be unresponsive in the process
You can also tick the checkbox so that the terrain will be generated when the scene starts and you can clear the terrain entirely (the terrain will turn solid black) – this option has a confirmation window

Thank you for taking the time to read this documentation, if you have any issues with TerraTex or general queries, please don't hesitate to contact me at josephpatrick2013@hotmail.com – I will get back to you as soon as possible

Also please don't forget to **rate TerraTex on the Asset Store** – this help me out massively and I greatly appreciate it

Thanks again,
Joe