



Unity 3D Asset

TerraHe

Simple Terrain Heightmap Tool

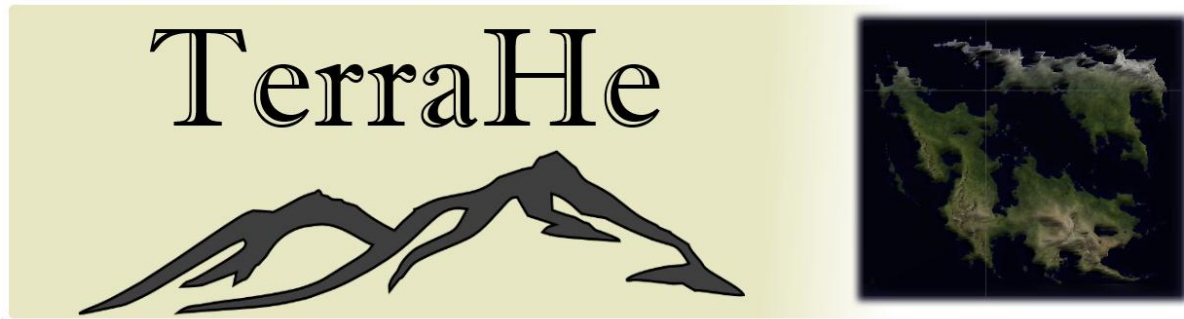
DOCUMENTATION

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1. What is TerraHE?

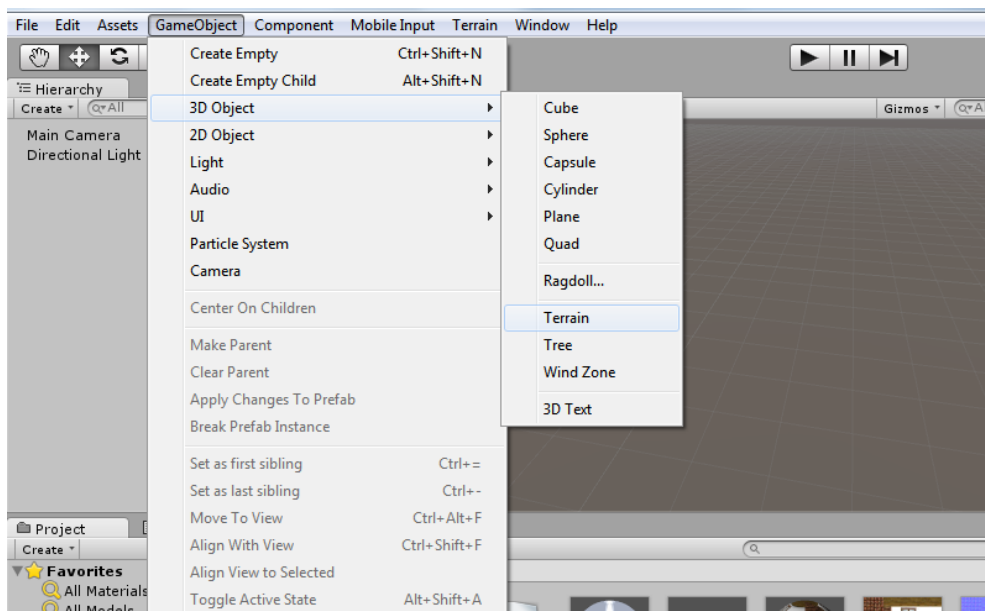
TerraHE (TerrainHeightmapEditor) is a simple tool for terrain heightmaps. What it does is basically applies a heightmap texture from nearly all formats(.PNG , .JPG , .GIF etc) no need to be black&white , you can just use colored textures too , and It also lets you edit height according to your wish. Therefore , with that asset you no longer need .RAW files ,extra effort to change it's height tone and such. This was a problem for me while I first start to use heightmaps in Unity. Then I came across with heightmap's editing problem. And here , I made this asset for developers who suffer same.

2. Why TerraHE?

TerraHE is cool because as far as I can see there are no other asset that gives the same result. Since heightmap importing looks easy , most of the asset makers don't want to spend time on it. Also , TerraHE is cheap. Might be the cheapest. It's cheap because I'm a developer and I use assets too. So no one likes to pay a lot for a tiny bump on the road.

3. How to use TerraHE?

3.1 About Terrain and Terrain Optimization

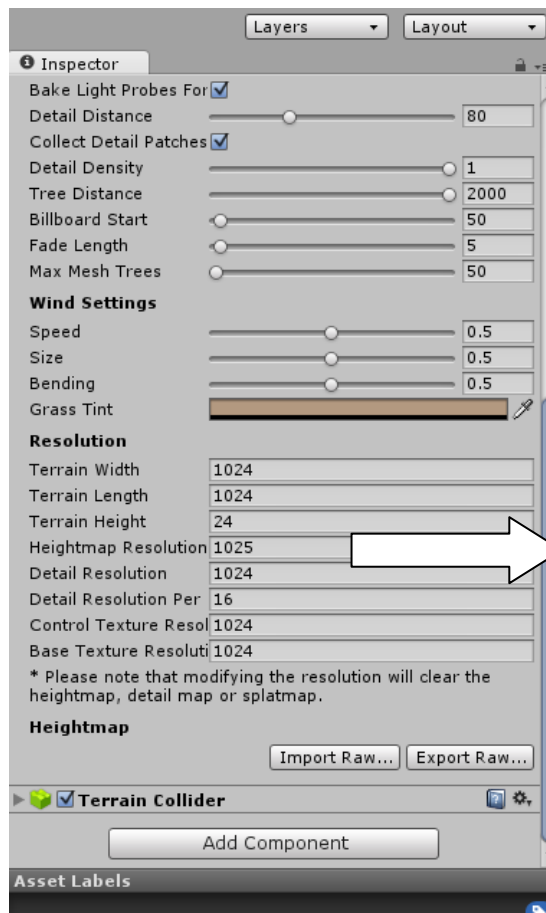


Before using TerraHE you should optimize your terrain first. To do that first you need an active terrain. Go to

*Game Object
3D Object
Terrain*

This will create a new terrain for you. For a fresh start. You might want to use your old terrain too which is fine. Just be sure that its active on scene. Now you have a terrain. But we are not finished yet.

Click on your terrain. From inspector , click Terrain Settings(Cog icon). Then you will see settings like this ;

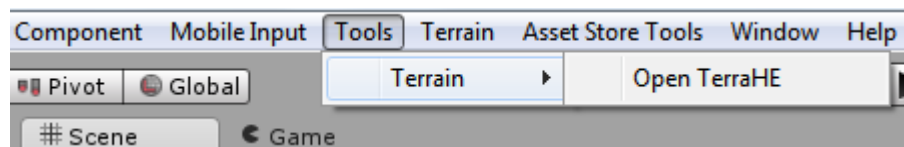


This part is about your lightning and wind settings

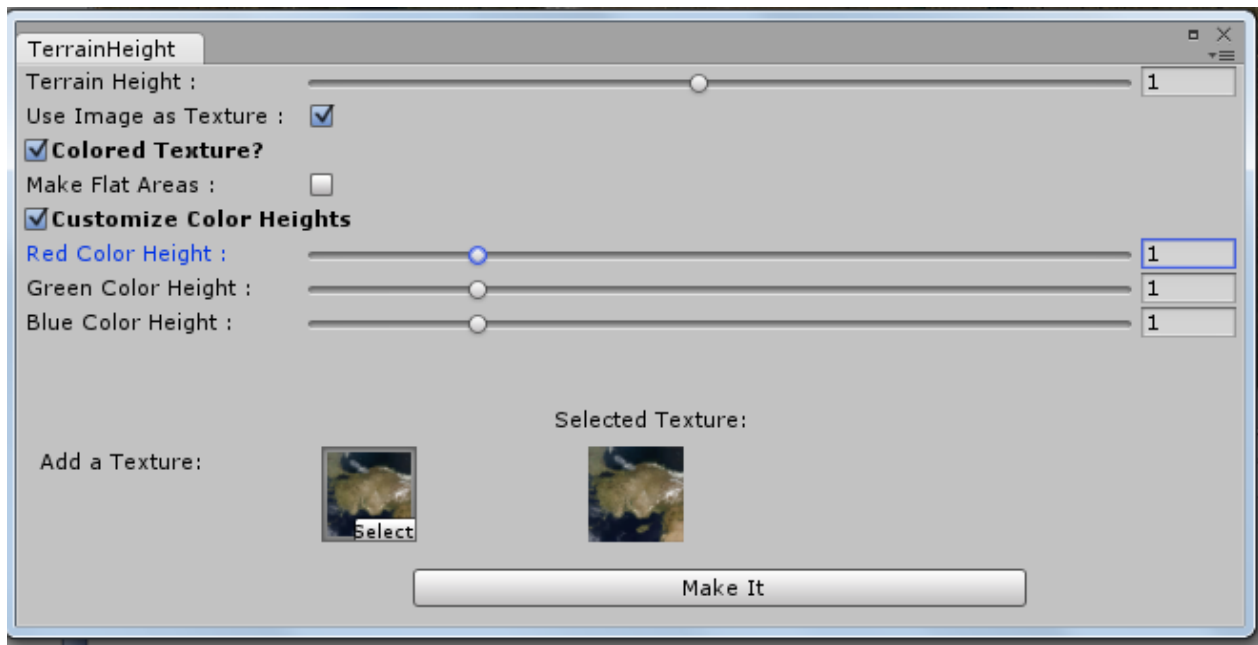
This is NOT the default settings. But for TerraHE , this is the default settings. So before you use TerraHE , you should set this values.

And you are done. You can now learn the basics of TerraHE.

3.2 Using TerraHE



TerraHE is really simple. Just select Tools from toolbar , select Terrain and select Open TerraHE and you are ready to go. It's a floating window , so you can put it anywhere. Now you can say to yourself " *There are some options , what are they?*". Let me talk about them more then.



- **Terrain Height** : As you can understand from its name, it's a slider for adjusting the terrain height. It's mainly increase/decrease the height of mountains etc. For best value, you need to make some changes and experience yourself.
- **Use Image as a Texture**: If this option is clicked, windows uses your heightmap resource as a texture for terrain
- **Colored Texture** : You can check this option if your texture is colored. But you have to know this, if you don't check this, you can't check Flat Areas. Because for now, it's only working with Colored Textures
 - Make Flat Areas** : By clicking this, you can make flatter areas. You can use this mainly for high detailed maps
- **Customize Color Heights** : You can check this option if you want to customize color heights. But I would recommend that if and only if you don't have another option like making flat areas and modify total height etc.

Support :

I would be really grateful if you share this asset with your friends and support it. I'm always open to hear new ideas, improvements or friendly talk. If you feel generous, you can also buy me a beer

https://www.paypal.com/cgi-bin/webscr?cmd=_s-xclick&hosted_button_id=H74HTU33A84LC

Contact:

If you have problems or questions, do not hesitate to mail me

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