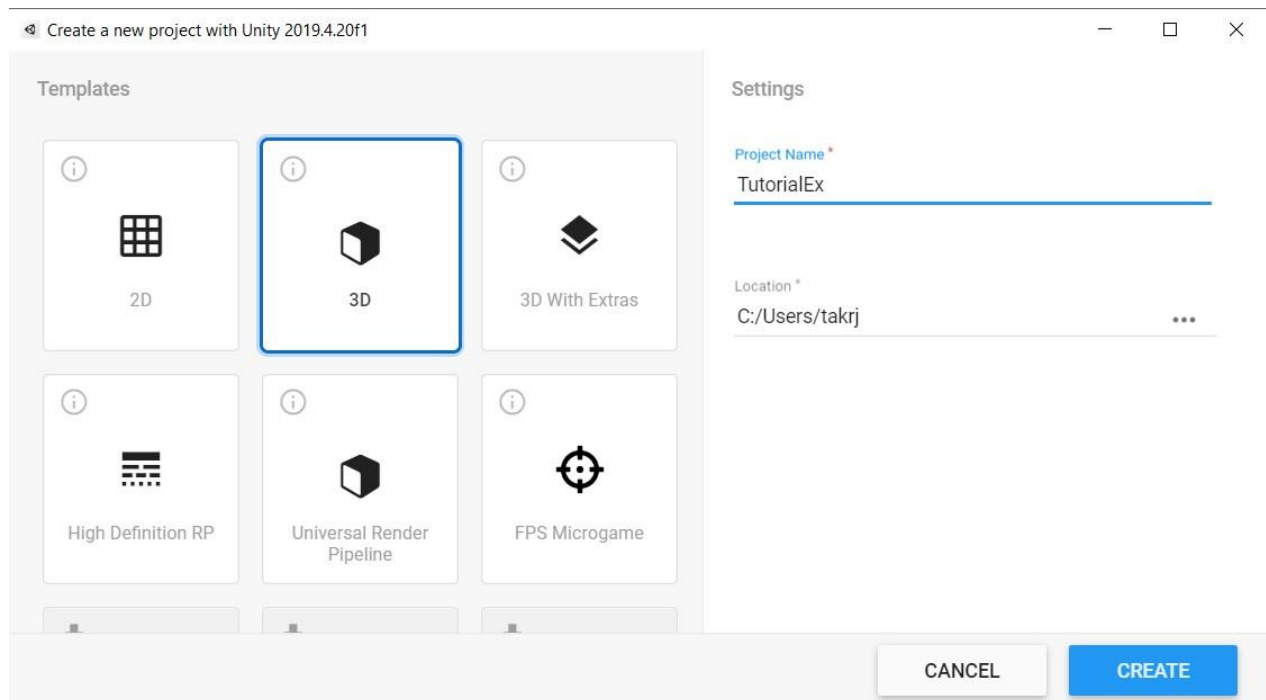


Tutorial by :

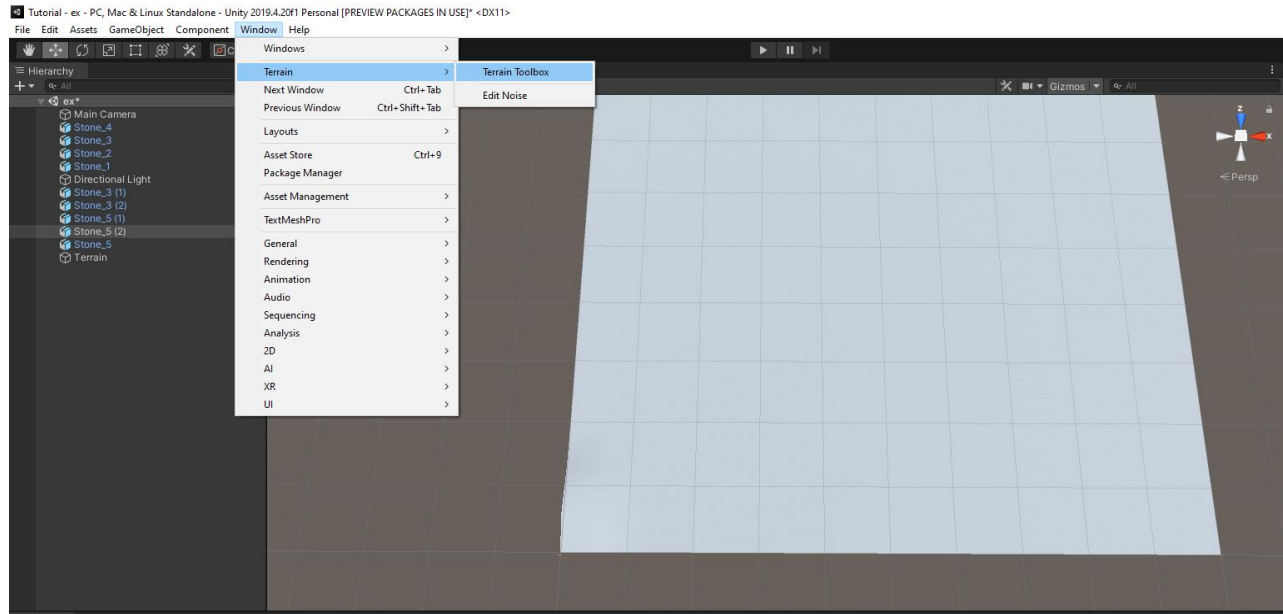
Ripunjaya Tak (20BCG10015),
Zoya Qadri (20BCG10111),
Gaming Technology Students,
VIT Bhopal.

Volcano Eruption

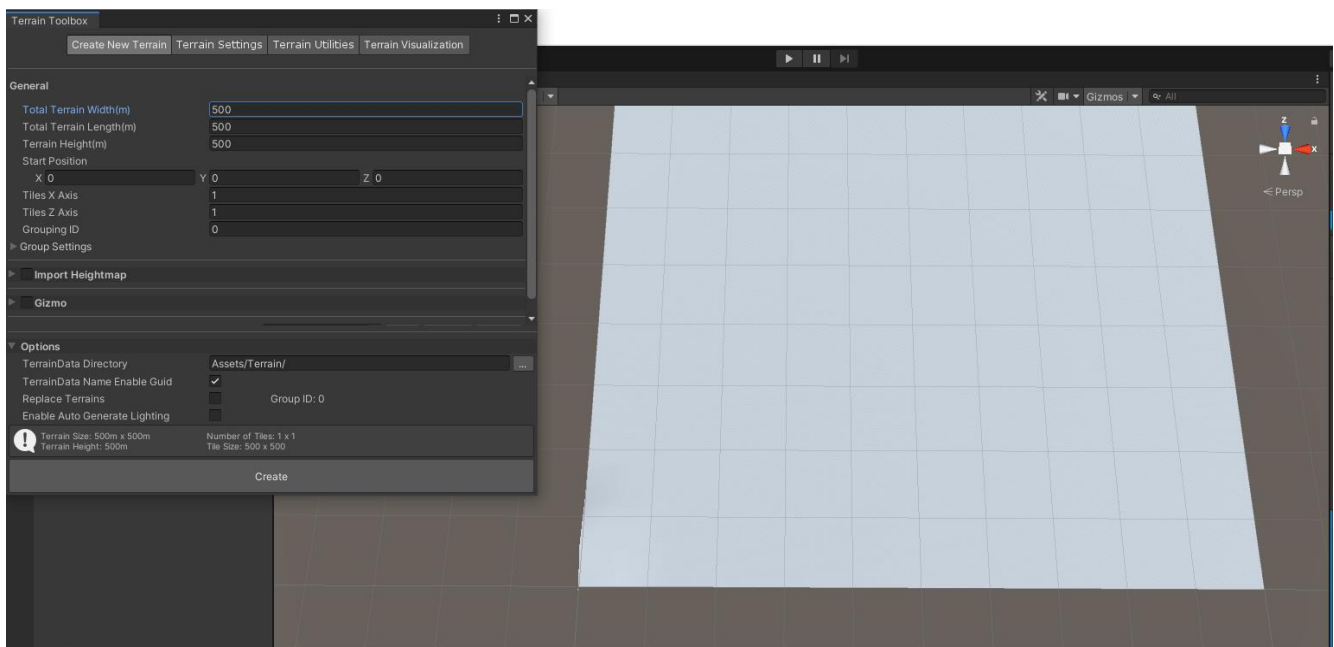
Step 1 – The 1st step includes opening “Unity 2019.4.20f1” and clicking on the new project option and naming our project.



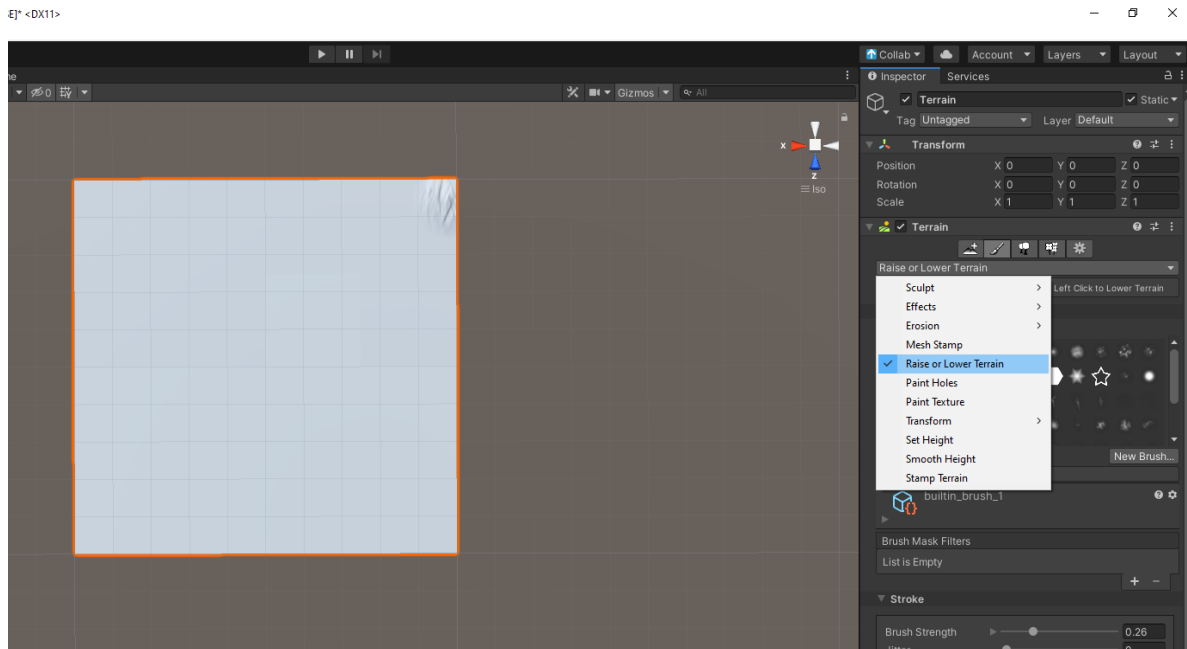
Step 2 – As the project opens go to “Windows” option, select “Terrain” then “Terrain Toolbox”.



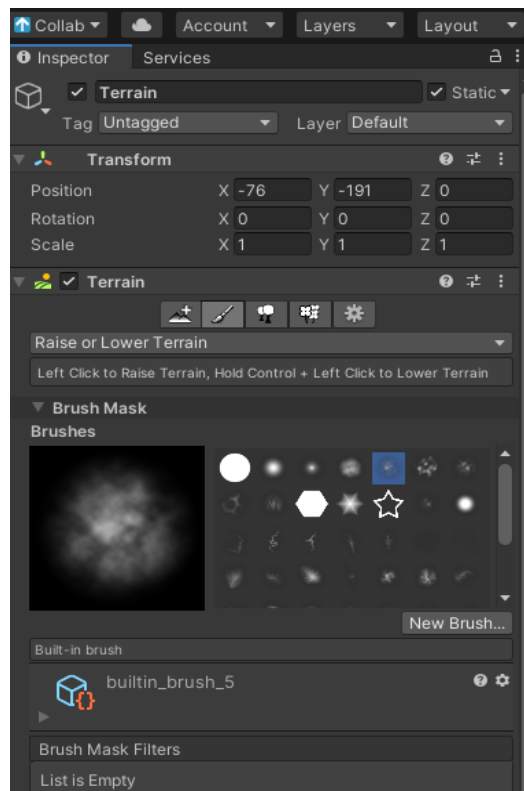
Step 3 – Adjust Terrain’s width, length and height according to your need then click on create.



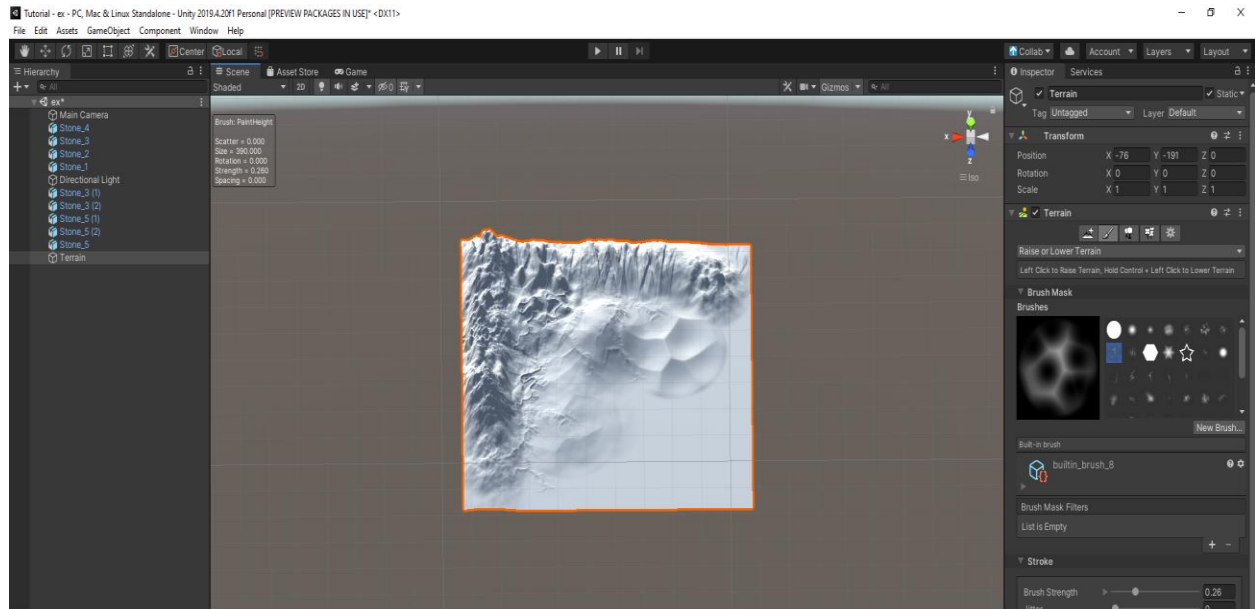
Step 4 – Go to “Inspector” window and select “Brush” option in terrain section then choose “Raise or Lower Terrain”.



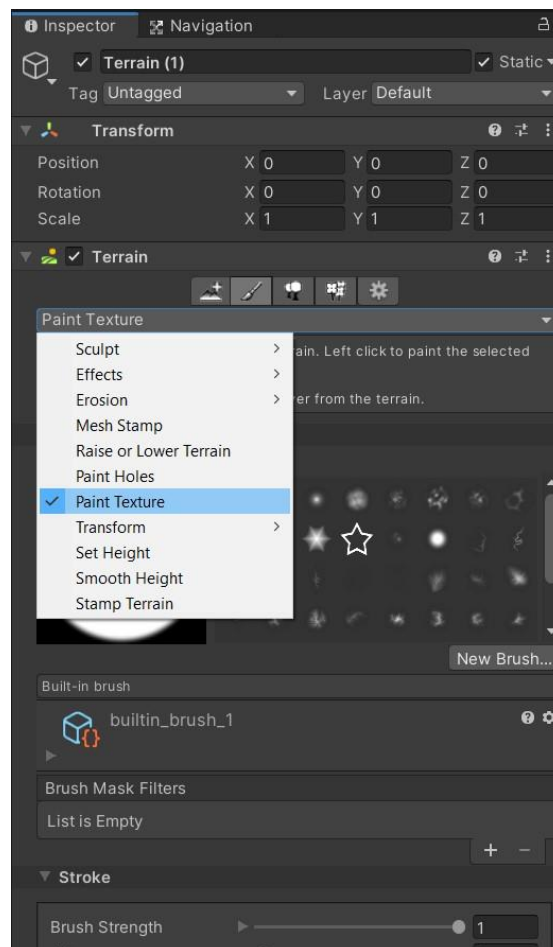
Step 5 – Choose the brushes from “Brushes Mask” to create terrain in different shapes and sizes.



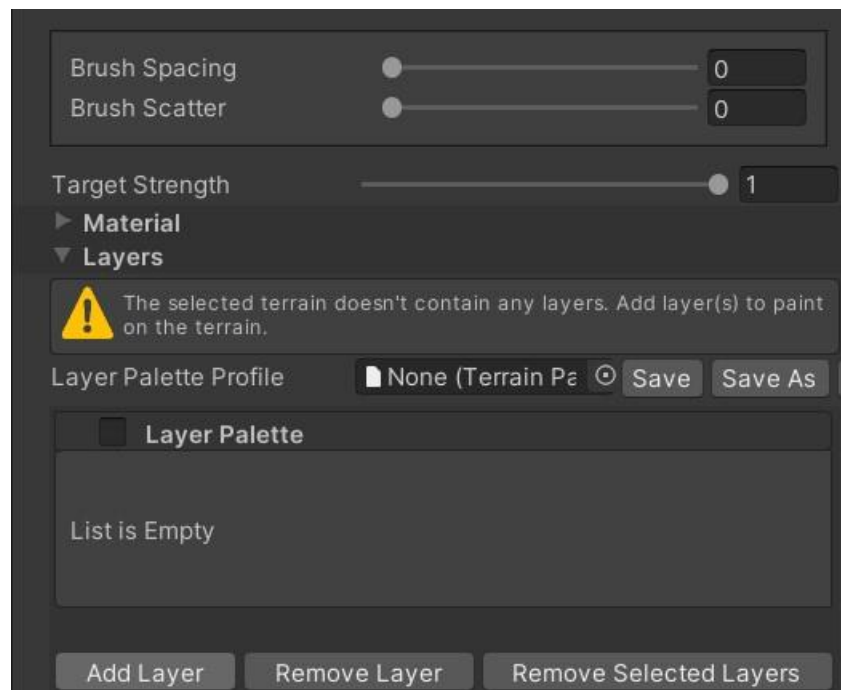
Here is an example of terrain.



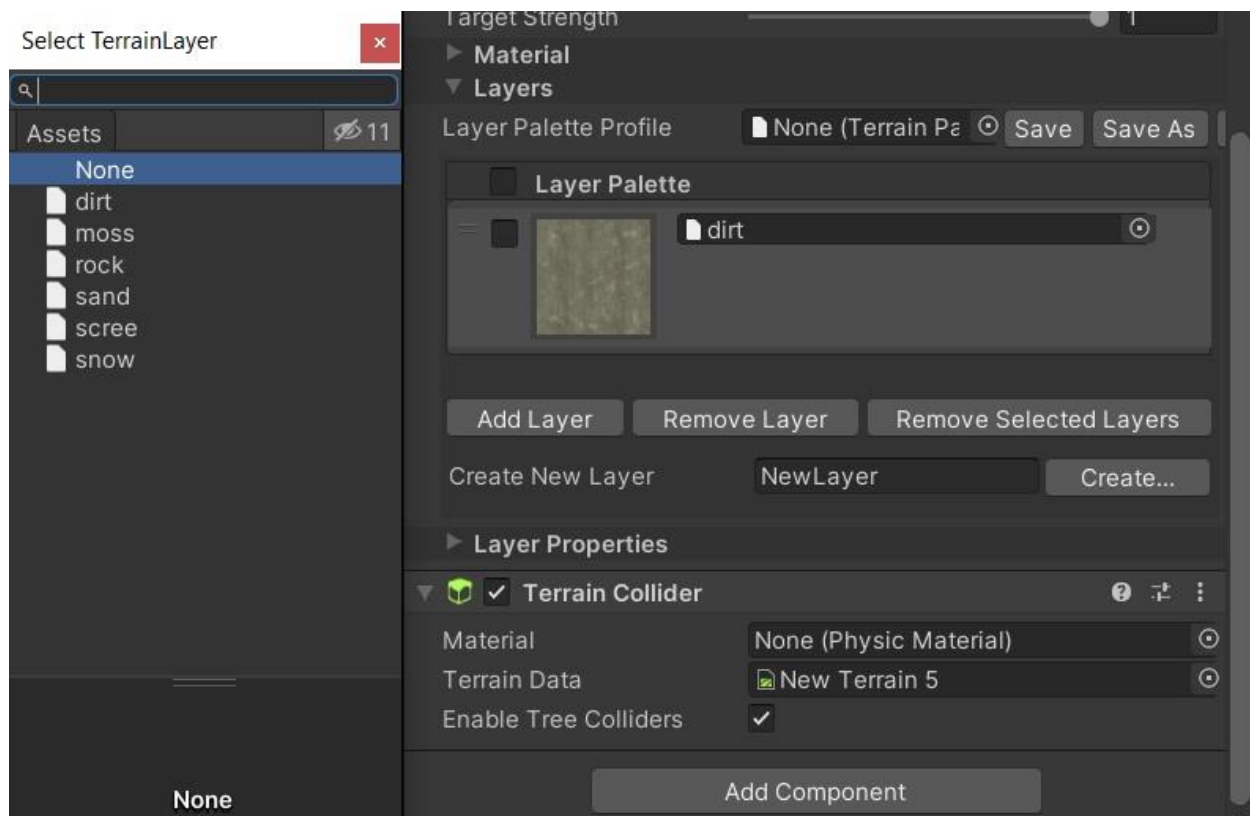
Step 6 – Now go to “Paint Texture” from the brush icon in terrain section.



Step 7 – Click on “Layers” at the bottom of the Inspector window and click on “Add Layer”.



Step 8 – Select layers from new pop-up window named “Select TerrainLayer”, you can see the layer in the “Layer Palette”. Click on the checkbox to use the layer.









This is how terrain will look after applying layers on them.





Step 9 – Go to “Asset Store” then search “Stones” and import the stones in the scene.

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Purchased

PIXELCLOUD
Stones
★★★★★ (62)

PIXELCLOUD
Stones
(not enough ratings)
\$8

☐ Free Assets (144)

Unity Versions

+

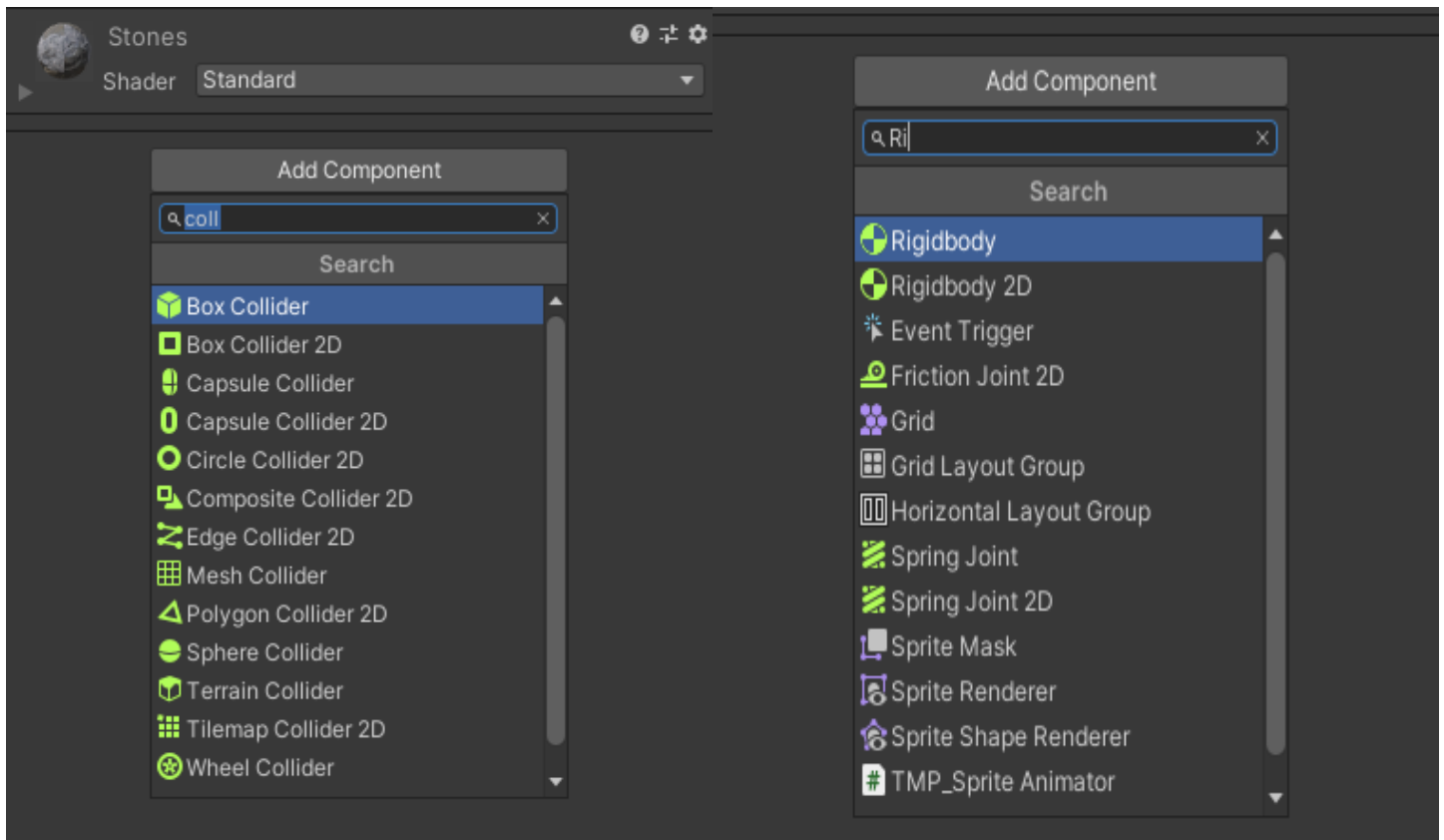
Publisher

+

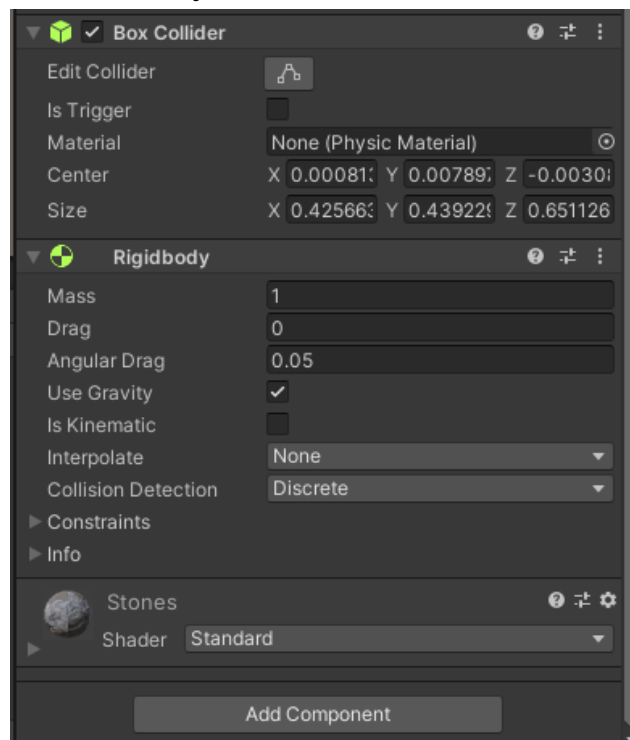
Ratings

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Step 10 – Click on “Add Components” and search “Box Collider” and “Rigidbody” to apply physics on the stones.



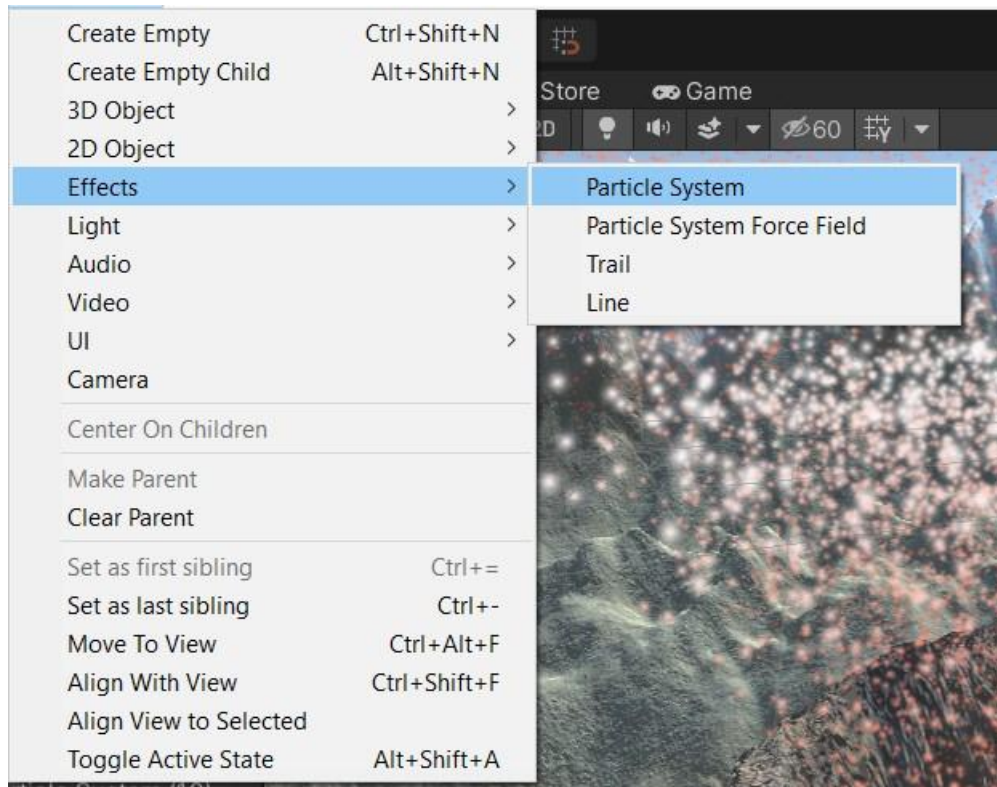
Step 11 – Click on the “Use Gravity” checkbox.



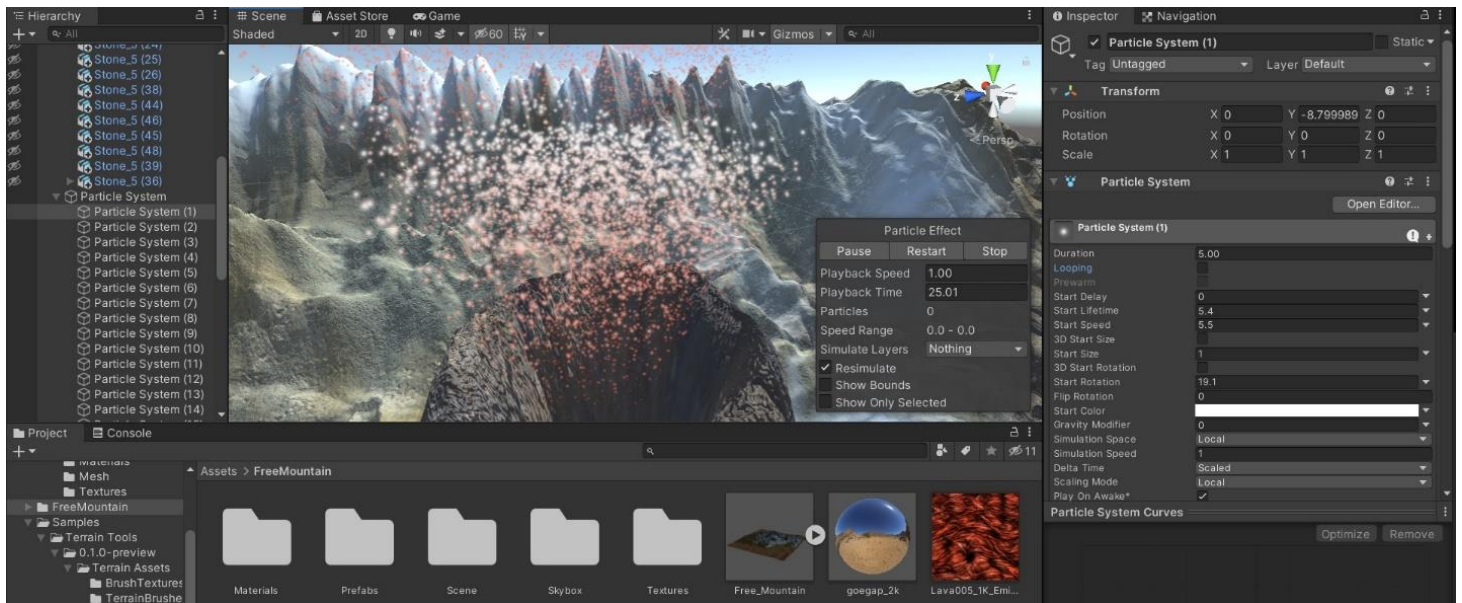
Step 12 – Drag the material on the stones to apply texture on them.



Step 13 – Go to “GameObjects” then “Effects” then “Particle System”.



Step 14 – Change the particle system's properties according to you from the Inspector window.



After putting up terrain, stones and particle system together, the game scene will look something like this

