Mesh to Terrain

Version 1.4

Infinity Code, 2013

http://www.infinity-code.com/

Description

Component to convert 3D models into Unity3D Terrain. Can work as with all objects on a layer, and only the selected objects. Does not require the addition of the components of physics.

Using

Add the 3D scene model that you want to convert into Terrain. The number of models is not limited, and they can have any nesting.

Select the menu item «**Window / Infinity Code / Mesh to Terrain**», to open the component.

Window component consists of three sections:

- **Meshes** – Configuration models, which will be converted into terrains.
- **Terrains** – List of terrains.
- **Textures** - Settings texture generation.

In the field «**Mesh select type**» section Meshes, select how you want to define a model for the transformation:

- **GameObjects** – Objects to be added manually. For all the added objects considered subobjects. To avoid errors, you must remove all unnecessary sub-objects of the objects do not belong to the terrain.
- **Layers** – As models for the conversion of all the models used in the layer. In order to avoid errors from the layer to remove all unnecessary objects that do not belong to the terrain.

In paragraph «**Direction**», specify the direction of raytracing:

- **Normal** - The Rays go from the top down.
- **Reversed** - The Rays are bottom-up. Must be used if the polygon model is facing downwards.

In the field «**Type**» section Terrains, select:

- **Exist Terrains** - If you want to convert your existing terrains. To do this, place the terrains under the models and add terrains to the list.
- **New Terrains** - Terrains will be created and placed under the model automatically. In the appropriate fields number of the terrains that will be created.

If the field «**Type**» section Terrains selected «**New Terrains**», then there are additional settings:

- **Count** - Number of terrains you want to get.
- **Bounds** - Type boundary of the model. The options are determined automatically or set another GameObject. GameObject borders should be Cube without rotation and include the entire area you want to convert.

- **New terrains settings**.

If you want to use smoothing, choose the «**Use smoothing of height maps**» and set the smoothing factor.

In the field «**Type**» section Textures, select:

- **No Texture** – Texture for terrains not be created.
- **Bake Main Textures** - For each terrain creates a separate texture, the size specified. If in a certain place of the components can not get the main texture of the model, it will be replaced by the color specified in the «**Empty color**».

Press the «**Start**» and wait for the conversion. Depending on your computer system, the number of places and settings it can take from a few seconds to several minutes.

Attention. If the model is added collider, other than «**Mesh Collider**», it can be properly processed. To solve the problem, remove the component model collider.

Troubleshooting

After starting you get the error border or nothing happens.

There are two reasons for this:

1. The models in the scene have a size that is insufficient for correct operation of physics. You need to increase the model in 100 + times and start the component again The problem is that the default scaling factor of imported models «**0.01**».
2. You choose the models are not in the scene. Add model in the scene and convert them.

Terrains not correspond to the models axis Y.

1. Scale up the model several times.

New terrains have a low resolution / accuracy.

1. Increase the Height Map Resolution.
2. Increase the number of new terrains.