

TERRAIN TOOLBOX

[Website](#)

Support Email: crywolfdigital@gmail.com

FEATURES

- Edit multiple terrains
- Edit terrains with large brush at fast speeds
- Convert Terrains to mesh at desired resolution
- Create multiple terrains with one button
- Presets for storing your work
- Automatically set neighbors

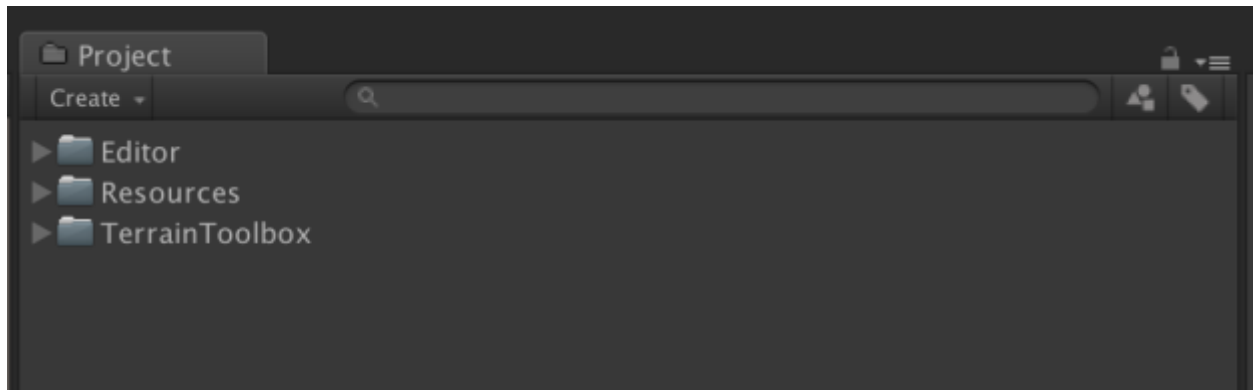
OVERVIEW AND TUTORIAL VIDEOS

[Tutorial](#)

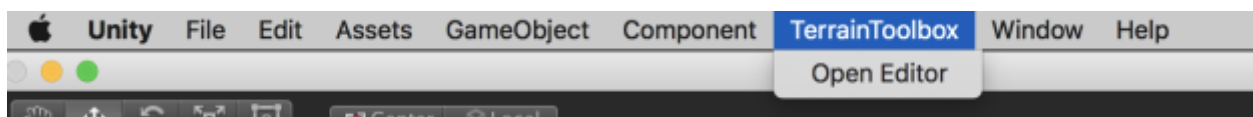
[Overview](#)

HOW TO USE TERRAIN TOOLBOX

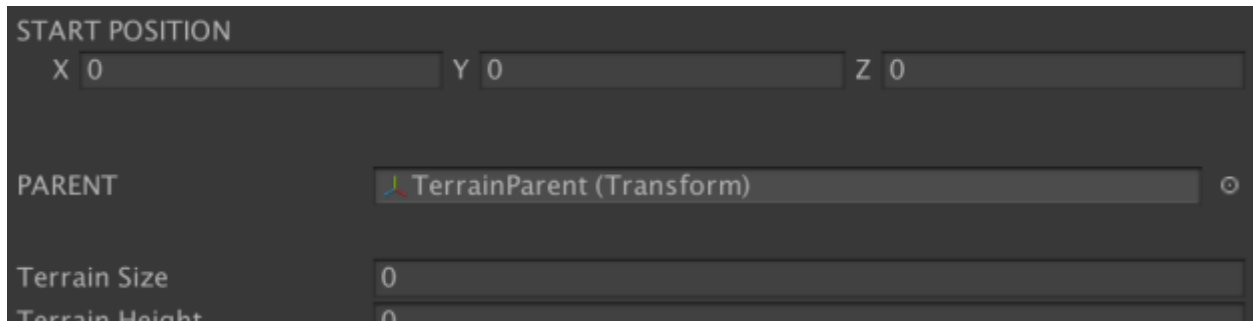
- 1) Import the plugin
- 2) Inside the Terrain Toolbox folder, move the Editor Folder and Resources folder outside of the Terrain Toolbox folder.



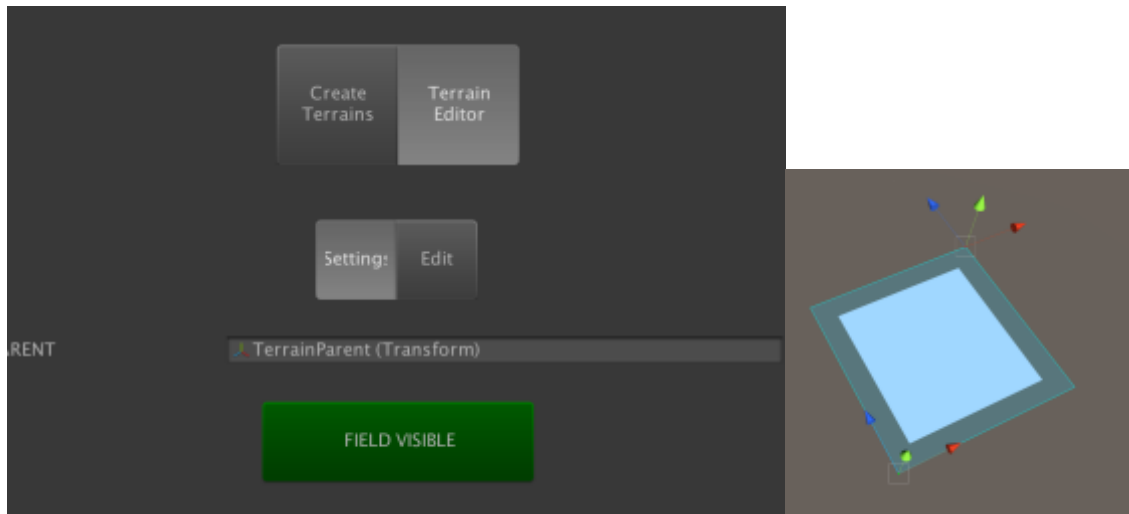
3) Open the terrain toolbox plugin from top menu



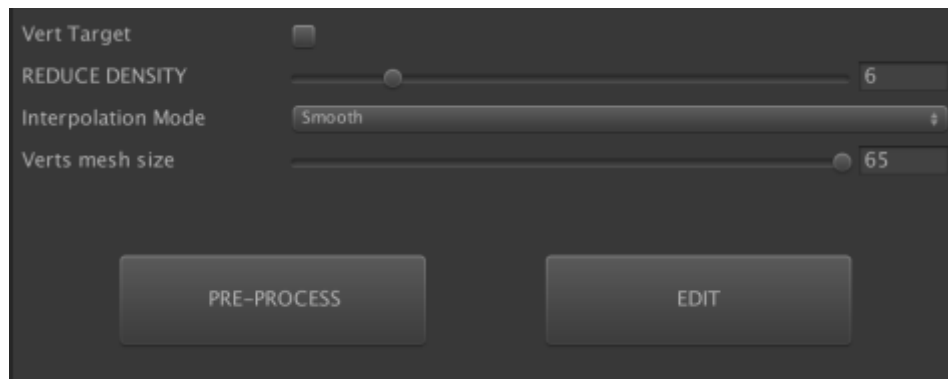
4) Setup Parent GameObject for all your terrains and assign it in the editor field. You should have all terrains you want to edit under this parent gameobject.



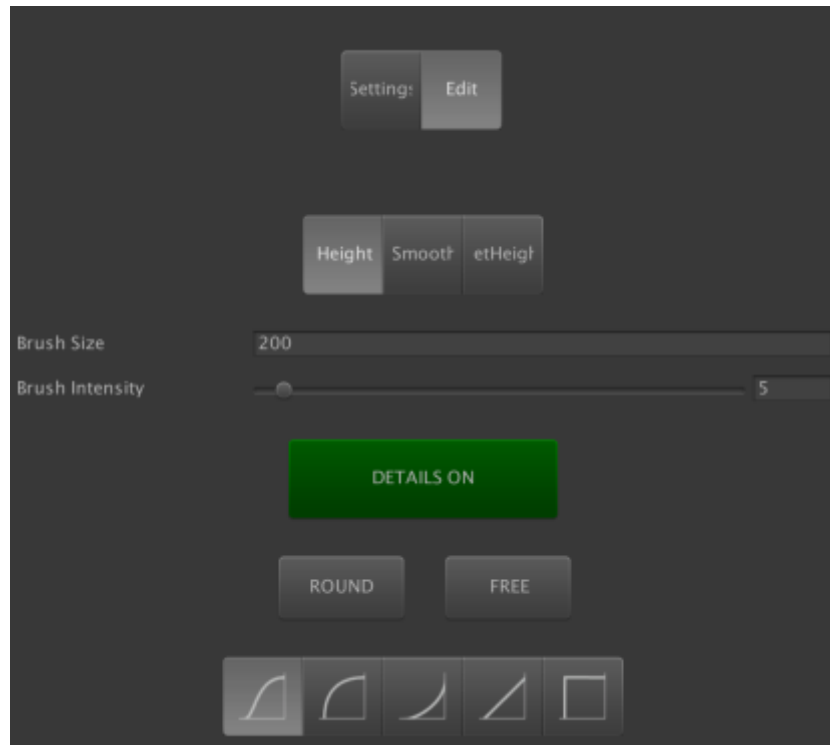
5) To Edit the Terrains switch to the Terrain Editor Tab and under Settings Tab. First Set Field Area which determines which area of the Terrains you want to edit (if all of them or only part, this can help with performance if you are editing too many terrains).



- 6) Set Reduce Density value. This value determines by how much will the resolution of the original Unity Terrain be reduced. Then hit the Preprocess button. After the calculation is finished, hit the Edit button. This will create Terrain mesh for you, which you can edit.



7) Switch to Edit Tab and using the Brush tools, edit the Terrain.



8) Once done, switch back to Settings Tab and hit Project back button. This will apply all your changes to your existing terrains.

