**Spaceship**

**Objective:** We’re going to create a spaceship and optimize our game in case its starting to slow down.

1. Select your **Terrain** and select the **Gear** tool. Look for **Pixel Error** and increase it. It determines how accurately we draw our terrain.. If we increase the value it flattens everything out and it loses some detail. If I you lower it to one, then it's going to look super accurate so for now lets find a nice midpoint.
2. We can also change the **Base Map Dist.** This determines at what distance the Terrain starts rendering the texture. Lets lower it to **400** while we work on the game so it doesn’t slow us down.
3. Find **Cast** **Shadows** dropdown menu and select **Off**. This determines whether the terrain casts shadows or not. Again this is temporary while we continue to develop our game.

**Challenge**: create your own space ship or get one from the Asset store