TABLE OF CONTENTS

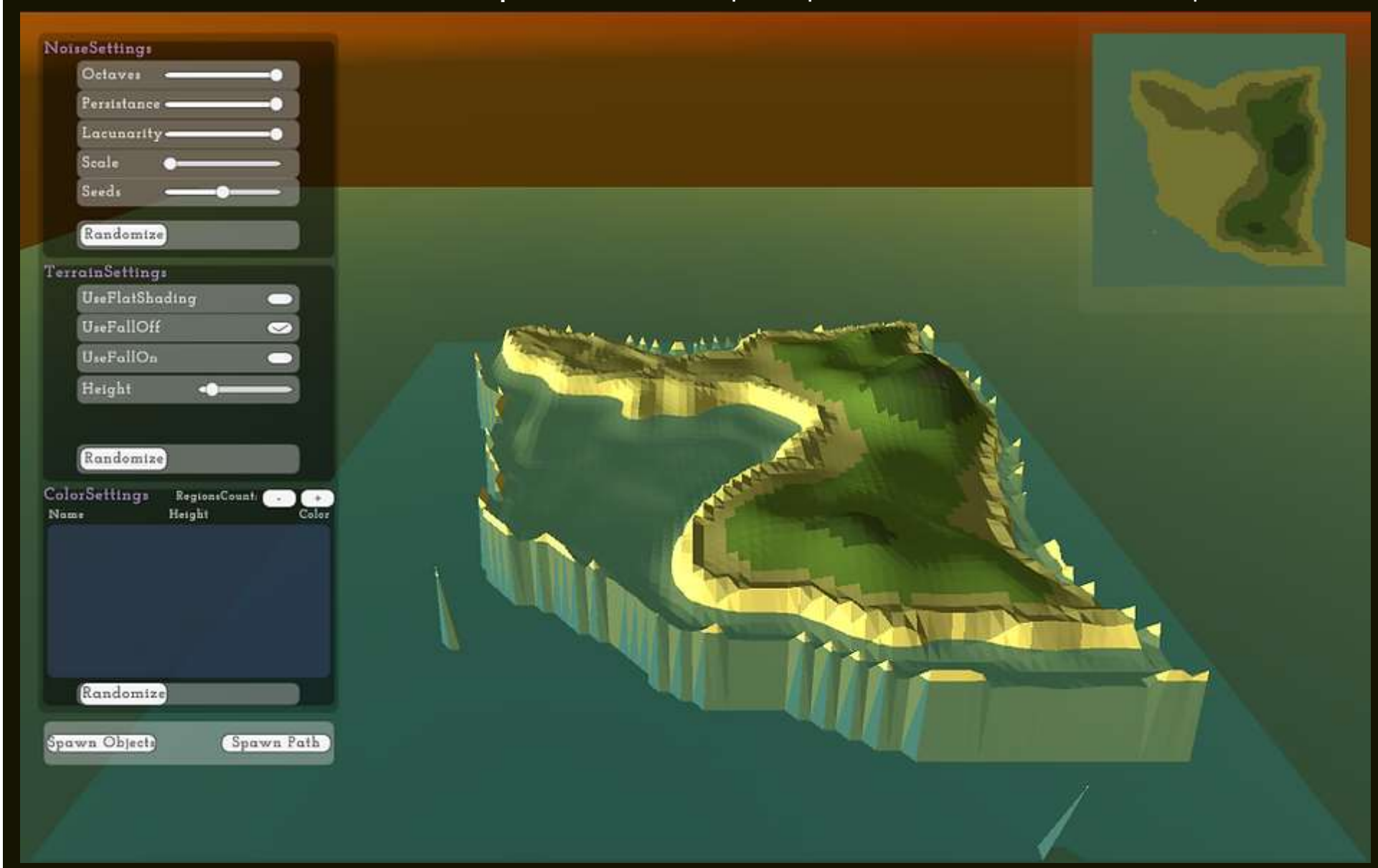
DemoScene overview

TerrainGenerator is the gameobject that generate the Terrain mesh according to the settings TerrainData, NoiseData and ColorData.
The **GeneratedMesh** is the actual mesh of the Terrain with it's mesh collider and material.

The **MiniMap** is almost the same as **GeneratedMesh** but without applying the HeightMap or adding colliders. The **MiniMapCamera** creates render texture to display the **MiniMap** on the MainCamera.
The **Canvas** object is the gameobject that enables **TerrainRuntimeModification**, instead of changing the settings from the Data Folder inside unity, **TerrainRuntimeModification** enable you to make a build and keep modifying the terrain settings.

The **ObjectSpawner** spawns object on top of the terrain, it also spawn object at certain height, or underwater.

The **PathSpawner** create procedurally generated path along the terrain to make flat collision. The **PathSpawner** can also spawn parkour structure with Curved path.



Start Tutorial

NoiseSettings

Octaves: The number of layer of noise applied (from 0 to 6)

Persistance: Controls decrease in amplitude of octaves (from 0 to 1)

Lacunarity: Controls increase in frequency of octaves (from 1 to 2.5)

Scale: Changes the scale of the perlin noise (from 1 to 500)

Seeds: Generates another random terrain with same settings (from -100000 to 100000)

TerrainSettings

UseFlatShading: The appearance of the mesh edges are determined to be evened out (false/smooth) or well defined (true/flat).

UseFallOff: Use FallOff texture to clamp the height (create island)

UseFallOn: Use inversed FallOff texture to clamp the height (create wall around)

Height: Modify the Max and Min height of the Terrain (from 0 to 500)

ColorSettings

Name: Name of the region

Height: Height of the region (from 0 to 1)

Color: Color of the region (click on it to change)

How to use my system in your scene?

Step1: Do you want your player to be able to change all the settings of the terrain? If yes keep reading, if no jump to step 4.

Step2: If you said yes at step1, you will need the TerrainRuntimeModification.cs along with the Canvas prefab and the Event System for the Canvas to work.

Step3: If you want your player to be able to change the seeds only like in Minecraft, you will only need the SeedChanged() from TerrainRuntimeModification.cs as long as the SeedSlider.

Step4: If you said no at step1, you just want the generated mesh then. You will need the FBXExporter package and just export the generated mesh to an fbx.

Useful Links

Sebastian Lague Procedural Landmass Generation

Brackey's Procedural Terrain Generation

Electorch Strauss