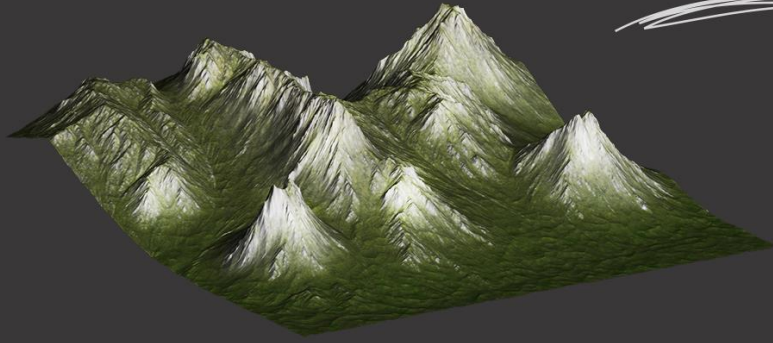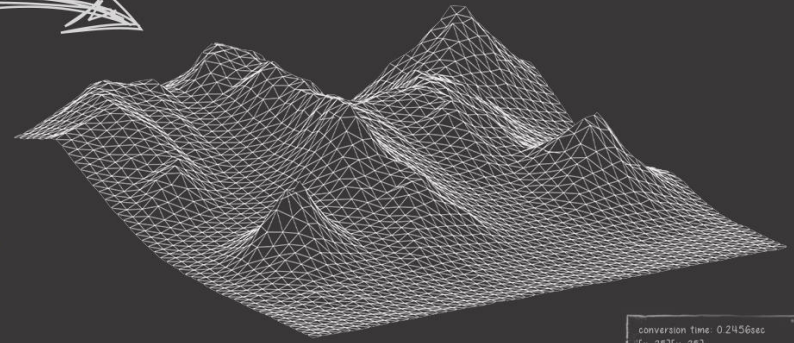# Terrain

Mesh

conversion time: 0.2456sec
[x_25][y_25]
total vertex count: 625
triangles: 1152

Thanks for purchasing **Terrain To Mesh** converter package.

Please consider writing a review or just rate the asset:

For any question or help use forum:

http://forum.unity3d.com/threads/terrain-to-mesh.358472/

Editor tool

Menu/Window/VacuumShaders/Terrain To Mesh

Source tab

For converting terrain assets into mesh just drag and drop them from Hierarchy and Project windows here.

Only Unity Terrain assets are supported.

Show/Hide All buttons enable/disable terrain visibility in the Scene window. Have no effect if selected terrains are assets from Project.

After converting terrain prefab file is created at location **Assets/(Temporary)/**_#Sub-folder Name#_
If selection contains multiple objects they all will be saved inside one Sub-Folder.

Each prefab is saved in separate folder with the same name as prefab file.

Export Maps tab

Enables exporting terrain Splatmaps, Basemap and Heightmap textures. Files are saved in the same folder as the main prefab.

- Splatmap –Uncompressed RGBA texture used by Unity Terrain engine for blending paint textures. One splatmap can blend 4 paint textures. Splatmaps can be exported in PNG and TGA (requires Encode To TGA asset) formats.
- Basemap – All paint textures used by Unity Terrain engine are baked into one final texture.
  Diffuse and Normal textures are exported separately.
  Basemap can be baked only if terrain uses Unity's built-in terrain shaders.
- Heightmap – Grayscale texture with terrain height data.
    1. Original – Exports original heightmap.
    2. Remap – Before exporting terrain heightmap data is remapped to be inside [0, 1] range.

Export Trees tab

Exports tree prefabs used by Unity Terrain asset. Exported trees are original tree prefabs and have no Unity Terrain LOD system like: billboard, distance fade, etc.

Export Unity Mesh tab

Converts source terrain into Unity mesh (.asset file)

- Chunk count horizontal/vertical – Source terrain can be split in any amount of chunks. Chunk count defines generated mesh asset count. Mesh asset files are saved in the same folder as the main prefab.
- Vertex count horizontal/vertical – Defines vertex count per chunk. Max allowed vertex count is 65.000
- Mesh Compression - Compressing meshes saves space in the built game, but more compression introduces more artifacts in vertex data. For multi-chunk meshes editor automatically adds *CompressedMeshLoader* script for fixing visible edge artifacts (high compressed meshes) in run-time.
- Attach MeshCollider – Generates separate mesh file to be used as MeshCollider. Mesh vertex density is calculated from the main mesh's **Vertex Count Horizontal/Vertical** value.
  Depending on mesh resolution loading it into Unity's Physics core may be time consuming.

Export OBJ Mesh tab

Converts terrain into .obj file format. Can be imported into any 3d modeling software for additional editing.

- Vertex count horizontal/vertical – OBJ file has no limit on vertex count, if submesh has more than 65.000 vertices it will be split by Unity automatically. UV and normals are generated by default, tangents are calculated by Unity after file importing. OBJ file is saved inside same folder as the main asset, in OBJ subfolder.

Editor window supports context menu:

| Add selected objects (1) |
| Reset |
| Clear selection |
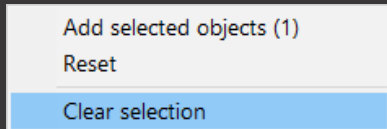
- Add selected object(s) – Picks up active game object with terrain component from the Scene or if they are selected inside Project window.
- Reset – Resets editor window parameters to their defaults.
- Clear selection – Remove all terrains from the selection.