

User Guide

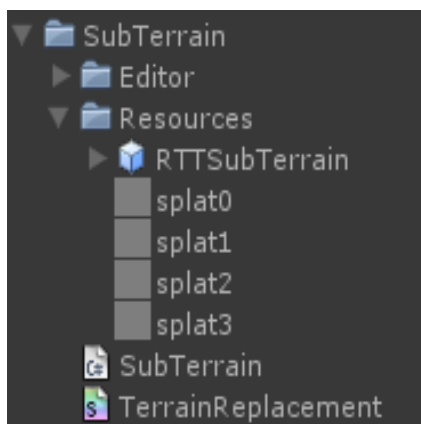
1. Overview

Unity's built-in terrain system does not support substances nor normal maps or specular highlights. The Substance Terrain Tool aims at fixing that issue, allowing you to apply up to 4 substances on your terrain, featuring normal and specular maps.

Note: This script uses a **RenderToTexture** component and so will only work on Unity Pro. You can use it on Unity Free but you will have to bake and update the textures manually.

For support, forums, news and more information on Substance and Allegorithmic's other products, please visit Allegorithmic.com !

2.1 Content of the package



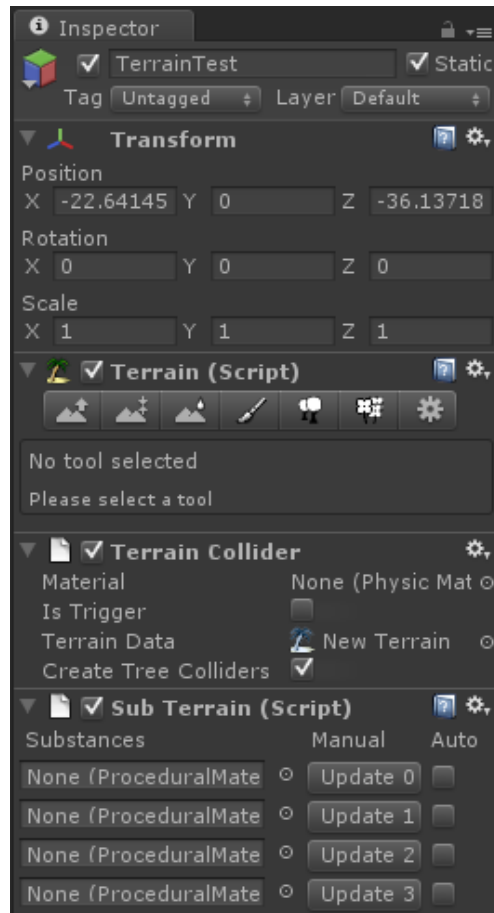
The SubTerrain folder contains:

- An Editor folder where the custom inspector interface is set up.
- A Resources folder containing all the assets needed to bypass the terrain limitations, including the 4 substance diffuse maps automatically baked as bitmaps.
- A SubTerrain script, that's the script you have to apply on your terrain.
- A replacement shader for the terrain material.

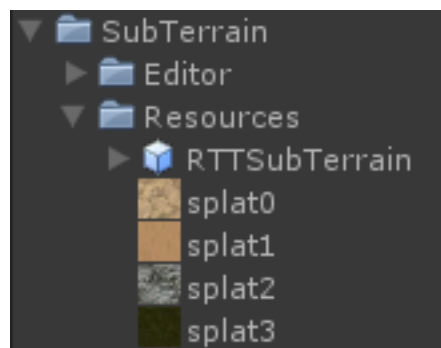
All you will have to worry about is the SubTerrain script and the 4 automatically generated splat textures in the Resources folder.

2.2 Applying substances on your terrain

1. Drag and drop the script on your terrain, the inspector should look like this:



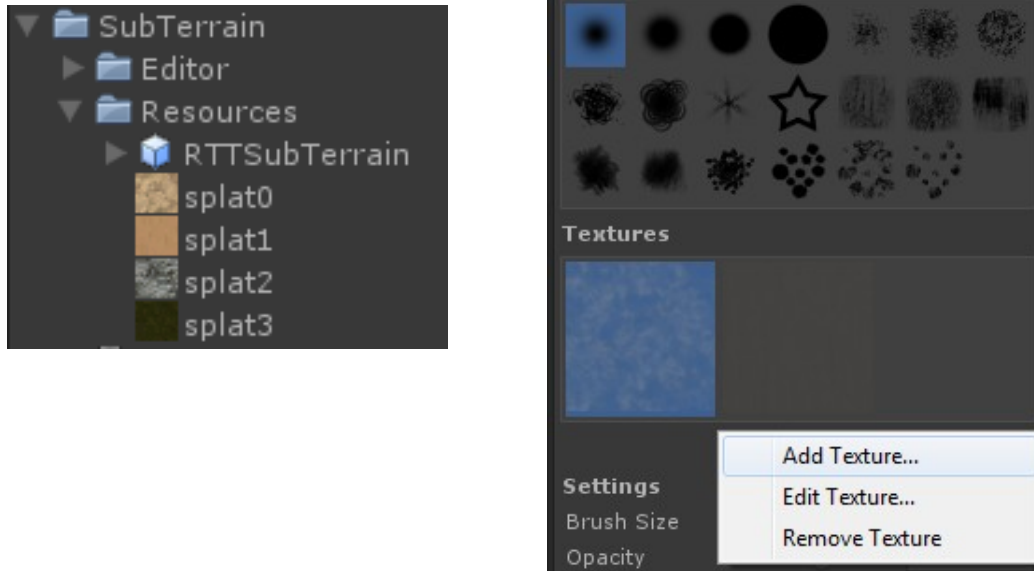
2. Set any substance in the 4 slots available and click on the Update buttons. You should see the 4 splat textures in the project window updating with your selected substances, BUT the terrain will not update yet.



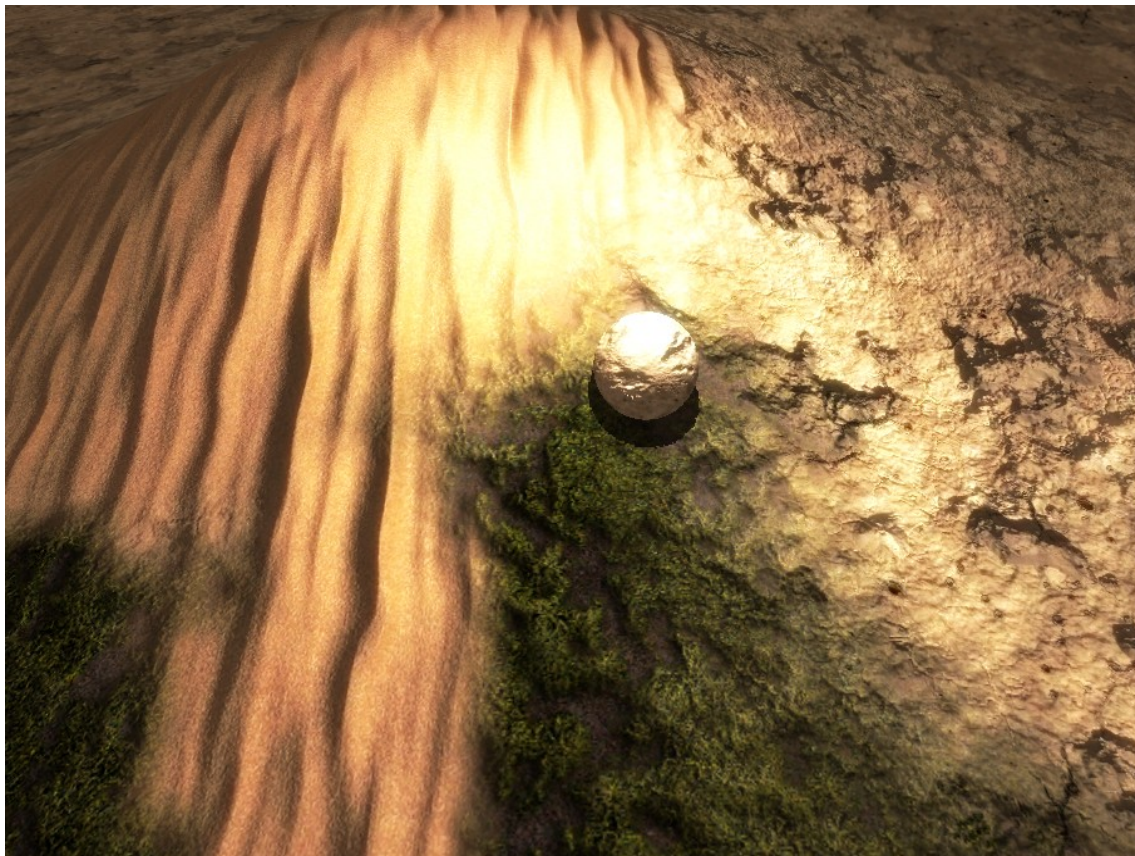
Here comes the only manual part in the process:

Manually add your 4 splat textures in the Terrain editor like you would do with a traditional terrain material.

Note : You will only have to do this once when you set up your terrain for the first time.



3. Once the texture are applied you should already see the first substance applied on the terrain. You are then free to paint as you want with the 4 substance layers on your terrain.



4. You can tweak the parameters of your substances but if you want to see the results on your terrain in real time, you will have to either click on the update button to refresh the terrain splat textures manually or check the “Auto” box on the right of the button for a continuous refresh.

Important: Tweaking is currently not possible at run time.

If you have any question, improvement or bug report to submit, please use the “Substance Terrain Tool” thread in the Unity forums, we will be checking it daily.

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