

# Creating Cube Textures

The SgtTerrain component allows you to create dynamic terrain based on subdividing a cube. Because it's based on a cube, you need to specify materials for each face of the cube, which means you need a separate texture for each face. This is fine if you already have 6 textures for your planet, but what if you only have one (e.g. a cylindrical/equirectangular) texture?

The latest version of SGT has a small tool that allows you to extract 6 textures from a CubeMap. The way it works is you begin by changing your texture's **Texture Shape** to **Cube**, and changing the **Mapping** your desired value (e.g. Cylindrical if your source texture uses this configuration). Then at the top right of your texture's Import Settings, you'll see a gear icon, and if you press this gear icon you'll see the **Extract Cubemap** option. If you click this option then after a while you'll see 6 textures have been generated alongside your original CubeMap texture, and you can now use these with your SgtTerrain.