



Quick start guide

Add Noise Brush component to Unity terrain object. To use brush turn on “Paint” checkbox. To use texture painting terrain should have Control Texture with the same resolution as Heightmap.

Terrain object must have Terrain Collider component.

Edit Mode

Paint

A checkbox that turns noise painting on/off. When painting is on it is terrain editing with standard Unity tools is not possible, so terrain component is disabled when “Paint” is checked. To enable terrain editing turn off paint mode.

Brush Settings

Brush size

Size of the brush in Unity units. Bigger brush size gives better terrain quality, but too big values can slow painting. Brush size is displayed as bright blue circle in scene view.

Brush falloff

Decrease of brush opacity from center to rim. This parameter is specified in percent of the brush size. It is displayed as dark blue circle in scene view. Brush inside of the circle has the full opacity, and gradually decreases toward the bright circle.

Brush spacing

When pressing and holding mouse button brush goes on making stamps. Script will not place brush at the same position where old brush was placed, but in a little distance. This parameter specifies how far from old brush stamp will be placed new one (while mouse is still pressed). It is specified in percent of the brush size.

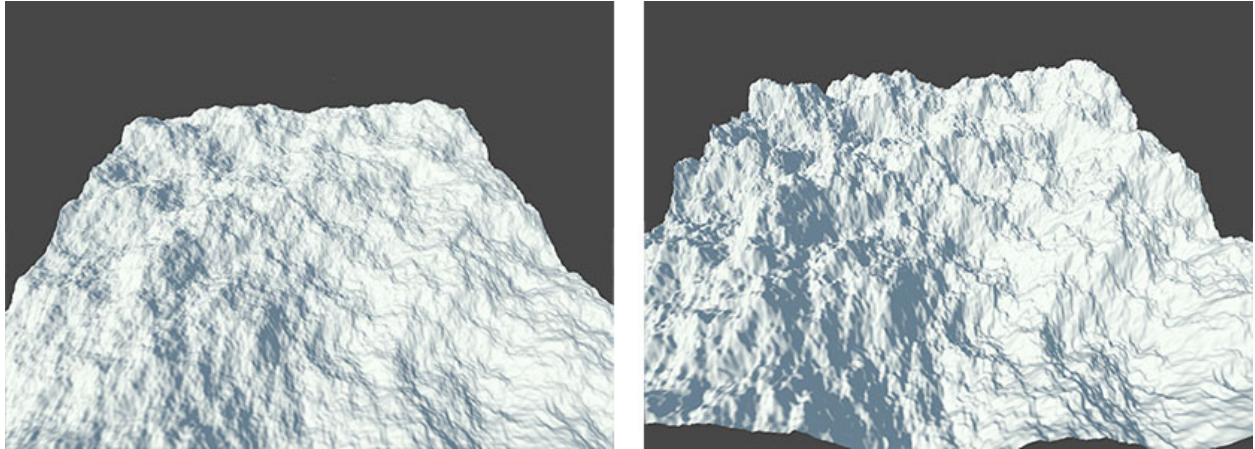
Noise Parameters

Seed

Number to initialize random generator. With the same brush size, noise size and seed the noise value will be constant for each heightmap coordinate.

Noise Value

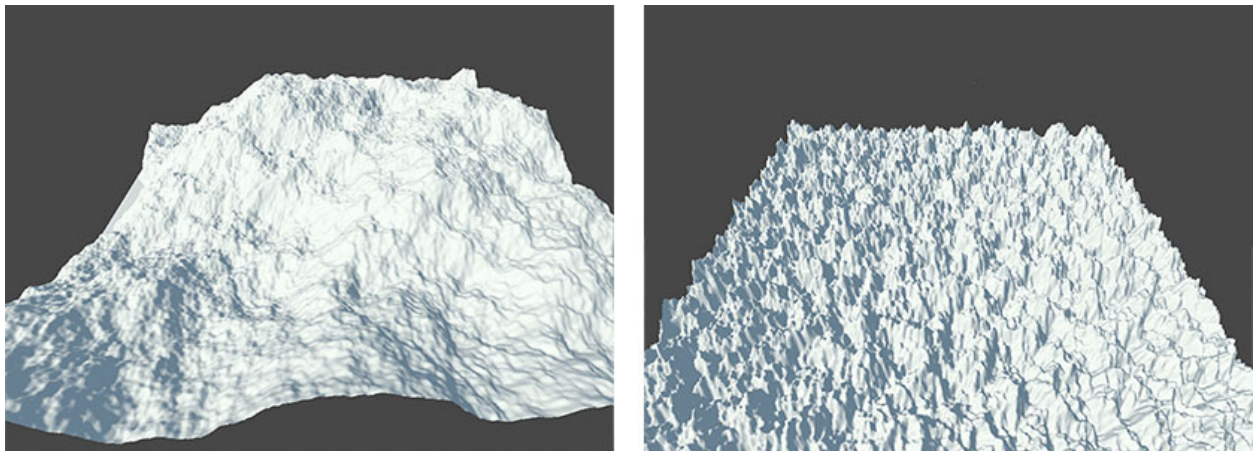
How much noise affects the surface (i.e. brush opacity).



Noise value: 10 and 20

Noise Size

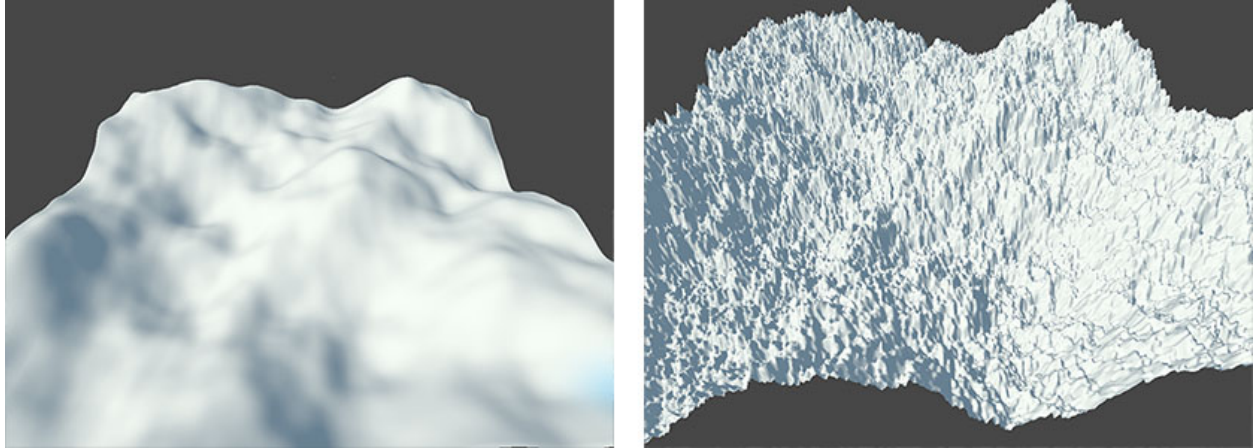
Sets the size of the highest iteration of fractal noise. High values will create more irregular noise. This parameter represents the percentage of brush size.



Noise size: 0.1 and 1.5

Detail

Defines the bias of each fractal. Low values sets low influence of low-sized fractals and high influence of high fractals. Low values will give smooth terrain, high values - detailed and even too noisy.



Noise Detail: 0 and 1.5

Uplift

When value is 0, noise is subtracted from terrain. When value is 1, noise is added to terrain. Value of 0.5 will mainly remain terrain on the same level, lifting or lowering individual areas.

Textures

Noise Brush can paint terrain with textures along with changing height. Please note that this feature works only when terrain splat map (i.e. Control Texture) has the same resolution as the terrain heightmap. When it does not, Noise Brush will display a warning. “Fix Now” button can create new Control Texture with the required resolution, but this will clear all terrain texture painting. Make a terrain data .asset file before doing this!

Bedrock

All the eroded terrain will be painted with a bedrock texture. To enable bedrock painting check the corresponding checkbox and assign desired channel number. Each number corresponds to the terrain paint textures.

Contact information

On any issues related with plugin functioning you can contact the author, Denis Pahunov, by mail: mail@denispahunov.ru