Voxel World Generator

The Voxel World Generator lets you create awesome looking voxel World, within a few seconds

To get started open the Scene named "Main" in the Package. This Scene contains a Directional Light, a Global Volume, a World Game Object and a Main Camera. Click on the World Game Object to set all variables from the World Scripts:

- **Seed**: A Generation Seed to make sure the World will not look always the same. Setting it to very high values might result in major issues in the World Generation Progress.
- **Biome**: The Biome of the World will contain the major Generation values for the World. The Package includes 5 default Biomes (Desert, Forest, Grass hills, Island and Mountains)
- **Material**: The basic Material of the World for all solid and not transparent Blocks
- **Water Material**: The water Material of the World for all fluid and transparent Blocks
- Generation type: The loading type of the World: Setting it to On Start will result in the World generating at the Start function. Setting it to Enumerated will result every Chunk loading in a new Frame
- **Shadow Type**: The Shadow type of the Chunk mesh Renderer. If you want to have cave lightning, you should set it to fixed.
- **Collision**: Edit which Part of the Chunk you want to have collision
- **Chunk Width**
- **Chunk Height**
- **World Size in Chunks**
- **Blocks**: This List needs to Contain every Block you edit or create.

Once you have set every variable from the World Script you can hit play.

Adding new Blocks or Editing Blocks:

Open the Package Folder and go to Data->Blocks, you will see Files for every Block.

Editing: Click on the Block you want to edit and set every Value to your preference.

Creating: Right Click and go to Create->Terrain->Block. Give your Block a name and hit enter. Now you can edit the Values of the Block:

- **Block Name**
- **Block ID**: This ID will be the identifier of your Block, so make sure you don't have the same one on 2 Blocks. The ID needs to be in numeric Order (1, 2, 3, 4, ...), so make sure to set it 1 higher than the highest existing ID
- **Color**
- **Is Solid**: This controls if your Block should be Displayed
- **Is Fluid**: Check this if you want your Block to be transparent (you can edit the transparency at the Color Property)