



GAIA

By Procedural Worlds

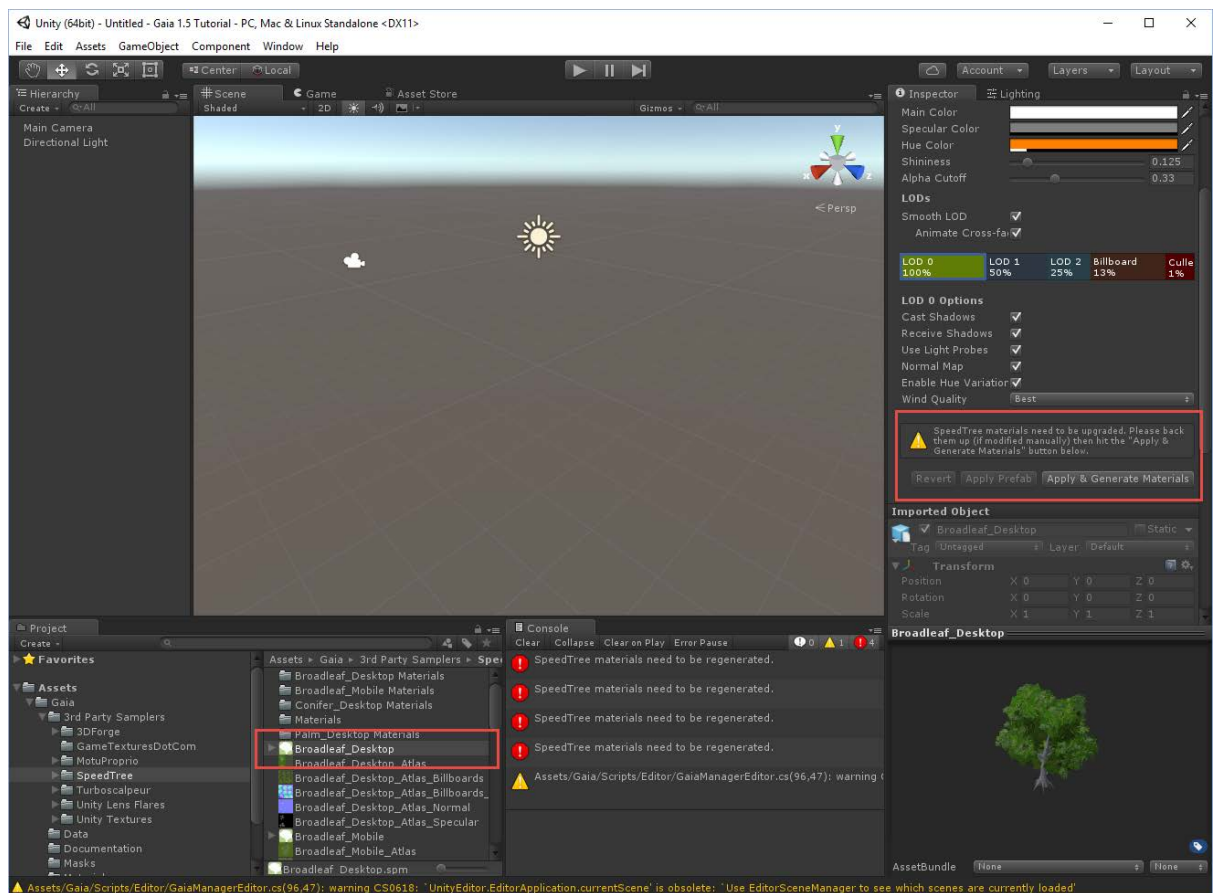
Gaia is a system that enables rapid and precise creation of gorgeous looking Unity terrains.

Version 1.6.1

Quick Start

1. Create a new project and import Gaia.
2. Unity will complain the “SpeedTree materials need to be regenerated”.

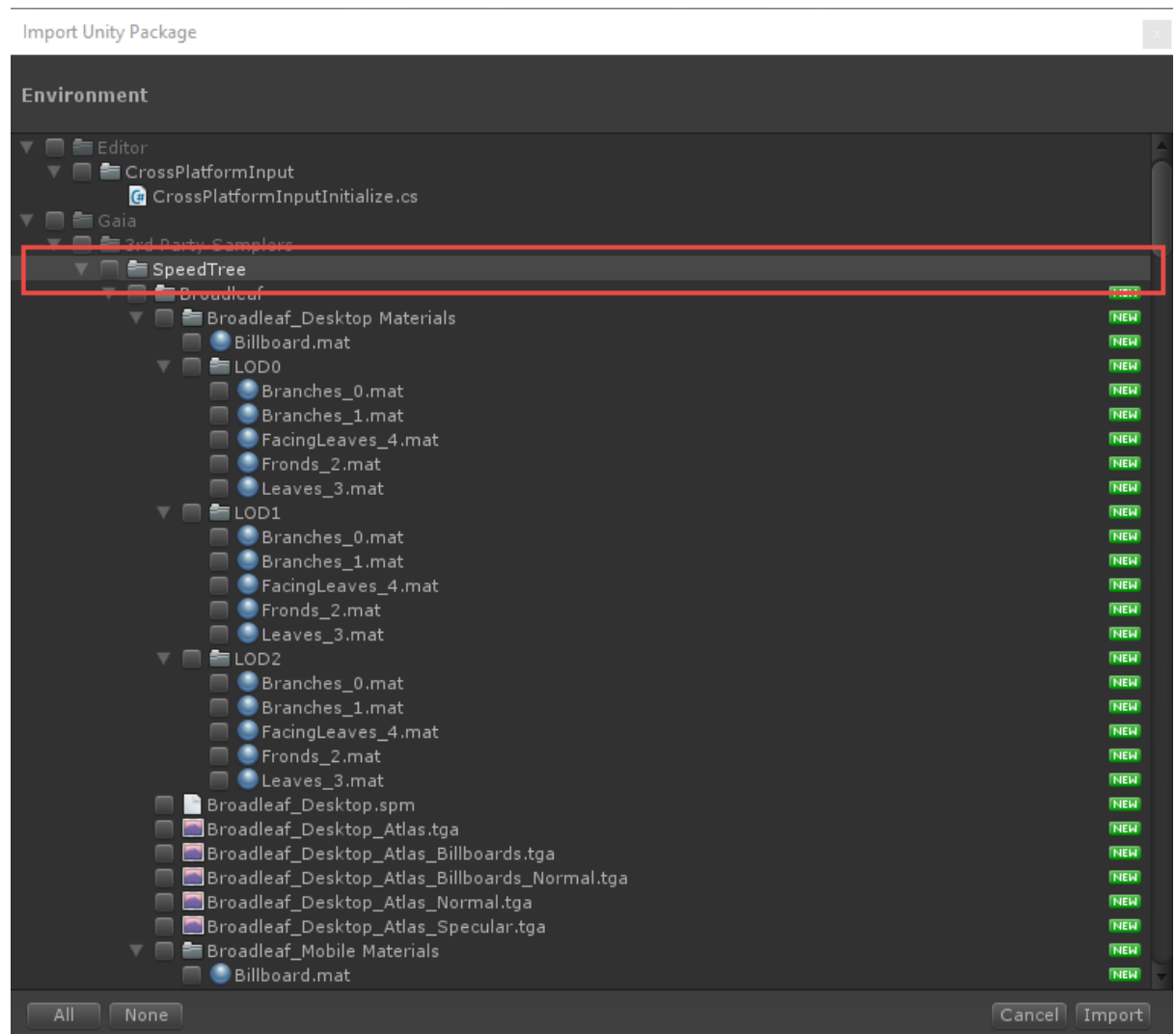
This is a Unity thing and I have no way of controlling it. Go to Gaia\3rd Party Samplers\SpeedTree and for each of the speed tree's – they are the ones with the little tree – click “Apply & Generate Materials”



3. Import Unity Standard Assets “Characters” Package
Menu : Assets / Import Package / Characters
4. Import Unity Standard “Effects” Package
Menu : Assets / Import Package / Effects

5. Import Unity Standard Assets "Environment" Package
Menu : Assets / Import Package / Environment

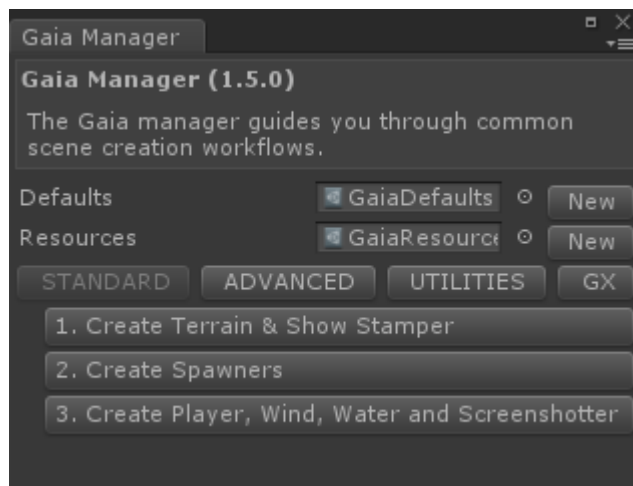
Unselect the SpeedTree directory – we already have the latest version from SpeedTree in the project.



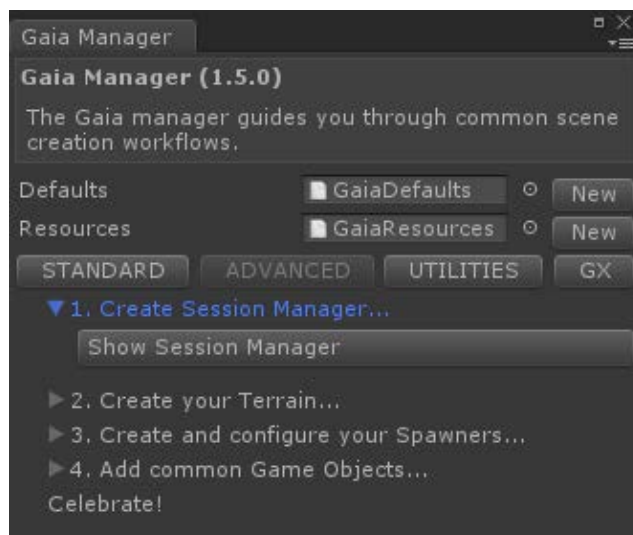
Option 1 – Just Do It!

In this scenario we will use Gaia to randomly generate an entire new scene.

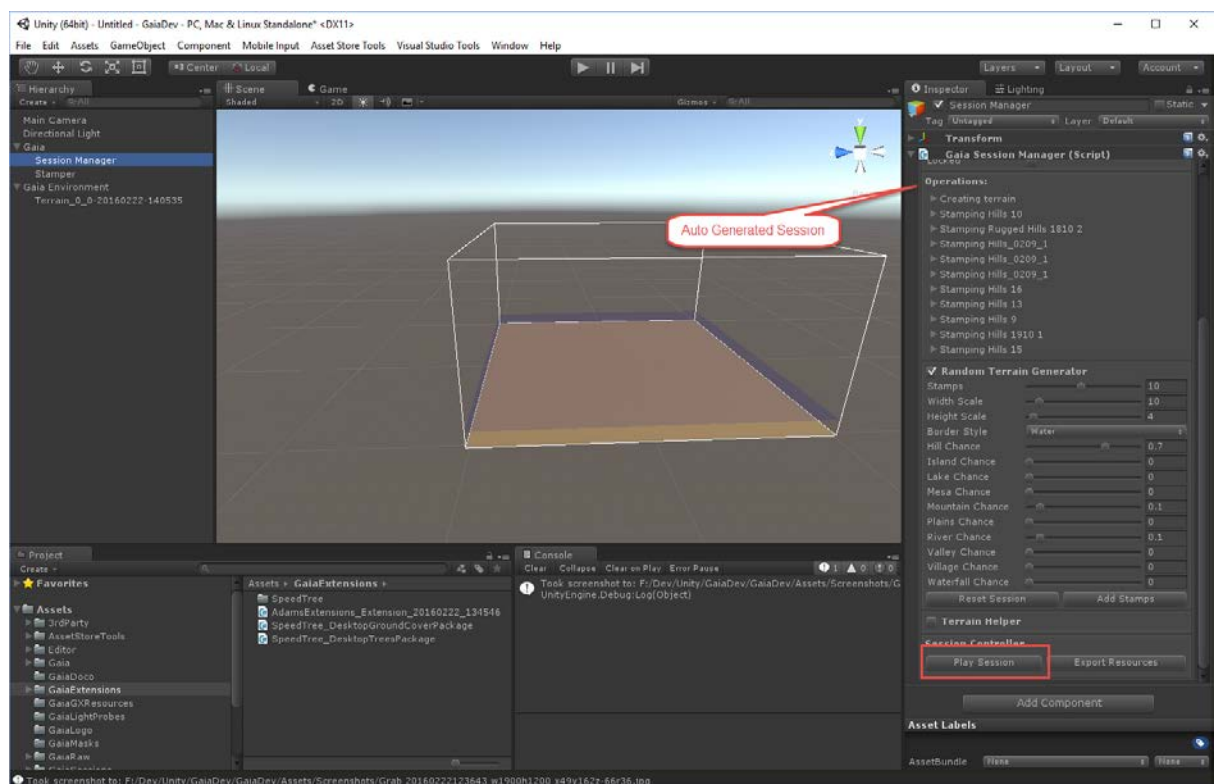
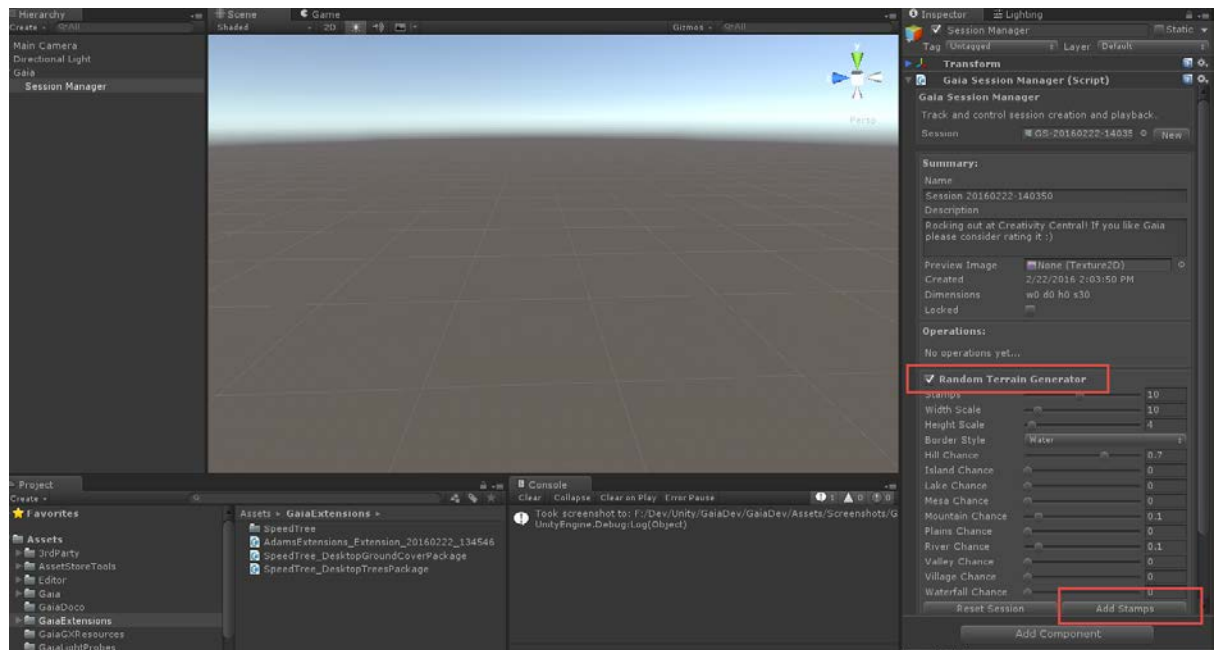
1. Create a new scene.
2. Open the Gaia Window by pressing Ctrl G or Menu : Window / Gaia / Show Gaia Manager...



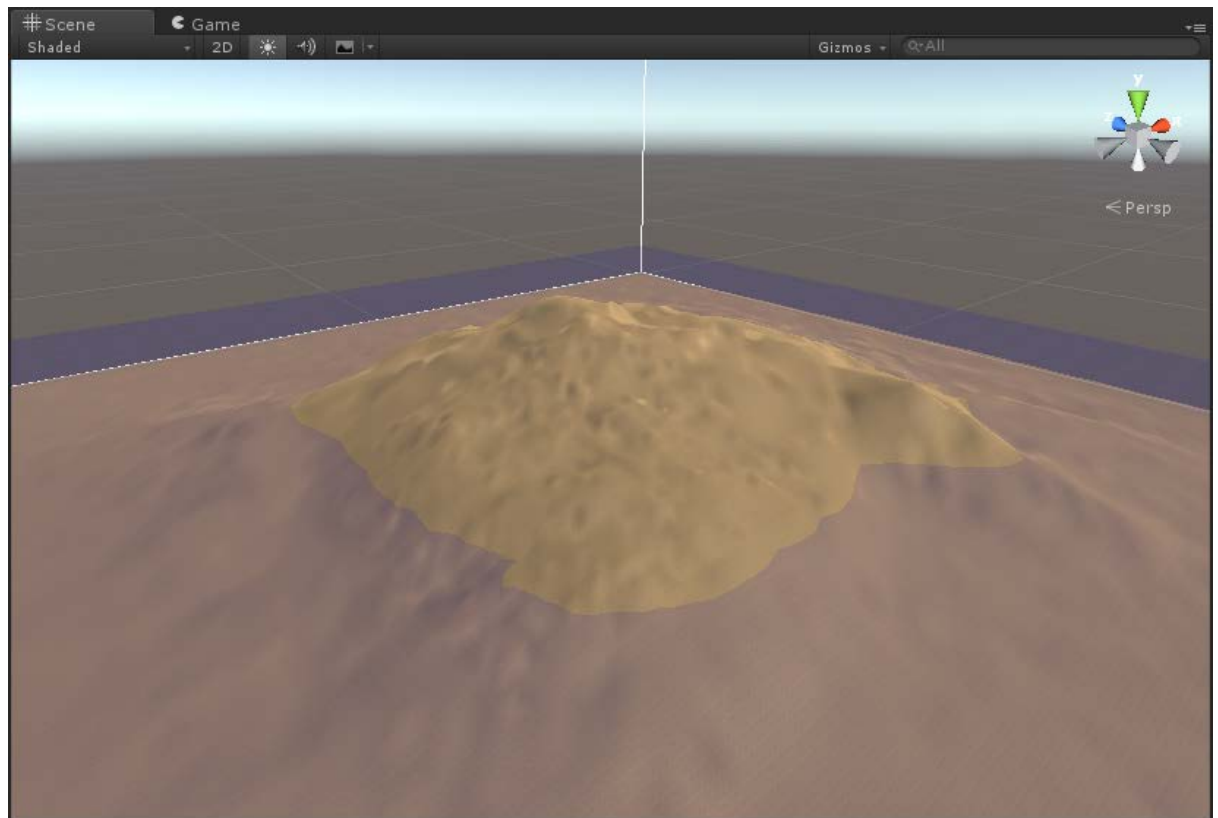
3. Select the ADVANCED tab and then click on Show Session Manager...



4. Check the Random Terrain Generator box to show it, and then click Add Stamps...

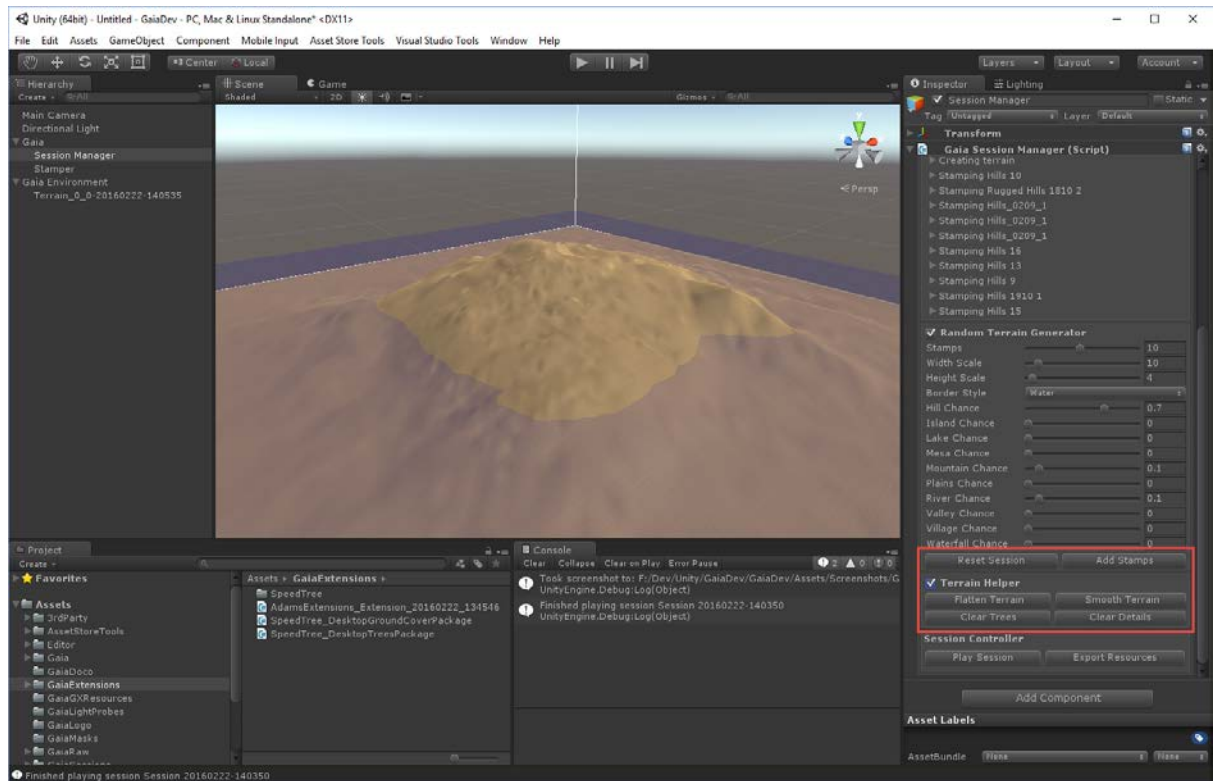
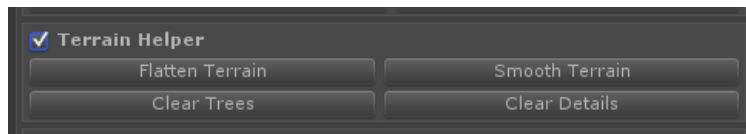


5. Now click Play Session...

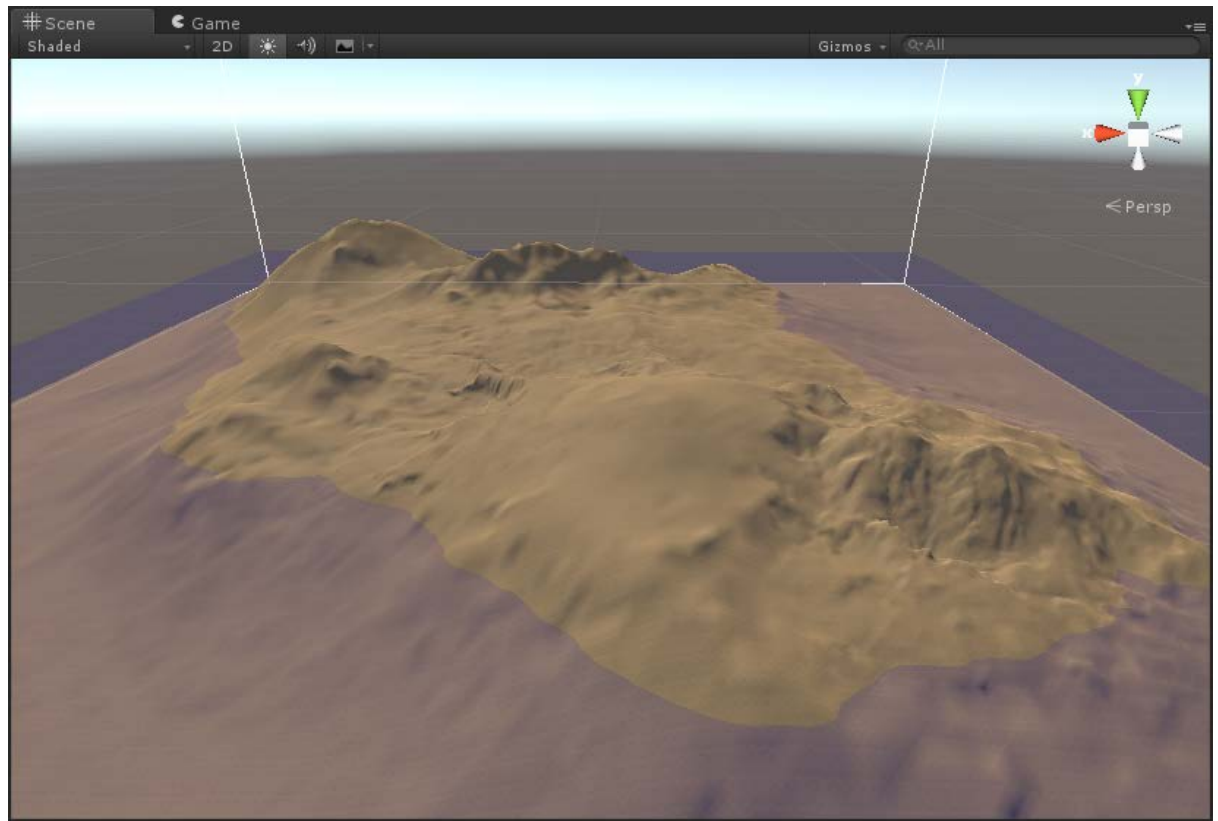


This one wasn't very interesting let's try again...

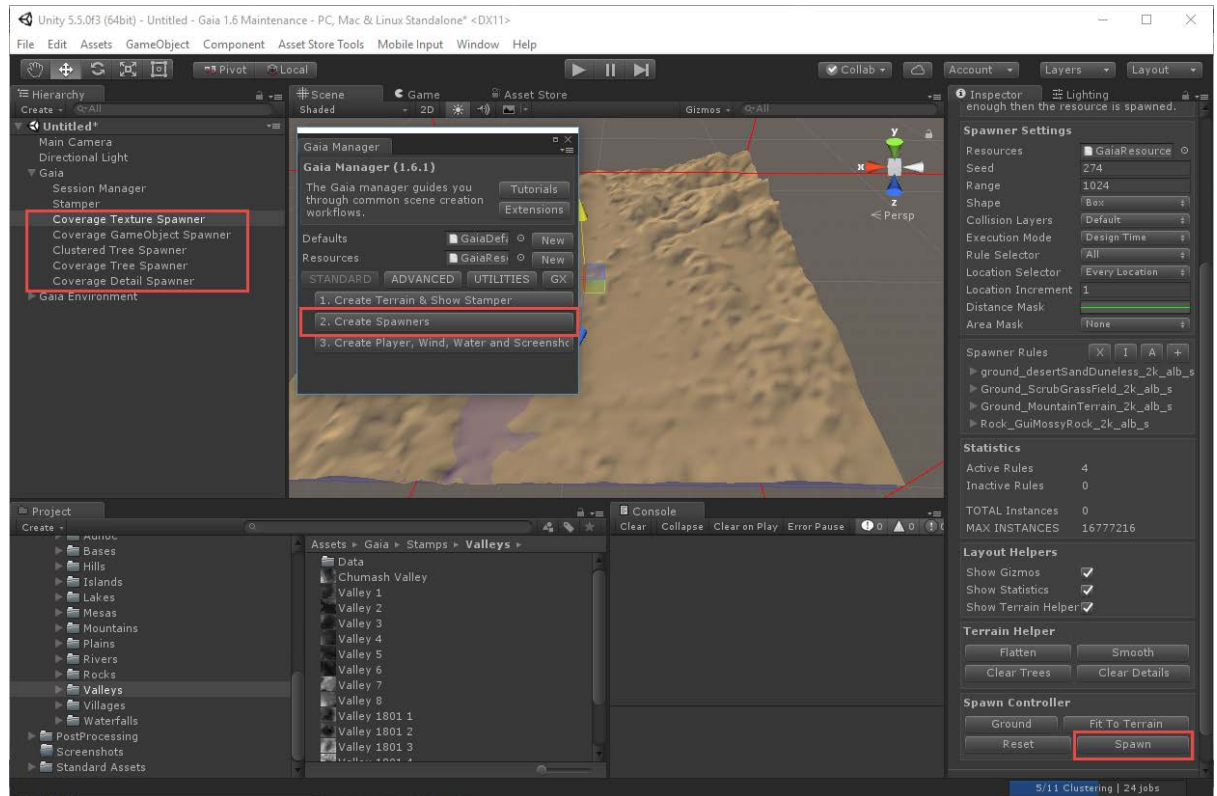
6. Check the Terrain Helper box to show the terrain helper and then click on Flatten Terrain and then click Reset Session and finally click Add Stamps and Play Session again.



7. This one looks a little better... but don't be afraid to roll a few different sessions up...



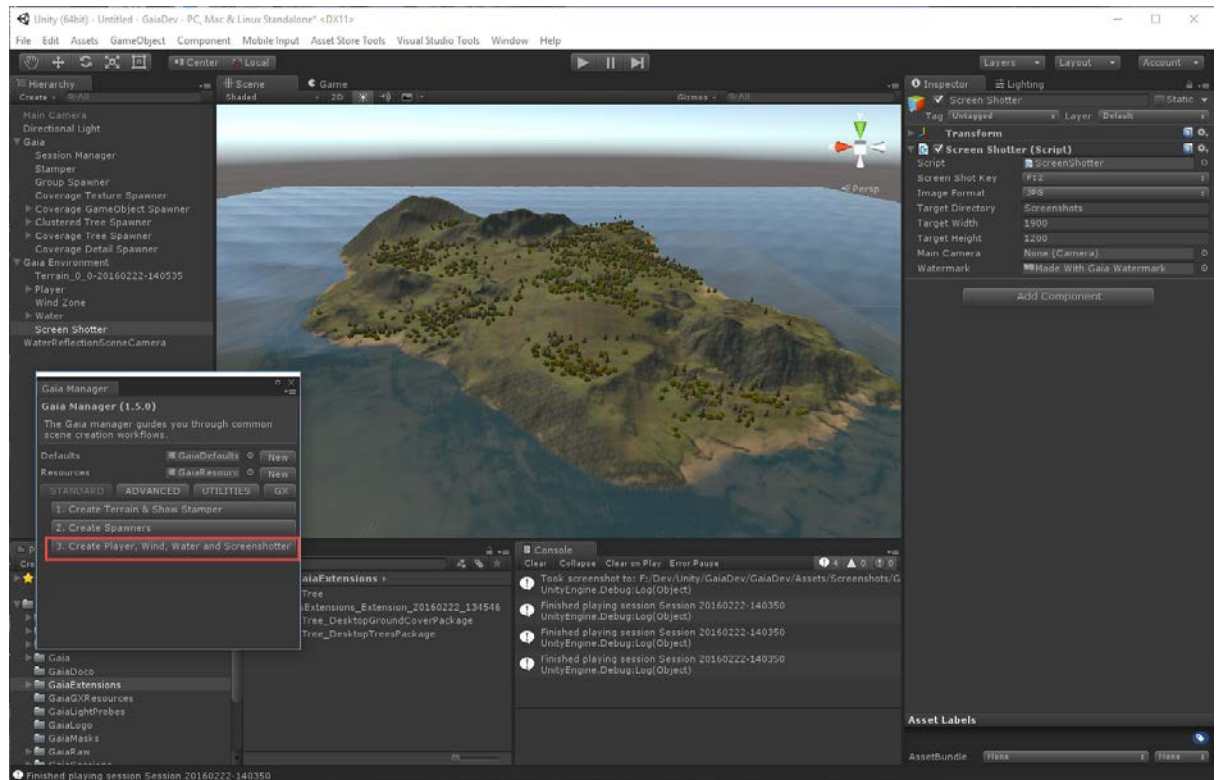
8. The go back to your STANDARD tab in Gaia Manger and click on 2. Create Spawners.. then iterate through each spawner and click “Spawn”, and when its done move to the next... you will need to wait a little they do their thing...



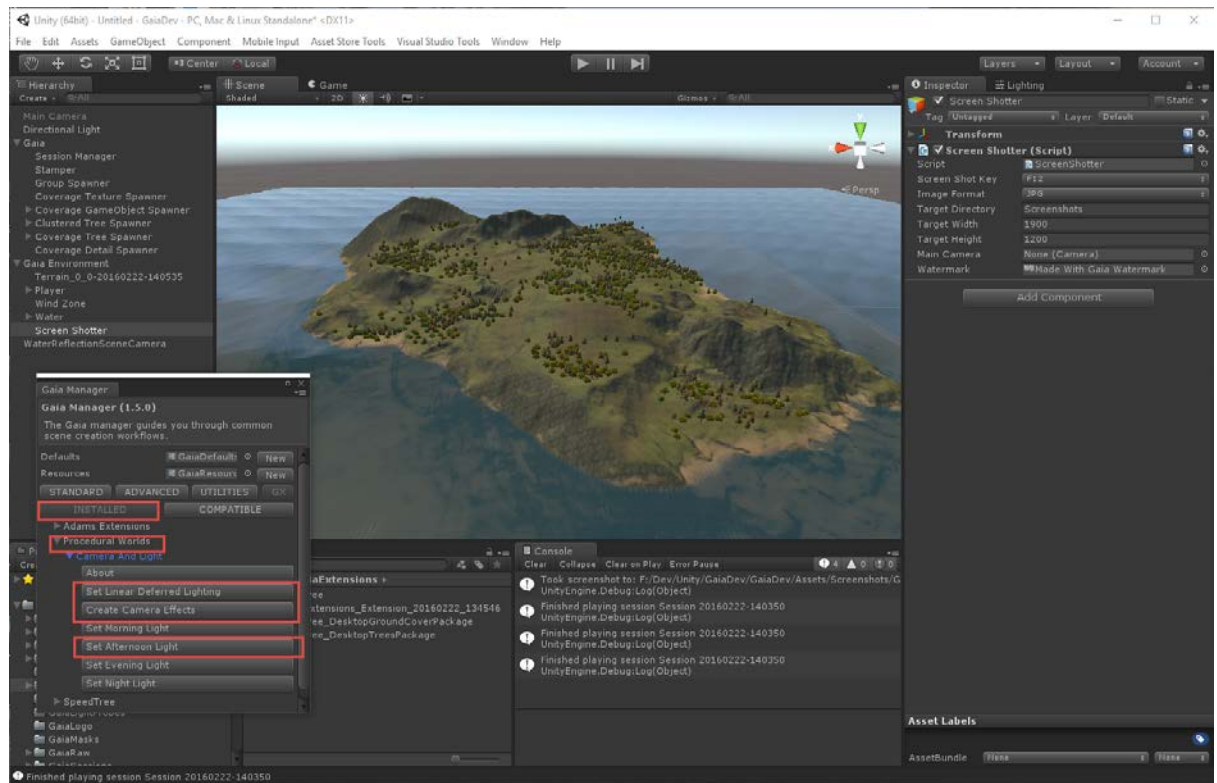
Note : If you want more game objects or more trees, then click spawn multiple times.

Also, don't be alarmed if you do not get many farms – you need to ensure your terrain is flat enough to show them, and also you can hit spawn multiple times to get more of them.

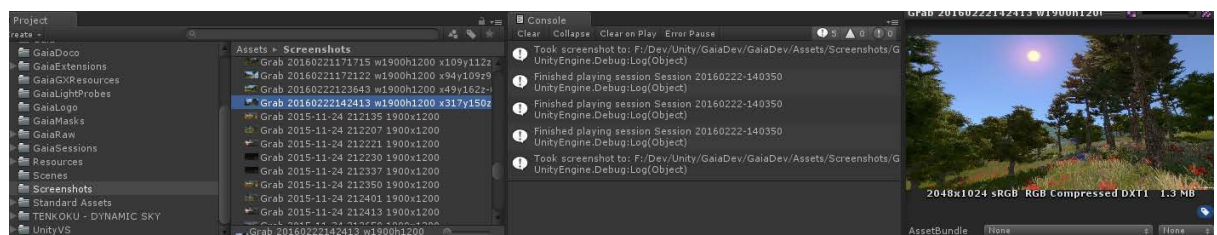
9. So now lets finish it off.. click 3. Create Player, Wind, Water and Screenshotter...



- Then select the GX menu, Procedural Worlds (that's me), then click Set Linear Deferred Lighting, then click Create Camera Effects, then click Set Afternoon Light...



- Then click Play... take a wander around hit F12 when you find something cool! Then stop playing the scene when you have finished and take a look in the Screenshots folder.



12. And double click on the screen shot...

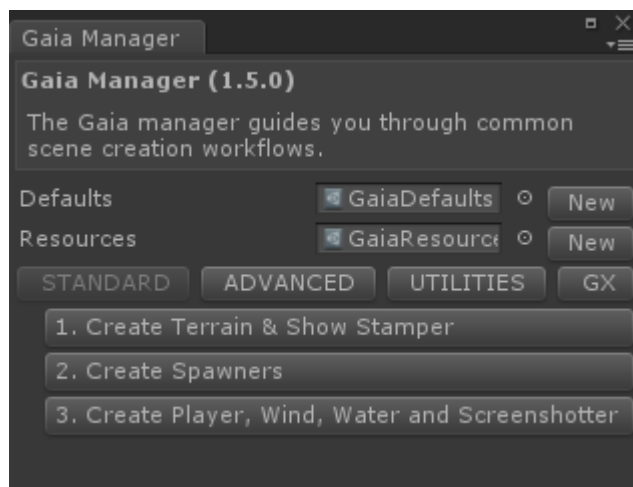


13. Now create a new scene and start it all again... a little hint.. you will find interesting things in flatter areas ☺

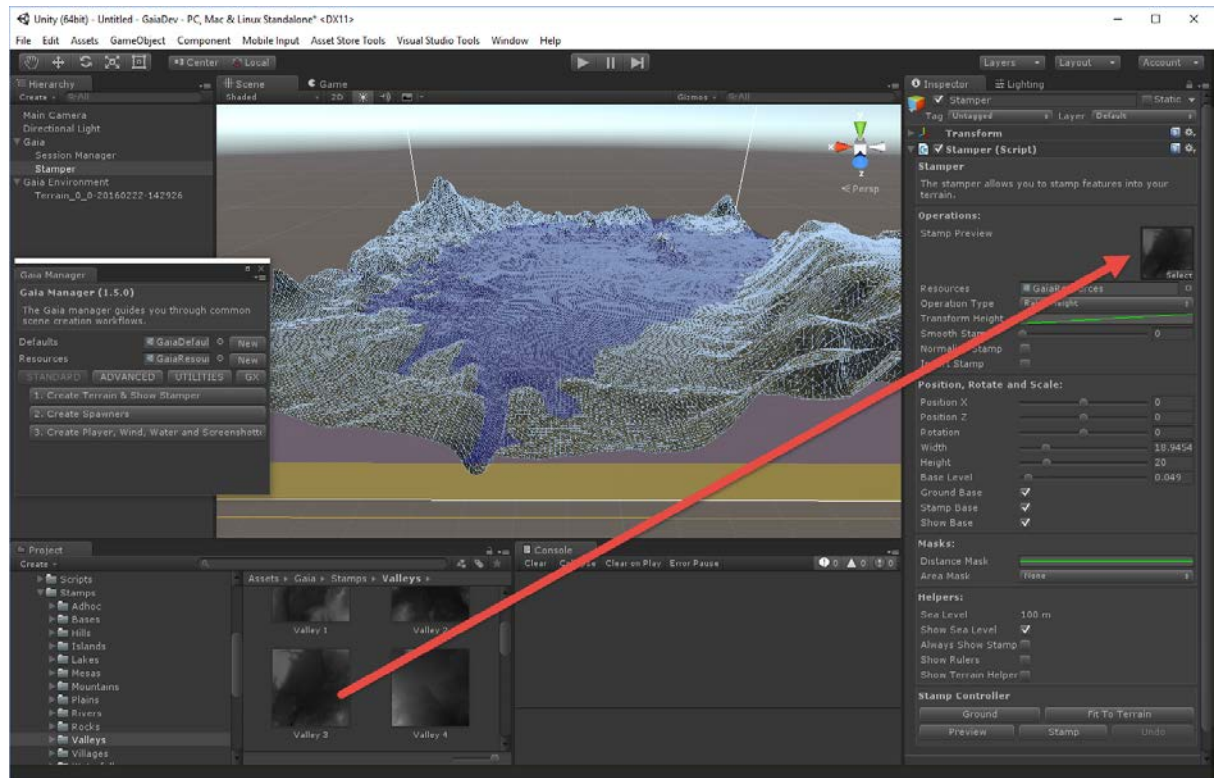
Option 2 – Let me do it!!

In this scenario we will control the creation of the terrain ourselves. What we are going to do is design the environment to suite the game play we want!

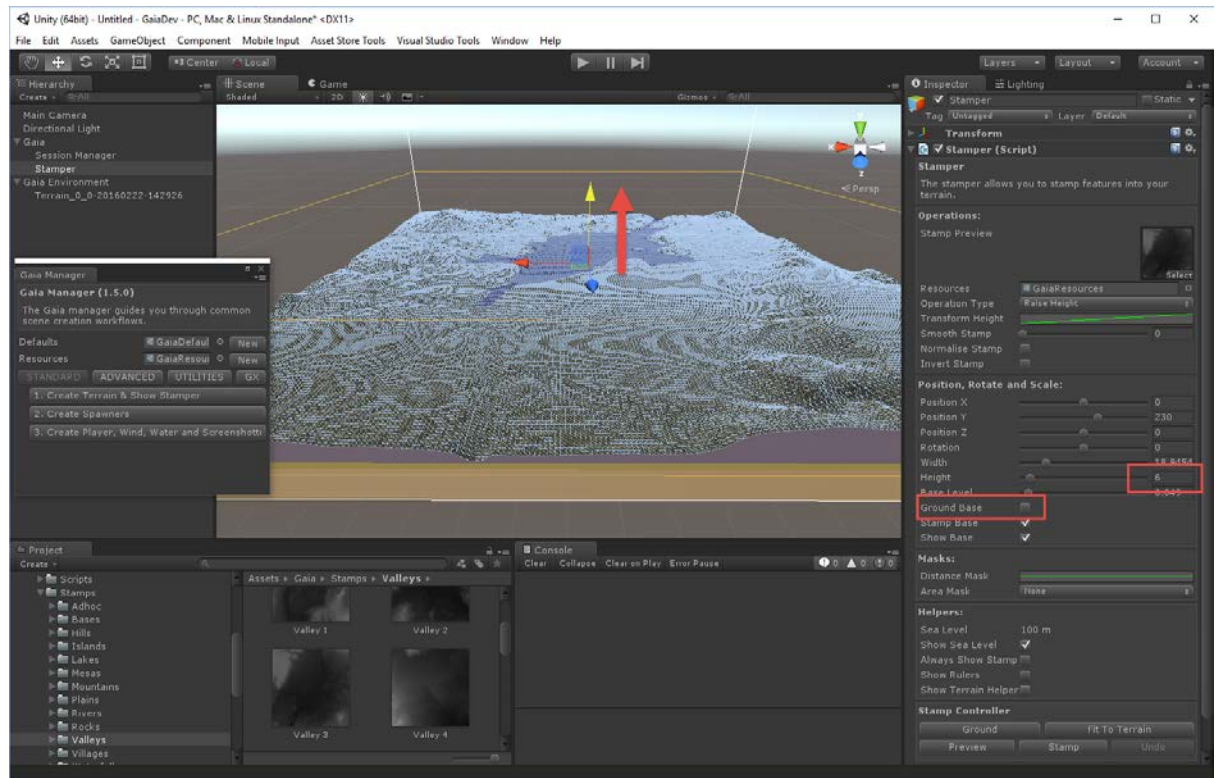
1. Create a new Scene.
2. Open the Gaia Window by pressing Ctrl G or Menu : Window / Gaia / Show Gaia Manager...



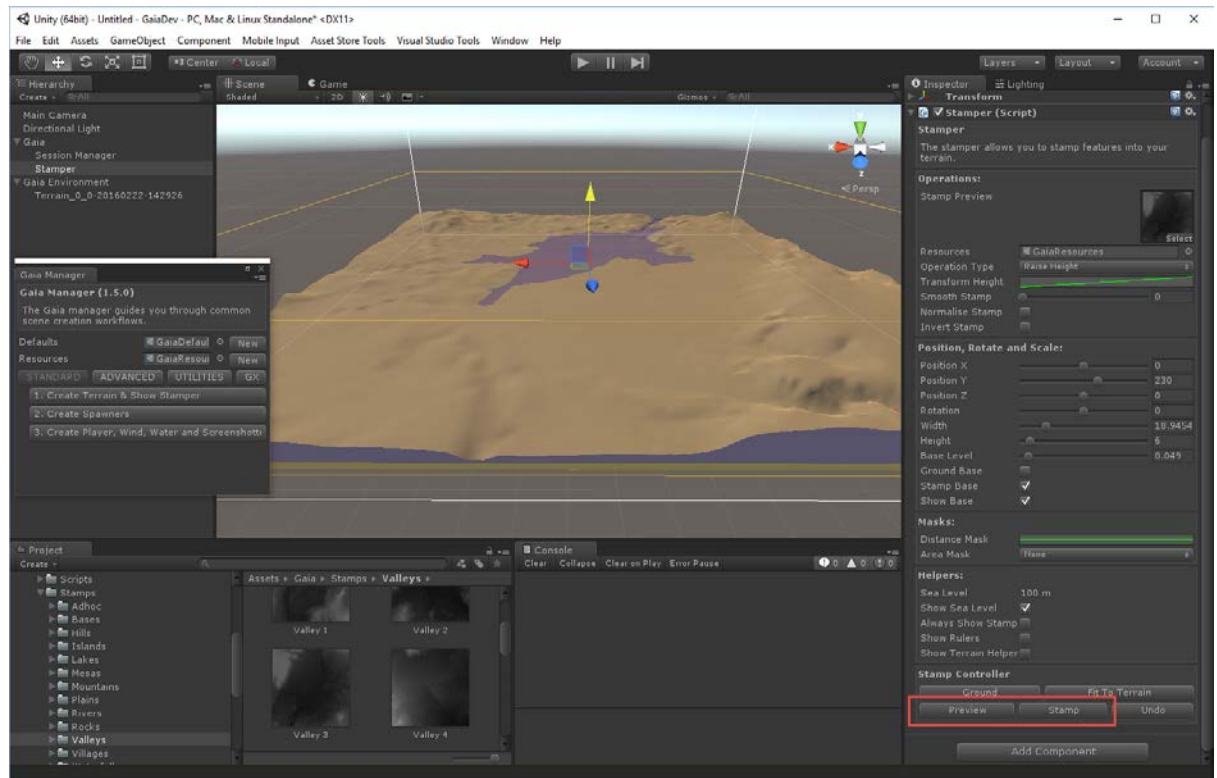
3. Click 1. Create Terrain & Show Stamper... then select Valley 3 in the Gaia / Stamps / Valleys directory and drag it onto the Stamper...



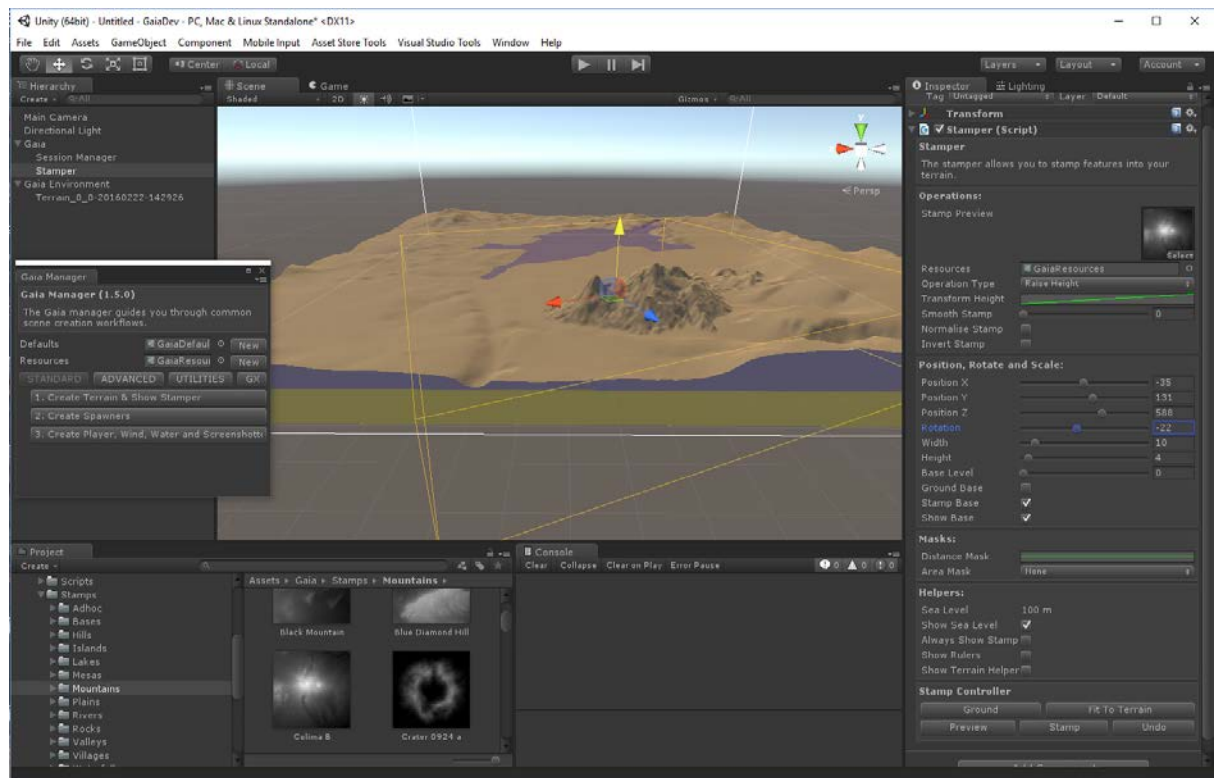
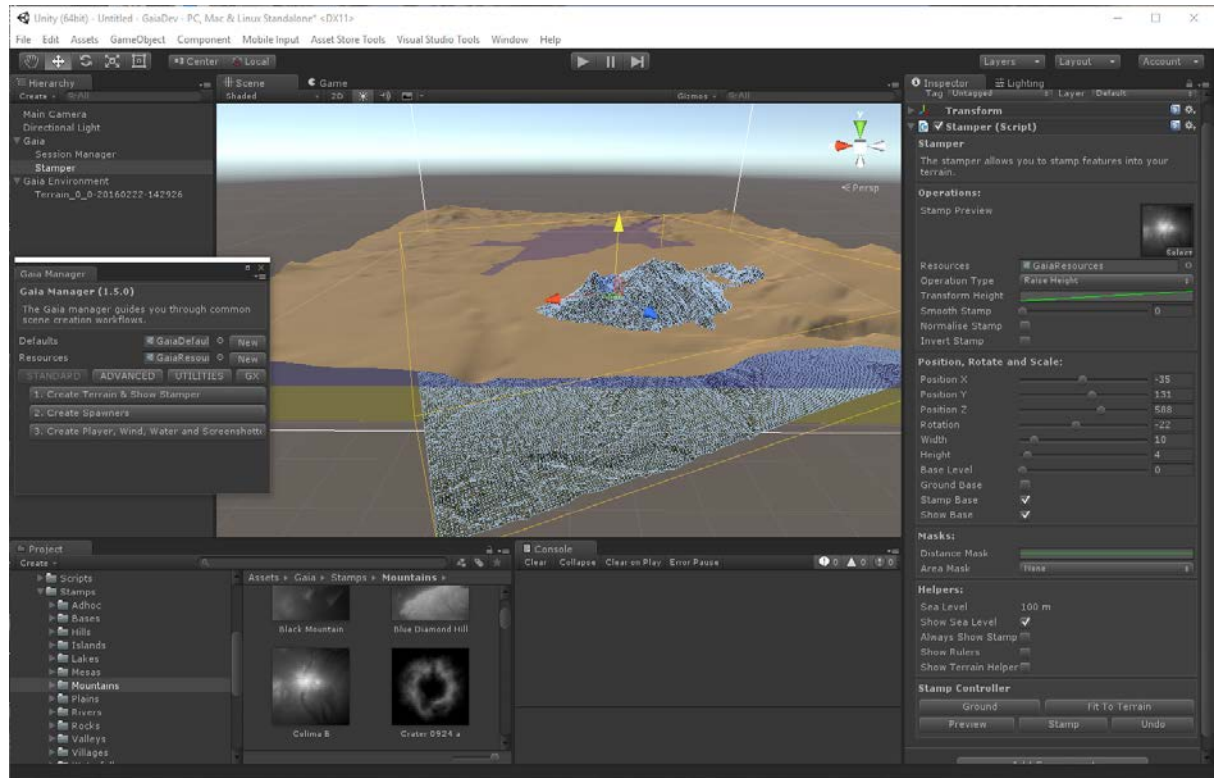
4. I want to raise and flatten this stamp so type in a height of 6, then unselect Ground Base and raise the stamp so that only a little bit of water is visible...



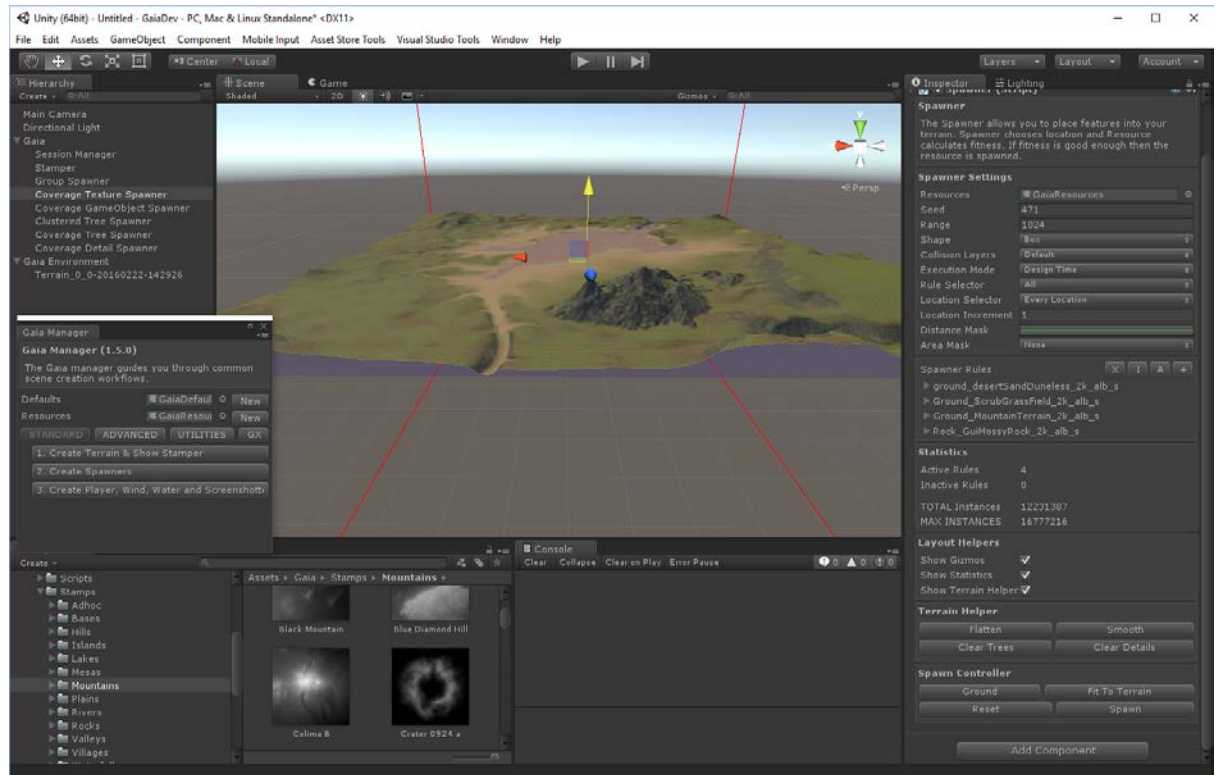
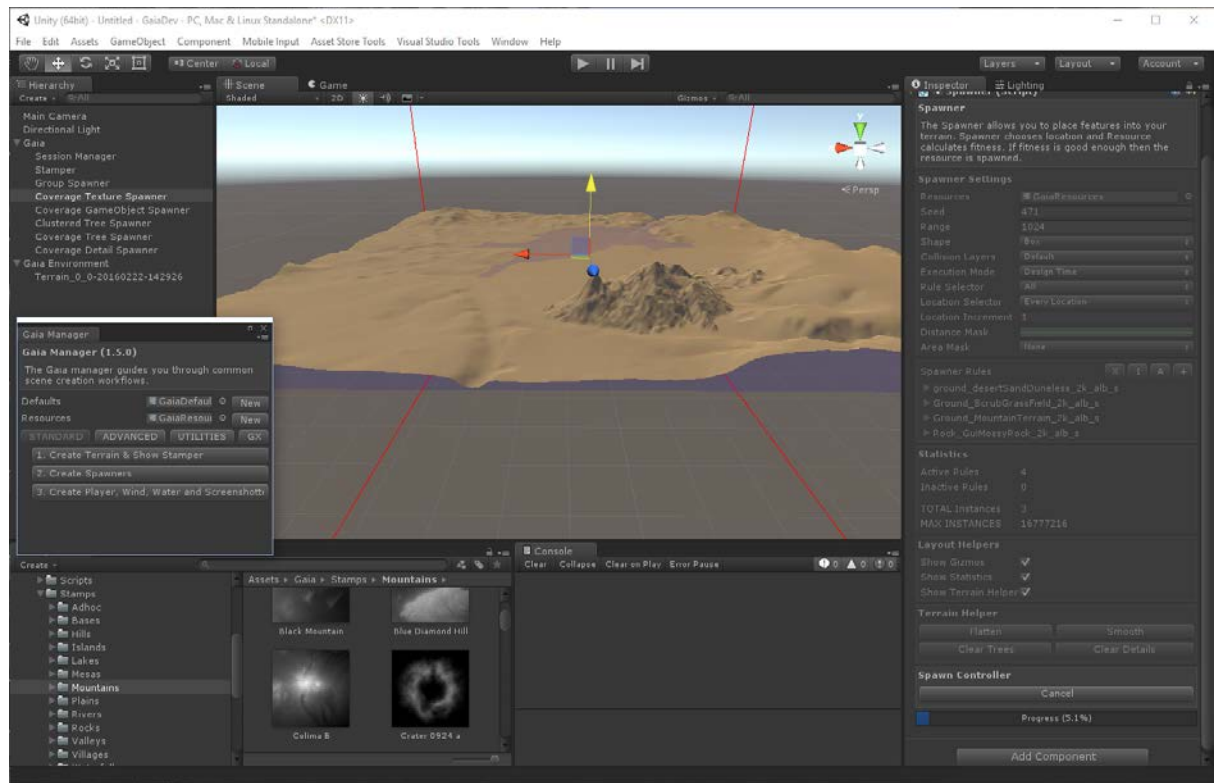
5. The click Stamp to apply the stamp to the terrain... after this click the Preview button to hide the preview mesh so we can get a good look...



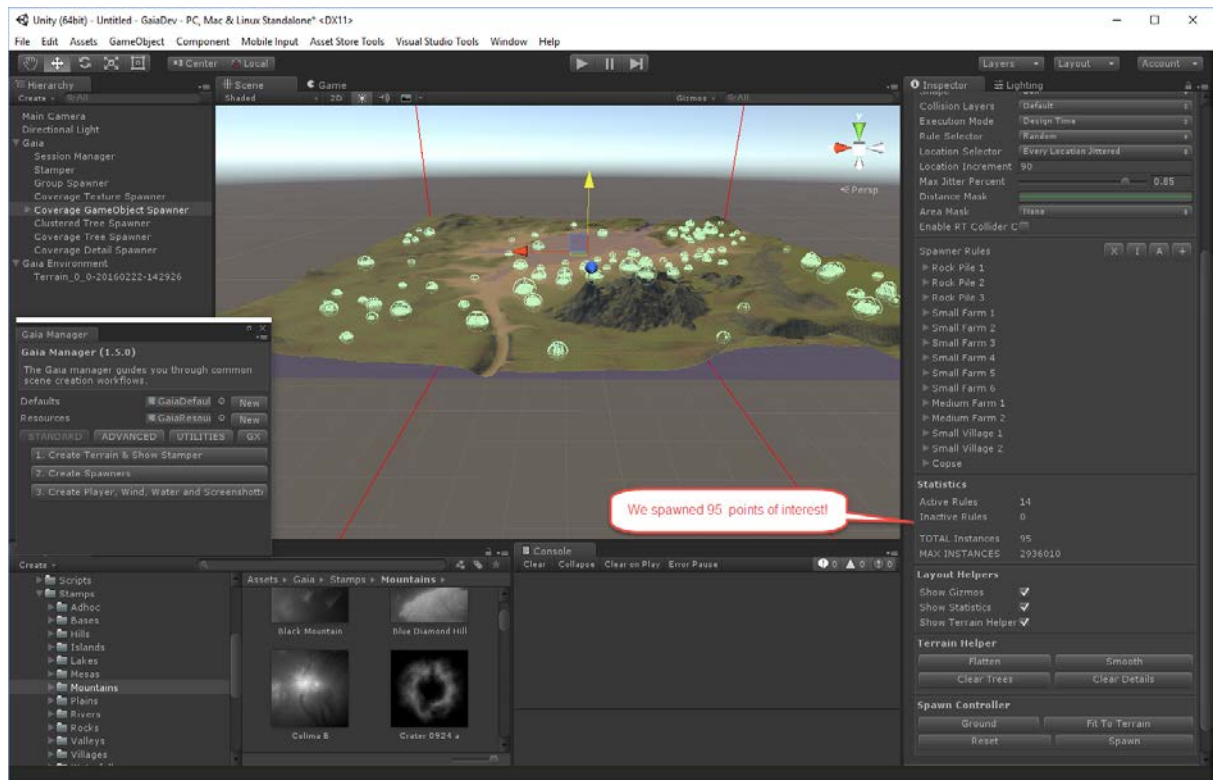
- Looking good... now lets add a new feature... click the preview button to show the mesh preview again then and drag Colima B from the mountains directory on the stamp preview – then lets resize, reposition and rotate the stamp to put it where we want it... finally press Stamp to apply it...



7. Ok time wrap this up... but this time we control the spawning manually...
click 2. Create Spawners from the STANDARD tab of Gaia Manager... then select the Coverage Texture Spawner and click Spawn...

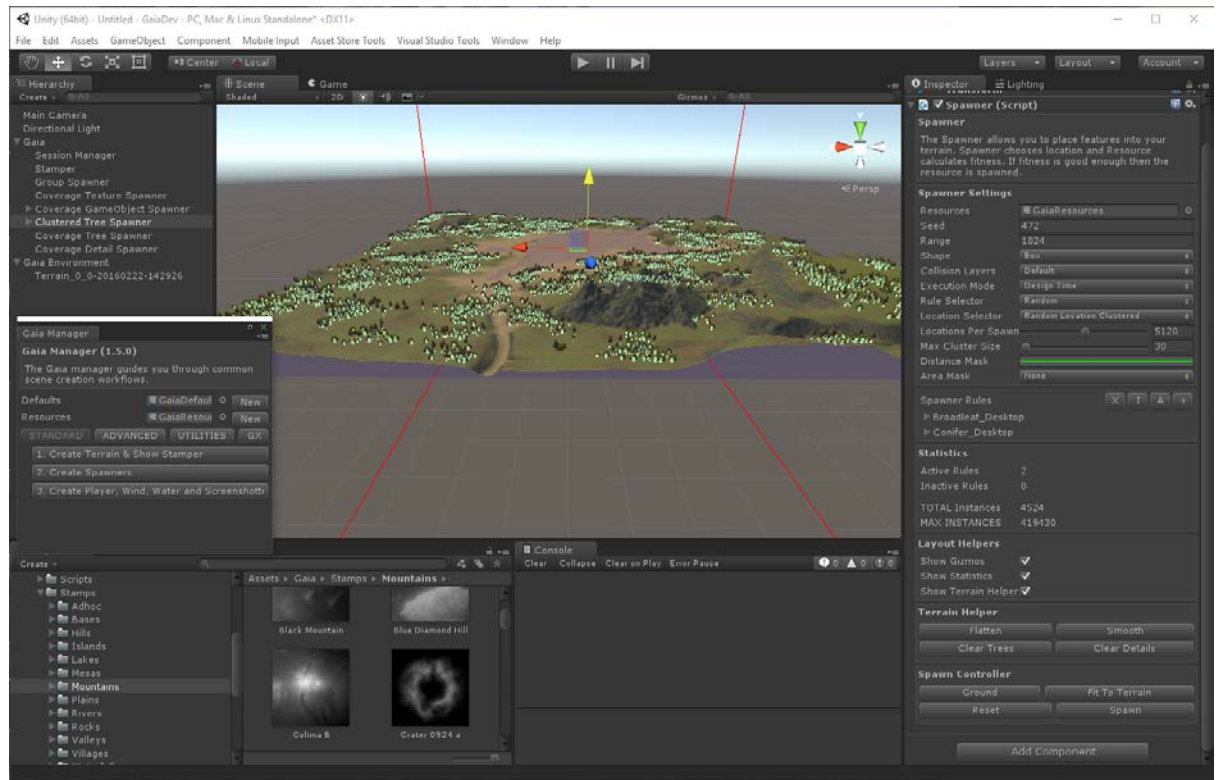


8. The select the Coverage Game Object Spawner and click Spawn...

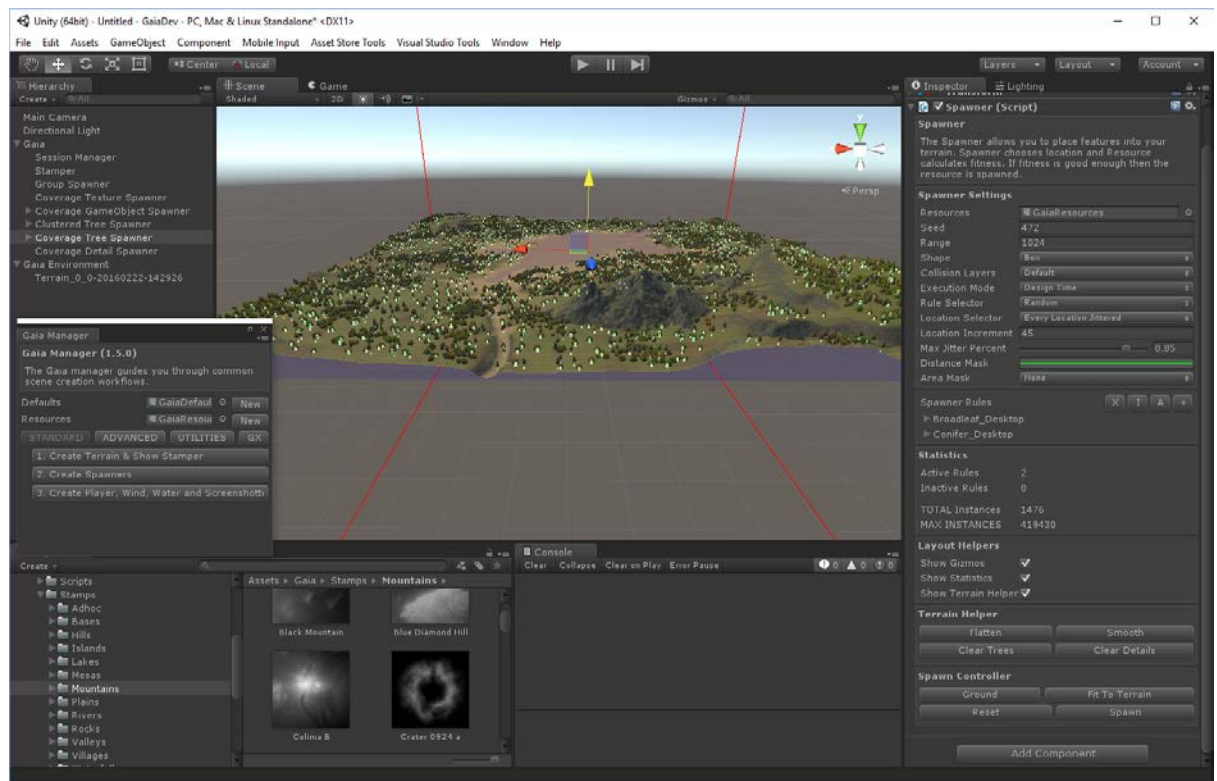


Notice we spawned a lot – I deliberately chose a relatively flat terrain so that it would be suitable for these points of interest... you will see why in a minute!

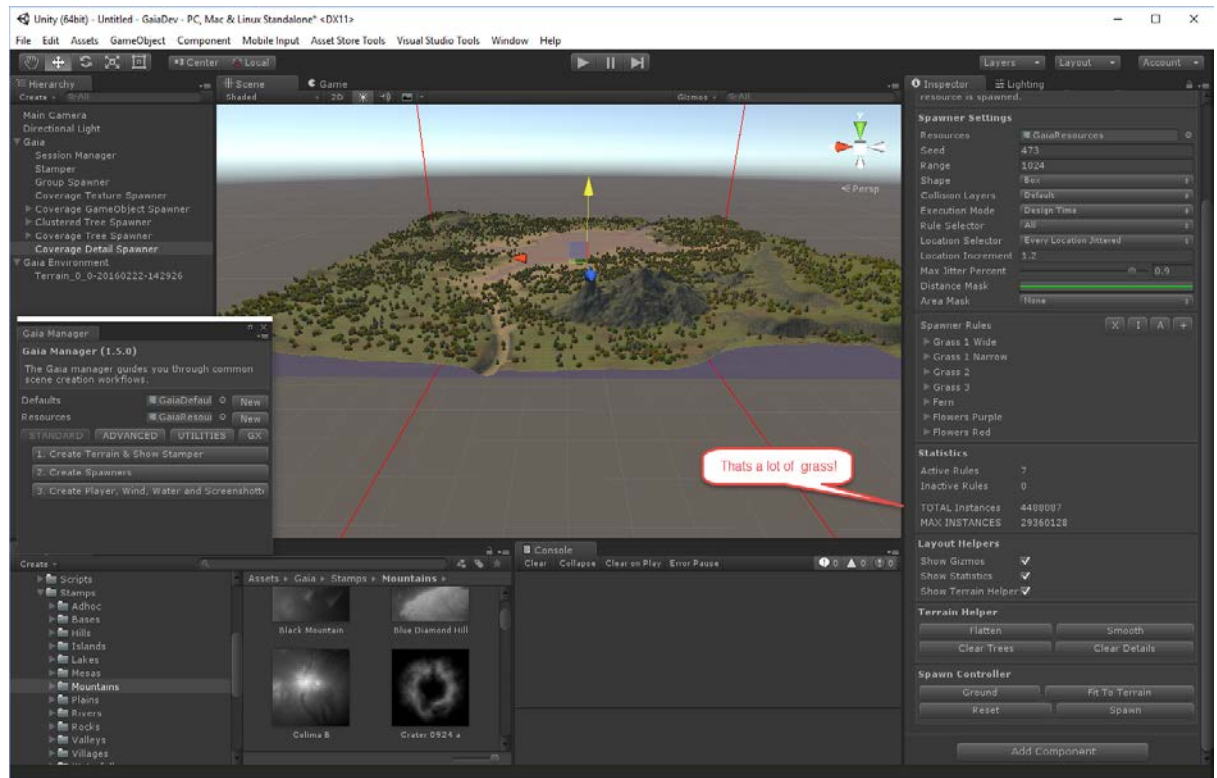
9. Then select the Clustered Tree Spawner and hit Spawn.. when its done if you think you want some more trees then hits spawn again... I did ☺



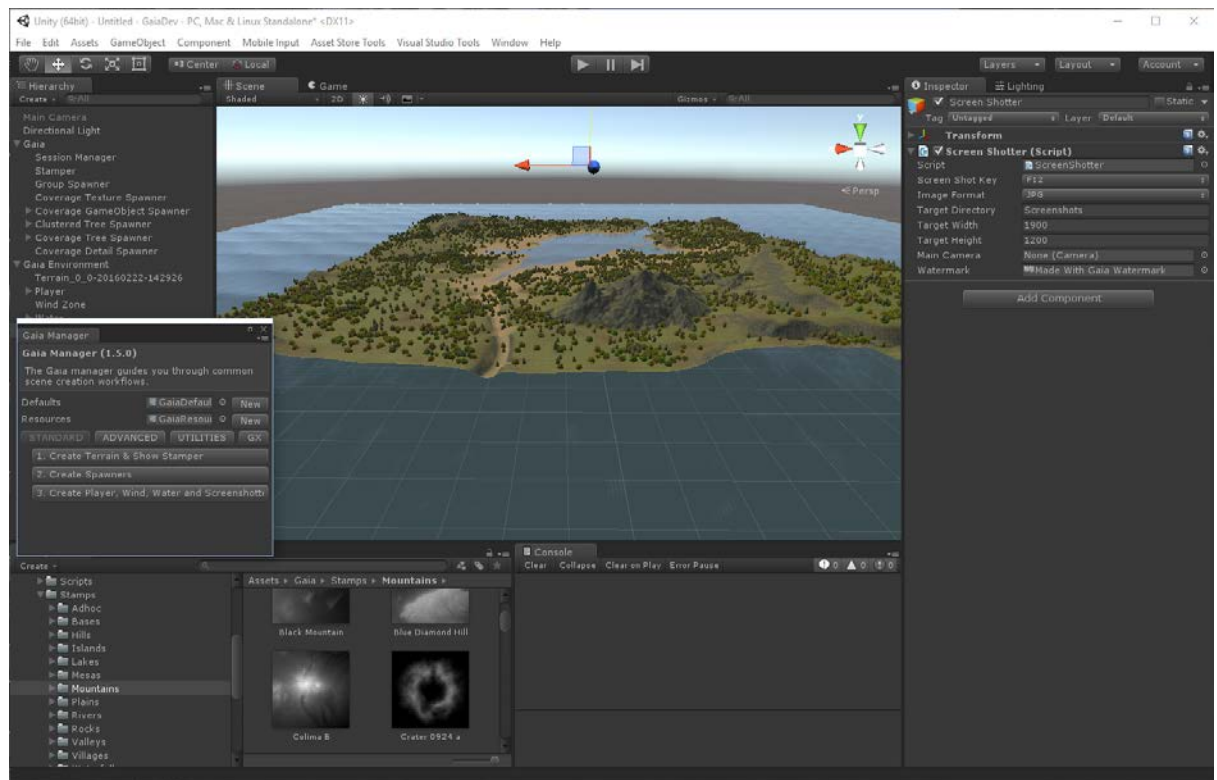
10. Then select the Coverage Tree Spawner and Spawn it twice...



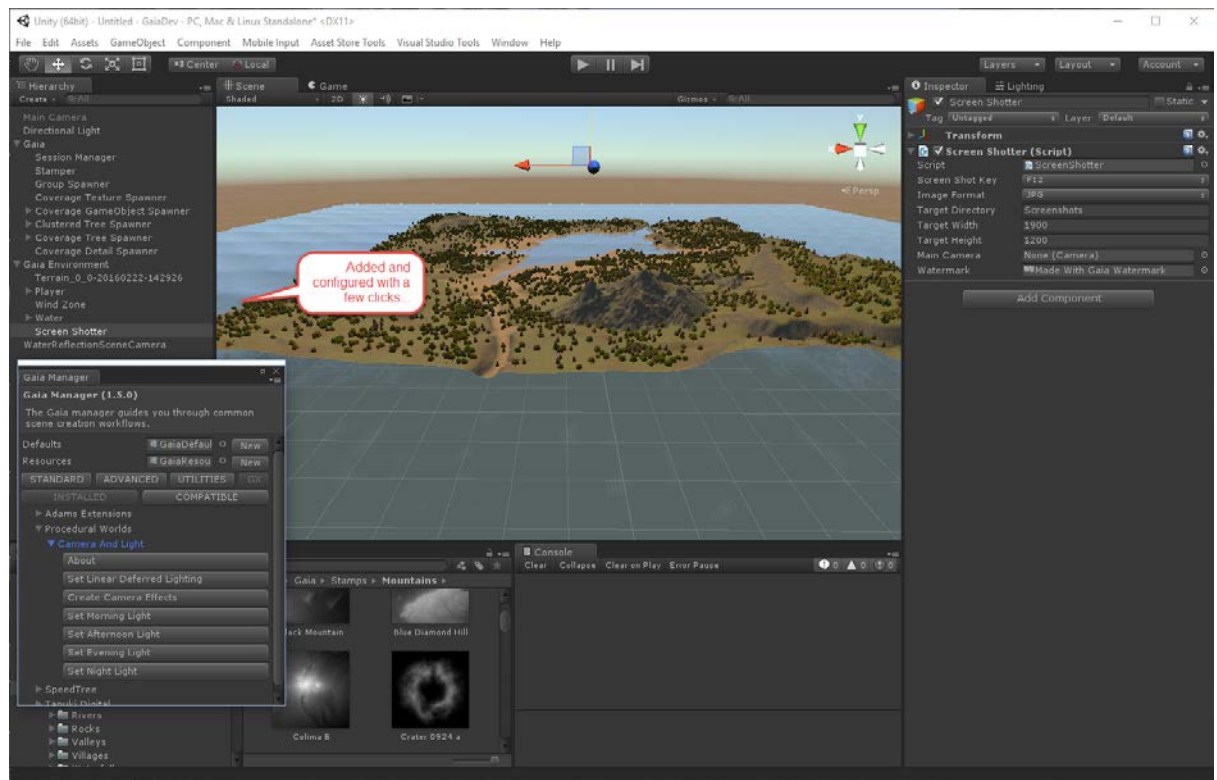
11. Now select the Coverage Detail Spawner and hit Spawn... check the instance count.. we placed a lot of grass...



12. Ok let finish this up... in Gaia Manager hit 3. Create Player, Wind, Water and Screenshotter...



13. The select GX, INSTALLED, Procedural Worlds, then click Set Linear Deferred Lighting, Create Camera Effects, Set Afternoon Light...



Note how the objects are automatically added and configured.

14. Press Play, explore and when you find some cool stuff – hit F12 to take a screen shot... here's some of what I found...





15. I hope you enjoy Gaia. If you would like to add more cool things to make your environment look even better then check out the Gaia Extensions :
<http://www.procedural-worlds.com/gaia/?section=gaia-extensions>