

TerrainComposer Island Demo/Tutorial.

Hello and welcome to the Island Demo/Tutorial. To start this tutorial you have to follow the next steps:

Loading the Scene.

The example Scene you can find in the map:

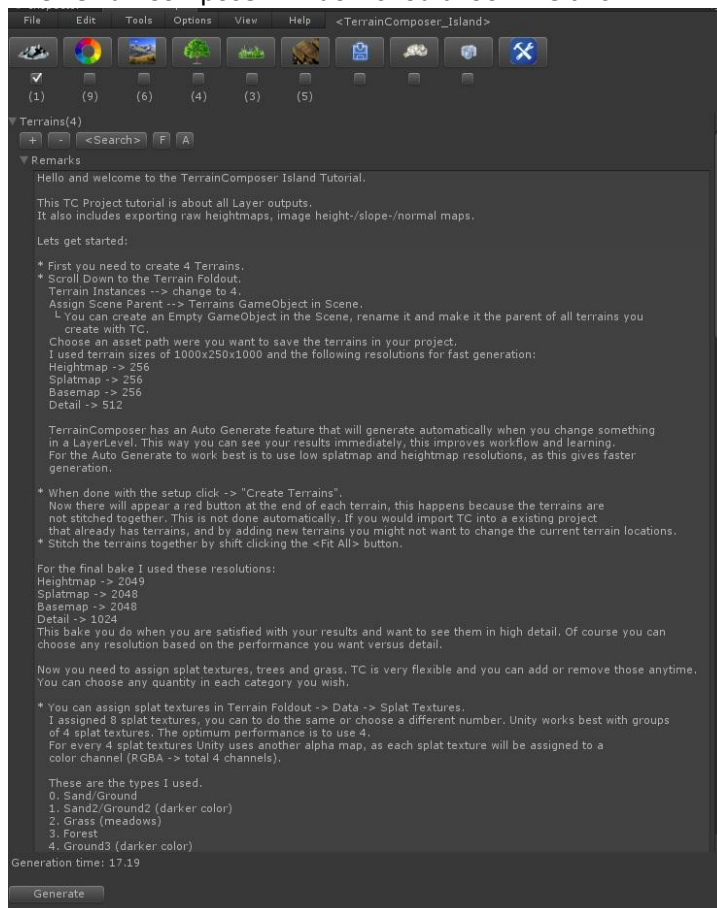
- TerrainComposer Examples -> Island -> TerrainComposer_Island.

Starting TerrainComposer GUI Interface

After loading the Scene start the TerrainComposer GUI Interface:

- Unity Menu -> Terrain -> TerrainComposer.

The TerrainComposer window should look like this:



You can choose between 2 options.

- Tutorial text in TerrainComposer GUI Interface under the remarks. This is the default setting.
- If you have for example 2 monitors or you prefer a document you can open the 'TerrainComposer Tutorial' document, and hide or fold all the remarks. To hide the remarks you need to toggle off TC Menu -> View -> Remarks.

Follow the tutorial step by step. You can't just activate all the layers and output buttons and click generate, because you need to assign many things.

Textures, trees, grass textures and 3dmodel objects are not included. Because the ones I use in my video are from bought Asset Packs on the Unity Asset Store.

If you don't have Terrain Assets or want to expand you collection you can download different ones for free at the Unity Asset Store:

Free Terrain Assets:

<https://www.assetstore.unity3d.com/#/content/6>

<https://www.assetstore.unity3d.com/#/content/3465>

Free Textures:

<https://www.assetstore.unity3d.com/#/content/2953>

<https://www.assetstore.unity3d.com/#/content/3618>

<https://www.assetstore.unity3d.com/#/content/303>

Free Trees:

<https://www.assetstore.unity3d.com/#/content/3564>

<https://www.assetstore.unity3d.com/#/content/5980>

Free Plants:

<https://www.assetstore.unity3d.com/#/content/4049>

Free Rocks:

<https://www.assetstore.unity3d.com/#/content/65>

<https://www.assetstore.unity3d.com/#/content/4321>