Island Terrain Pack

Island Terrain Pack Information

The island terrain pack consists of 29 unique islands in numerous different styles.

- Islands (Normal) – These are grassy and rocky 5 islands following a generic island layout
- Islands (Rocky) – These are 5 grassy and rocky islands featuring terraced levels
- Islands (High) – These are 3 grassy and rocky terraced islands with a high cliff faces
- Islands (Low) – These are 3 grassy and rocky terraced islands with low cliff/terraces
- Islands (Sandy and Rocky) – These are 5 sandy (dune like) islands with rock outcrops
- Islands (Sandy) – These are 5 sandy islands similar to dunes or sandbars
- Islands (Epic) – These are 3 large scale (4096x4096) islands in the same vein as the normal islands.

The pack includes scenes for every island, with each island textured accordingly and ready for customisation with things like grasses, trees and other objects.

The pack also includes the .raw terrain file for each island. All terrain .raw files are 16 bit windows encoded and can be imported using Unity or other compatible 3rd party terrain management addons such as Terrain Composer.

All raw files have a heightmap resolution of 1024 except for the 3 epic island raw files which have a heightmap resolution of 4096.

License Information

A number of textures used in these terrains have been created with images from CGTextures.com. These images may not be redistributed by default. Please visit www.cgtextures.com for more information.

If you have an existing scene that you want to "drag and drop" and island into, you can do this very easily. With your existing scene open and the Island Pack asset imported, simply navigate to the desired island in the Project tab, then drag and drop the .asset file into your scene. In this example below you would drag and drop the circled "Island Normal 1 Terrain" asset into your scene.
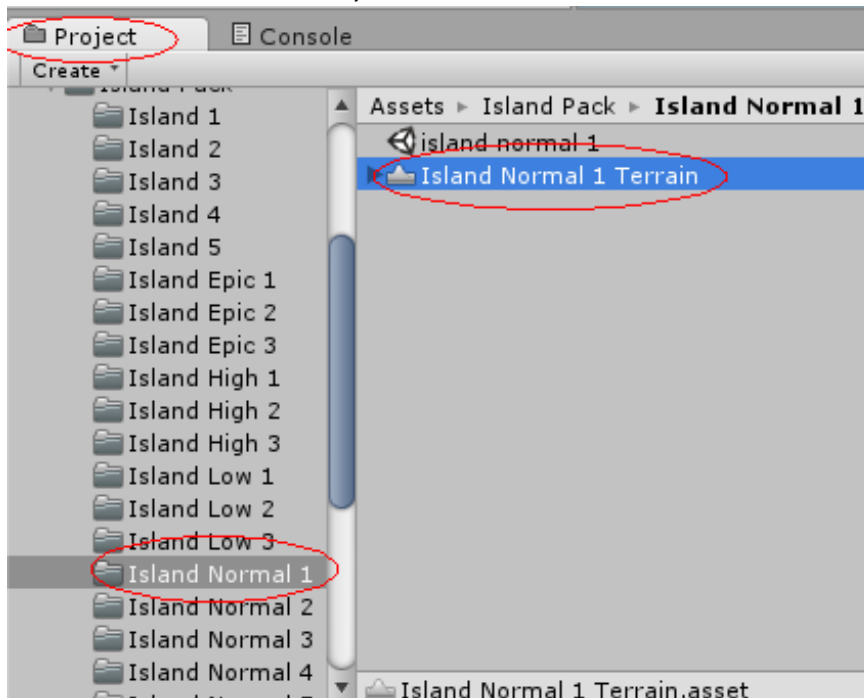
Note: If you are having trouble dropping the asset into your scene, make sure you are dropping it "above" the horizon in the editor. Unity will only allow terrain objects to be dropped into a scene above the horizon line (as circled below)
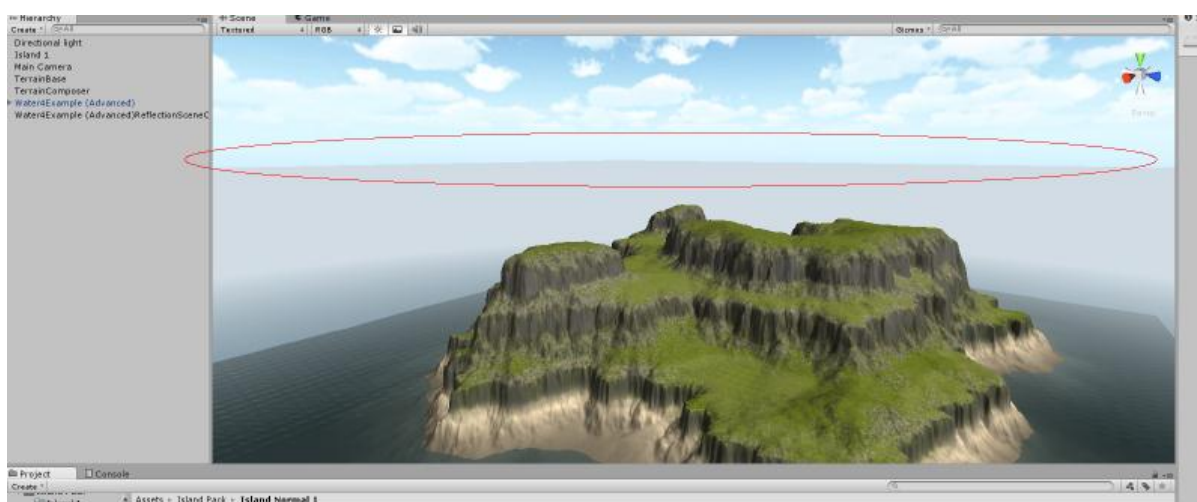
Unity can be used to import a raw heightmap file onto a blank terrain. It is recommended that a power of 2 terrain size if used for the best results, eg 512x512, 1024x1024, 2048x2048, 4096x4096 etc. Other sizes can be used but may result in some loss of quality.

The following is an example of how to import a raw heightmap file from the Island Pack.

1. Create a new scene or open an existing scene you wish to add a terrain to
2. From the Terrain menu (along the top) select Create Terrain. A new terrain will be added to your scene hierarchy and it will be selected by default.
3. From the Terrain menu, select Import Heightmap – Raw
4. Browse to the Assets -> Island Pack folder and choose the desired island .raw file. (for example island_normal_1.raw)
5. Ensure the Depth is Bit16 and that the Byte Order is Windows. Set the Terrain Size (Width = x, Length = z, Height = y) to a suitable size (preferably power of 2) such as x = 1024 and z = 1024. The Terrain height will vary depending on how much height you would like the terrain to have. For most of the Island Pack examples I have used a terrain height of 250 for the 1024x1024 terrains. The larger 4096x4096 terrains I tend to use around 600. As a general rule, the larger the terrain size, the higher the terrain height value will likely need to be. They can always be adjusted later if required. Click Import
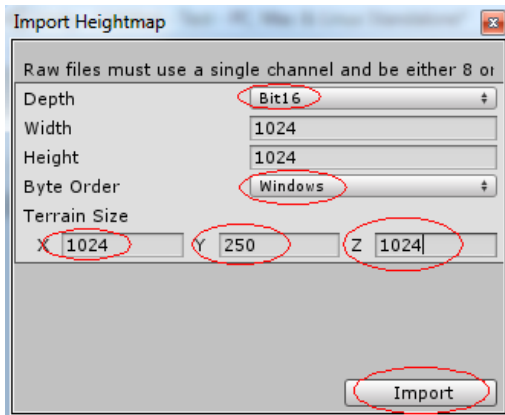
6. You now have an island terrain. If you cant see your island, double click on your Terrain object in the Hierarchy which will centre it in the viewport.

Hint

- If you want to adjust the terrain size, select your terrain object in the Hierarchy and from the terrain menu, select Set Resolution. You can then set the Terrain Width and Length to a suitable size (preferably power of 2) such as 1024 x 1024. The Terrain height will vary depending on how much height you would like the terrain to have. For most of the Island Pack examples I have used a terrain height of 250 for the 1024x1024 terrains. The larger 4096x4096 terrains are using 600. As a general rule, the larger the terrain size, the higher the terrain height value will likely need to be. Click Set Resolution when done.
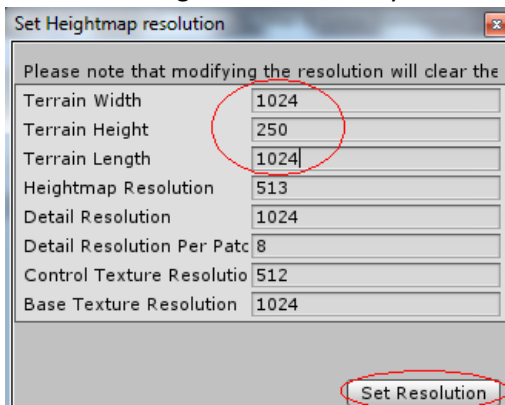
Example Scenes

The Island Pack contains an individual example scene file for each of the 29 different islands. The example scene files can be found in the Island subfolders within the Island Pack. For example in *Assets\Island Pack\Island Normal 1* there is a scene file called *island normal 1.unity*

Each of these scene files contains a textured version of the islands (as per the screenshots), a camera overlooking the island and a Water object (Water4Example) which is raised just above the base level of the terrain.

Note: If you hide the water object you will notice the texturing in the "under water" part of the terrain is darker at the lower levels. This is to give a perception of "water depth" when looking at the island from above with the water looking like it gets deeper away from the island.