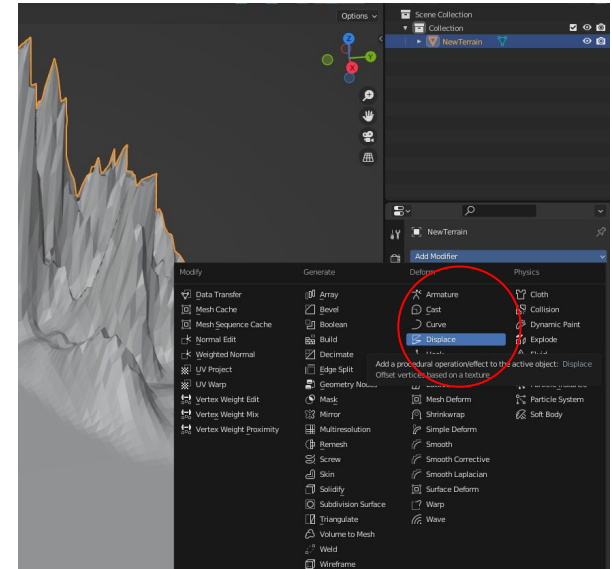


# Independent Study

Using Blender to make low polygonal terrain

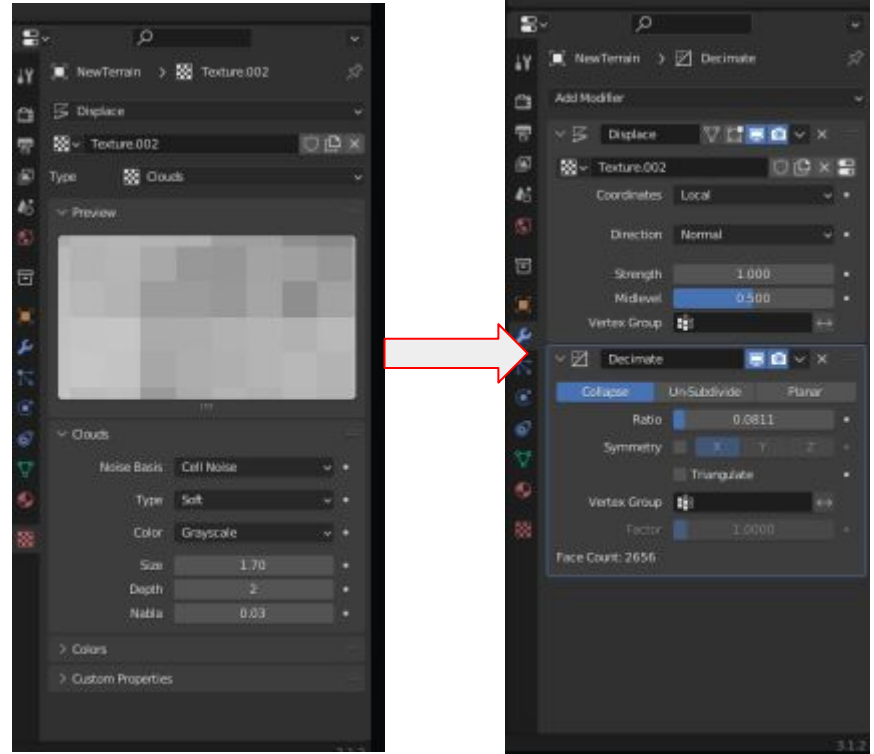
# Blender Deform Modifier

- Displace Modifier
  - Displaces vertices in a mesh based on the intensity of the texture.
  - Displacement can be on local axis, vertex normal or RGB components of texture
- Options
  - Texture (Coordinates)
  - Direction (XYZ, Normal, Custom Normal, RGB to XYZ)
  - Space
  - Strength
  - Midlevel
  - Vertex Group



# Steps

- Select Type Clouds
- Noise Basis (Cell Noise)
- Type (Soft)
- Add modifiers
  - Decimate
  - Collapse
  - Set Ratio to low for low polygons

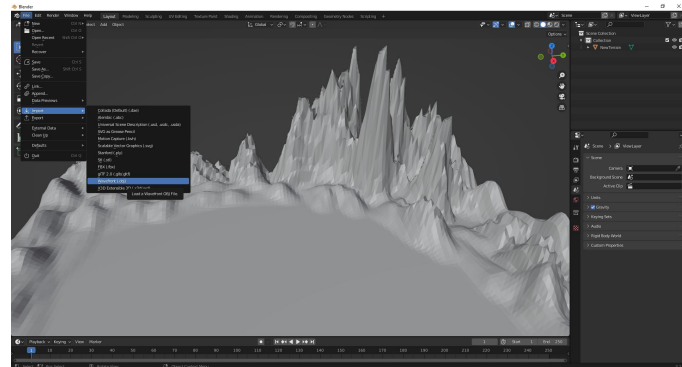
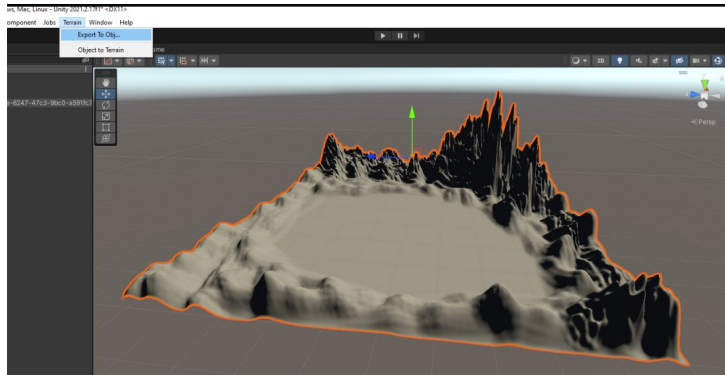


# More on Blender

- Blender user manual
  - <https://docs.blender.org/manual/en/latest/>
- Blender download
  - <https://www.blender.org/download/>

# Import/ Exporting

- 3rd Party Script (Object2Terrain)
  - <https://github.com/bfelch/HomeSweetGnome/blob/master/Assets/Editor/Object2Terrain.cs>
- 3rd Party Script (Terrain2Obj) Modified by Samuel Salo
  - <https://pastebin.com/E3GQPEYn>
- Unity Exports Terrains as .obj
- Unity Exports Terrains as .fbx



# Comparison

