JU VOXEL

► From Dev:

Hello, thanks for buying my JU Voxel, I hope you enjoy my work! :)

You can play the free demos for Windows and WebGL(HTML5) on Itch.io:
https://julhiecio.itch.io/block-terrain-generator-demo

If you want to know more about my work:
http://www.youtube.com/c/JulhiecioGameDev

►Info:

Name of product: JU Voxel – Cube Terrain Generator

Product version: 1.5

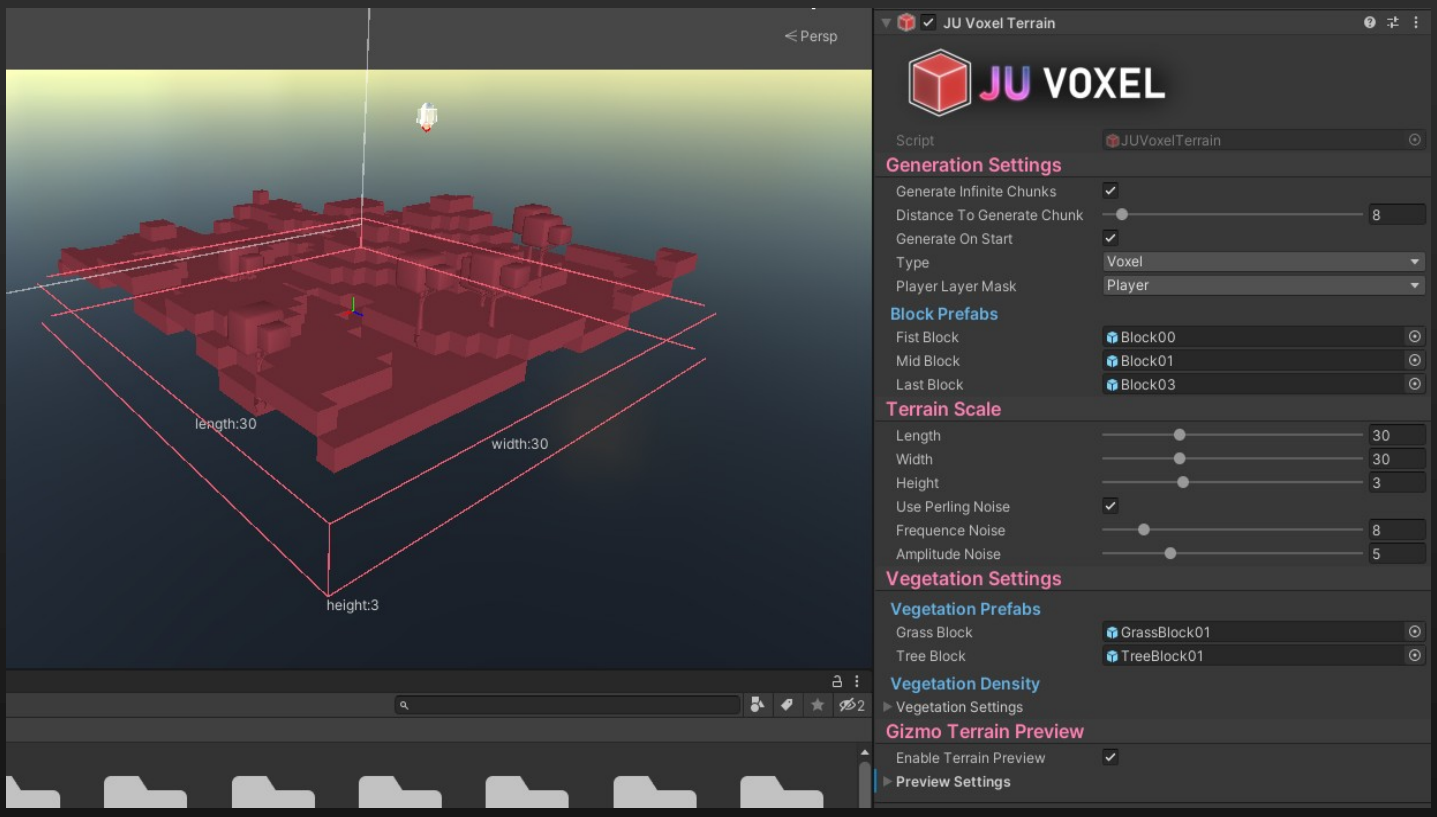
Minimum tested Unity Version: Unity 2019 LTS++
Version recommended / Made in version: Unity 2020.1.2f1

Does it require scripting to edit?

Only if you want to add something that is not customizable with the existing components, if you have any questions can you contact me. Creator email for support and questions: julhieciogames1@gmail.com

► JU VOXEL TERRAIN

This is the main component of this asset, it generates all voxel or non-voxel terrain, it puts layers, vegetation and trees, and it also generates the infinite world. You can customize the chunk however you like and create several easily and save them in prefabs, and the entire preview is seen in the editor.



▪ As the first three variables are the world generation configurations.

▪ The Script comes pre-set, if you want, just change the scale, Frequence and Amplitude of the generation and you will have your land working.

▪ Type: It is the type of land that will be generated, you can mark it as voxel or not voxel.

- **Block, Earth Block, Last Block:** These are the blocks that in sequence form the layers of the terrain, you can exchange for customized blocks.

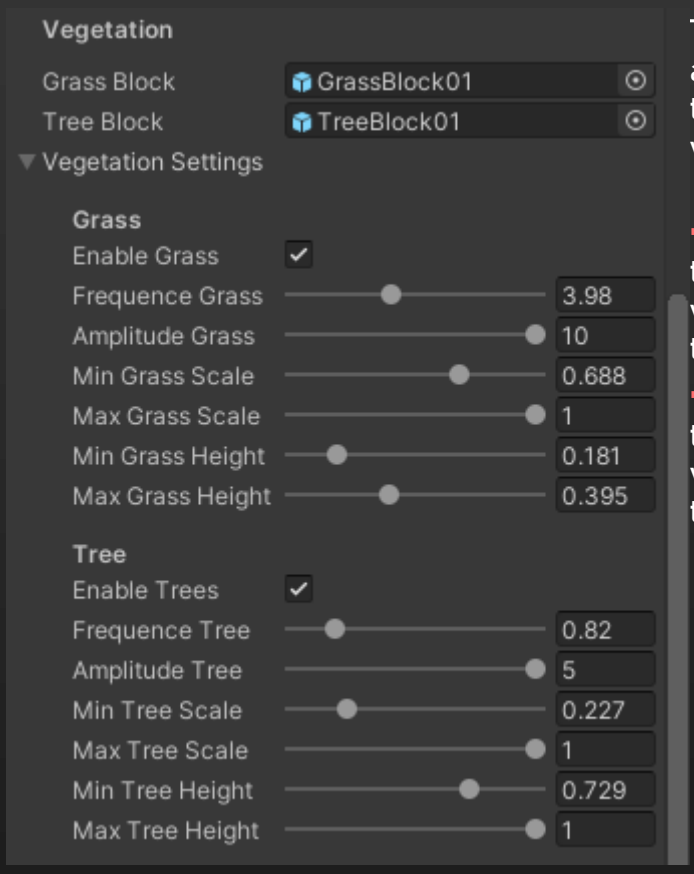
- **Player Layer Mask:** It is a specific layer for the Player, you must put in your Player a Layer called “Player”. This is for the generation of the world to have no bugs.

- **Length, Width:** It's the size of your terrain, you can easily change them by dragging the sliders.

- **Height:** It is the height by blocks of your terrain, and they form the terrain layers in this sequence: Block> Earth Block> Last Block.

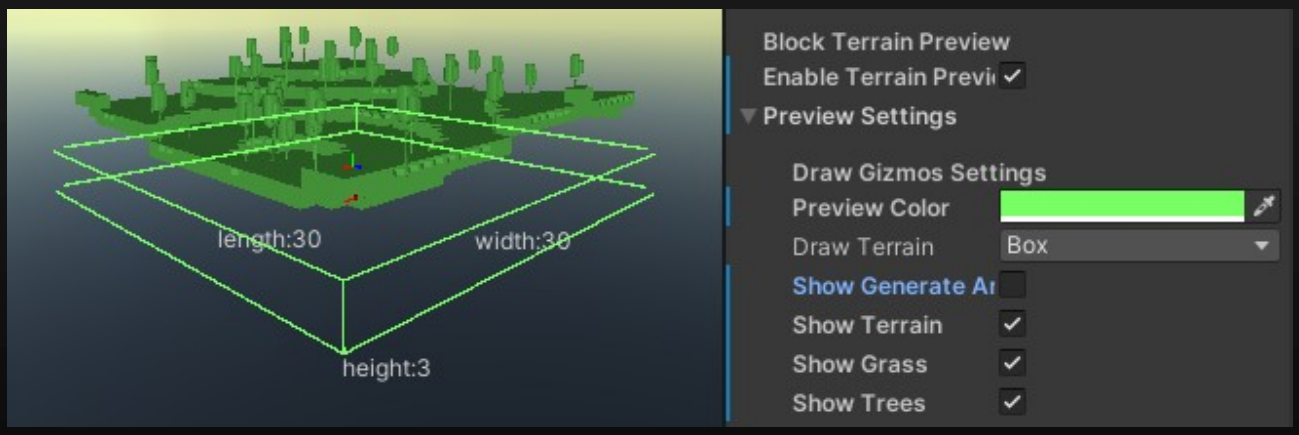
- **Length, Width:** It's the size of your terrain, you can easily change them by dragging the sliders.

- **Use Perlin Noise:** Use Perlin-Noise to create elevations on the ground.
- **Frequence Noise:** It is the size of the Perlin-Noise that will generate the terrain.
- **Amplitude Noise:** It's the height of Perlin-Noise on the ground.



The vegetation also uses Perlin-Noise, and in the same way that you configure the terrain you can configure the vegetation.

- **Min/Max Grass/Tree Scale:** It is the minimum and maximum size of vegetation that will be set randomly when the grass is instantiated.
- **Min/Max Grass/Tree Height:** It is the minimum and maximum height of the vegetation that will be set randomly when the grass is instantiated.



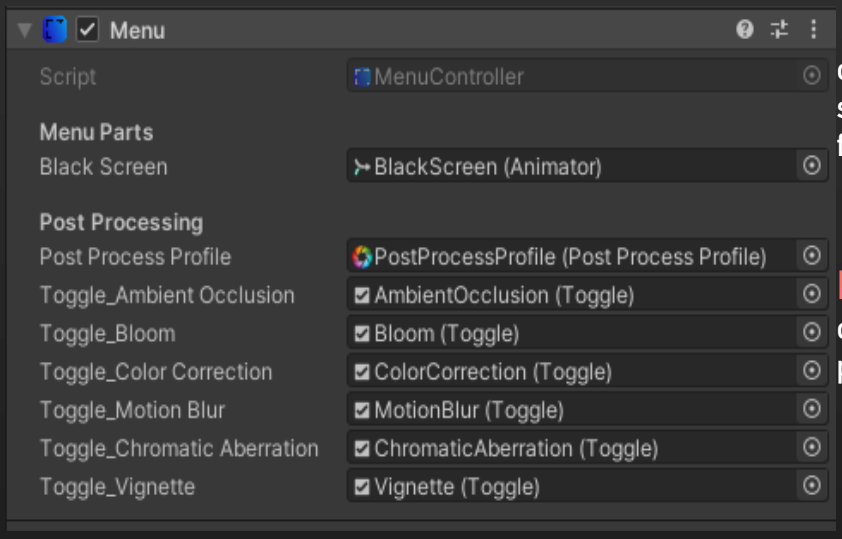
- **Gizmo Terrain Preview:** It is the preview in the editor, you can view the entire terrain before it is even generated in the editor, and also obtain information such as the height, center of the terrain, the areas that will be generated the new Chunks and the area of the terrain. You can change the color of the preview and deselect what you don't want to see in the editor. (NOTE: it is just a preview, the terrain can be generated a little differently than what you see in the preview)

• You can also generate the terrain at any time, if you want to have a nice effect or something, just call the functions:

```
// To generate a terrain
MyJUVoxelTerrain.GenerateChunk();

// To delete blocks from a generated terrain
MyJUVoxelTerrain.DeleteChunk();

// Generate a Chunk if the player
// is close to the edge of the terrain
MyJUVoxelTerrain.CreateChunkIfNeed();

// Find the Chunks around you and set them.
// This is for not instantiating land in the same position
// infinitely if the player is close to the edge of the terrain
MyJUVoxelTerrain.FindSidesChunks();

// Delete blocks instantiated like this:
MyJUVoxelTerrain.DestroyInstancedBlock(gameObject Block);
```

► Menu

It is the component that controls and has all the functions of the menu, from loading a scene and settings to opening URLs.



- **Black Screen:** It is a completely black image that serves to make a transition from one scene to another.

- **Post Processing Profile:** It is the file that contains all the effects of post-processing.

-

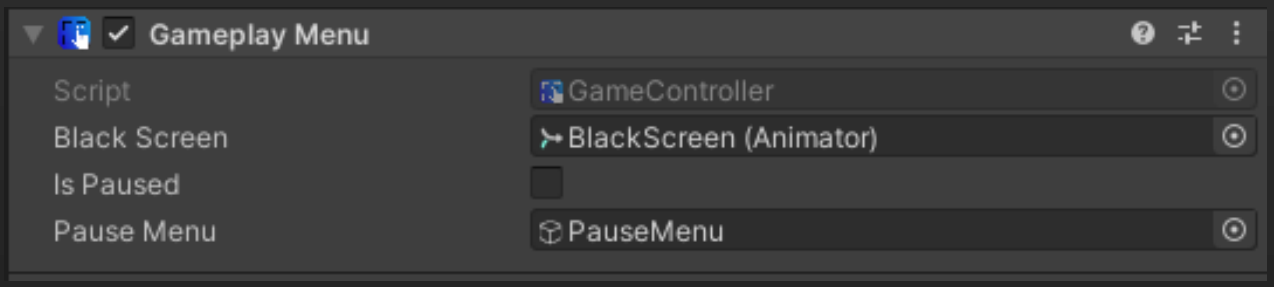
Toggles_PostProcessEffect: Toggles that control the effects of post-processing.

- All menu functions:

```
// Load Scene Functions
MyMenu._LoadScene(Int SceneIndex);
MyMenu.load_scene_with_time(float TimeToLoad);
MyMenu.load_current_sceneindex();
MyMenu._ExitGame();
// Configuration Functions
MyMenu._SetRenderDistance(float Distance);
MyMenu._SetQuality(Int QualityLevel);
MyMenu._SetResolution(Int ResolutionLevel);
MyMenu._DeleteData();
// Open URL (Web links or paths)
MyMenu._OpenURL(String URL);
// Post-Processing Controller
MyMenu._PAmbientOcc(Bool IsActive);
MyMenu._PColorCorr(Bool IsActive);
MyMenu._PBloom(Bool IsActive);
MyMenu._PMotionBlur(Bool IsActive);
MyMenu._PVignette(Bool IsActive);
MyMenu._PChromaticAbe(Bool IsActive);
```

► Gameplay Menu

It is the component that controls the Gameplay menu, being able to pause when pressing [escape]. loads and sets all necessary settings.



I hope you enjoyed the Block Terrain Generator!
Any questions send me an email:
julhieciogames1@gmail.com

And again, thank you very much for helping me buying my Asset!