

Terrain Edge Wall

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Thank you for downloading this package, I hope it will be useful for your projects!
If you like it or have a suggestion, please leave a review on the store page.

The reviews really help a lot!

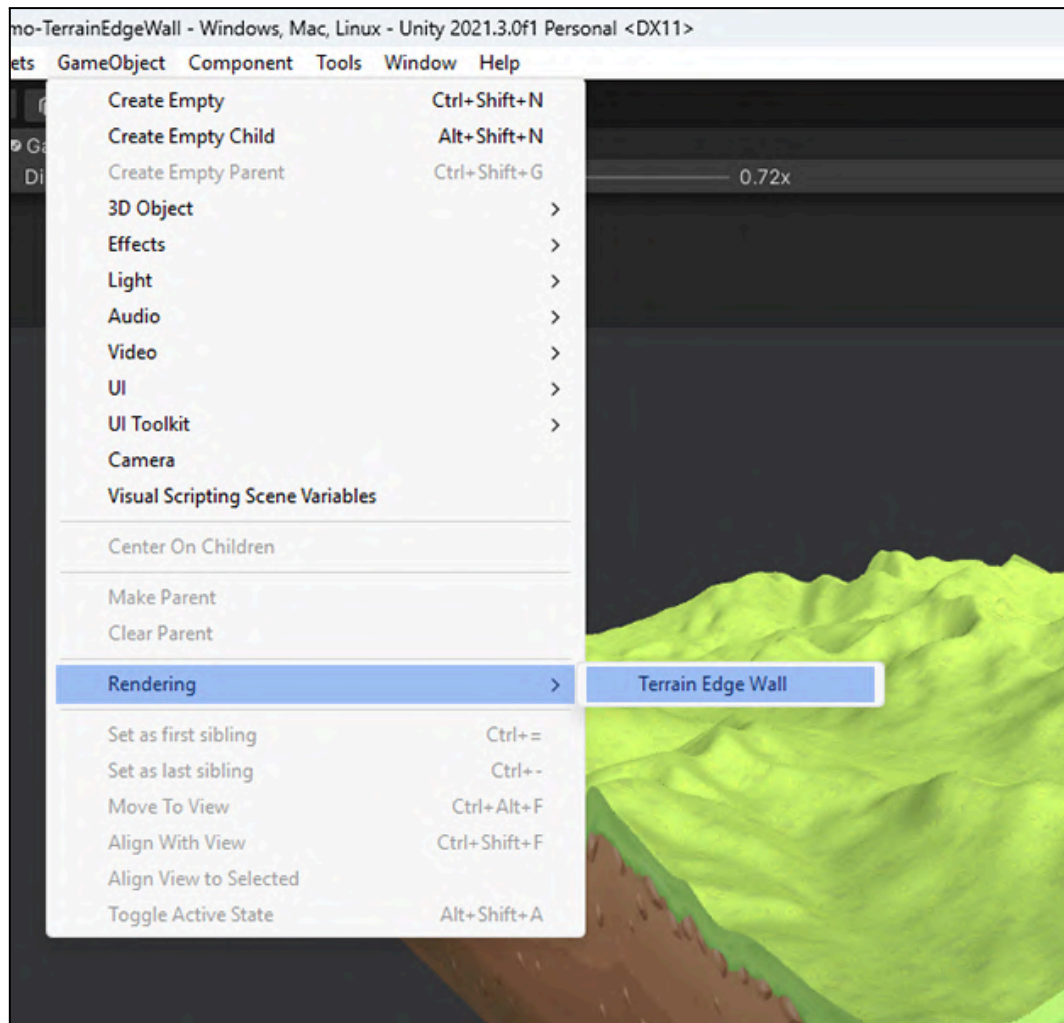
You can access the latest version of this documentation here:

<https://gen90software.com/terrainedgewall-documentation.pdf>

GETTING STARTED

Terrain Edge Wall game object can be added from:

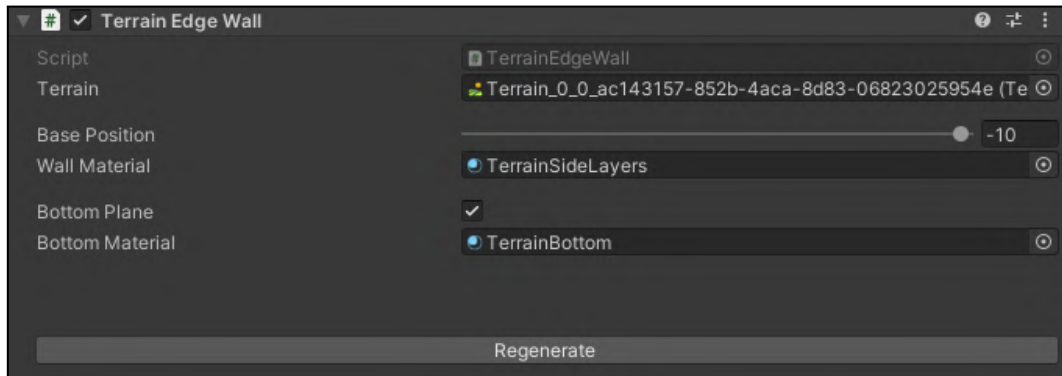
GameObject → **Rendering** → **Terrain Edge Wall**



On the other hand, if you want to add it to an existing gameobject, use:

Add Component → **Rendering** → **Terrain Edge Wall**

PROPERTIES



- **Terrain**
Reference to the target Unity Terrain used as the source for wall generation. The wall geometry is generated by sampling the terrain height data along its edges.
- **Base Position**
Defines the vertical offset of the wall base relative to the terrain. Lower values extend the wall further downward, allowing you to control the overall wall height.
- **Wall Material**
Material assigned to the generated side wall mesh. Use this to apply custom shaders or stylized materials to match your environment.
- **Bottom Plane**
When enabled, an additional bottom plane is generated to close the wall geometry at the base, preventing open geometry at the bottom.
- **Bottom Material**
Material used for the bottom plane. This allows you to visually separate the bottom surface from the side wall if needed.
- **Regenerate**
Rebuilds the wall mesh using the current settings. Use this after changing parameters or terrain data.

RELEASE NOTES

- **Version 1.0.0**
 - Initial release

CONTACTS

If you have any questions or you are interested in our other products, please contact us.

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