

SgtTerrain

This component allows you to make a planet or star whose surface is procedurally generated, and has LOD based on camera (or another Transform) distance.

Material

The base material for the terrain. If you're using one material per face or something more complex then use the SgtTerrainMaterial or SgtTerraimCubeMaterials component instead.

SharedMaterial

If you want to apply a shared material (e.g. atmosphere) to this terrain, then specify it here.

TargetMainCamera

If you want the LOD to update based on the distance to the main camera, then enable this.

Targets

If you want the LOD to update based on the distance to other transforms, then set them here.

Radius

The base radius of the terrain. This can be deformed by another component like SgtTerrainSimplex.

Subdivisions

The detail of each LOD level.

Normals

Normal generation strategy.

Tangents

Generate tangent data?

CenterBounds

Should the bounds match the size of the terrain?

MaxColliderDepth

The maximum LOD depth that colliders will be generated for (0 = none).

Distances

The LOD distances in local space, these should be sorted from high to low.

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