

Custom detail meshes - Blender to Unity

Design new detail in blender	example
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develop mesh	use sapling plugin or freehand (see trees)
add textures	make textures in photoshop apply to each part of model and adjust uvs
combine model	make sure all objects are mesh ('alt-c') join all parts 'join' command
remap for single texture atlas detail meshes must have only 1 texture to show up on terrain. might* work as a tree with multiple	create new blank image create new UV map (in 'object data' tab) remap parts and space on new image
bake texture to texture map	select each part in turn and bake diffuse to new UV mapping
apply new texture	apply texture map to object and check mapping/appearance
export as obj	export selection as obj with Z up

Add to scene in Unity	example
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prepare for import	make sure there s a folder called 'Ambient-Occlusion' in assets folder
import into unity	drag and drop obj file AND mtl file AND texture image tiles
modify material shaders	find imported materials, add texture tiles and set to 'natural -> ambient occlusion shader (bark or leaf respectively)
add to terrain	add detail to terrain as detail mesh (or as tree), drag new prefab to it and set size details trees - have shadows, and respond to ambient occlusion settings but don't randomly rotate grasses - randomly rotate but don't cast shadows and only respond to terrain grass wind settings