Adding custom data to texture blend (splat) maps outside Unity

Export map data from QGIS	example
export the desired area as geotiff as new file using crop (-projwin option)	gdal_translate -projwin **333100.0 3587112.0 333612.0 3586600.0** -of gtiff **srtm1v3s_streams.tif srtm1v3s_streams-clip-qa.tif**
scale clipped area to destination pixel dimension (terrain texture width in Unity)	gdalwarp -overwrite -s_srs **EPSG:32637** -ts **2048 2048** -of GTIFF **srtm1v3s_streams-clip-qa.tif Shub1Env_qa-streams.tif**
rescale heights to fit 8-bit PNG	gdal_translate -scale -of PNG -ot Byte **Shub1Env_qa-streams.tif Shub1Env_qa-streams.png**
note: offsets for terrains do not match crops due to interpolation of pixels in cropping process	**clip used for site: 333100.0 3587112.0 333612.0 3586600.0** **clip used for qa: 328000.0 3591240.0 338240.0 3581000.0** **clip used for region: 300000.0 3631920.0 381920.0 3550000.0**
Prepare for unity	example
upload all texture maps to server from unity Editor	"Upload Textures" button
export Unity created png to use as base for new data (ensures compatibility)	gdal_translate -scale 0 255 0 255 -of PNG -ot Byte PG:"host='**servername**' port='5432' dbname='**shub1env_psql**' user='**user**' password='**password**' schema='**splatmaps**' table='**shub1env_qa_0**'" "**filepath/splatmap-shub1env_qa_0.png**"
add layers to be added to photoshop file and compose	the texture blending maps are values that must add up to one. as such some compositing is required to create the source images appropriately. see images next page for an example
export each splatmap layer using adjustment and blending options	
Load back to Unity	example
overwrite splatmaps on database	raster2pgsql -s 32637 -d -I -C -r -M **path/splatmap-shub1env_qa_0.png splatmaps.shub1env_qa_1** | psql -U **aP** -d *shub1env_psql*
load into Unity	"Download Textures" button