Preparing height data for Unity

Extracting data from QGIS	repeat for each map

export the desired area as geotiff as new file with crop	gdal_translate -projwin **333100.0 3587112.0 333612.0 3586600.0** -of gtiff **srtm1v3s_utm.tif srtm1v3s_utm-clip-site.tif**
calculate offsets needed for conversion to unity, taking bottom left corner of terrain as 0,0,0	**333097.9** **3586612.63**
merge DEMS (i.e. kap + shuttle data)	gdalwarp -overwrite -s_srs **EPSG:32637** -ts **2048 2048** -r near -of GTIFF **srtm1v3s_utm-clipSite.tif srtm1v3s_utm-merged.tif**
scale clipped area to destination pixel dimension (terrain data width in Unity)	gdalwarp -overwrite -s_srs **EPSG:32637** -ts **2049 2049** -of GTIFF **srtm1v3s_utm-merged.tif Shub1Env_site.tif**
export resized area as raw format and scale height values to fit uint16	gdal_translate -of ENVI -scale **600 1500 0 65535** -ot UINT16 **Shub1Env_site.tif Shub1Env_site-warp.raw**

Import into Unity	repeat for each map

select terrain objects, and import into terrain data with correct settings	windows encoding, flip vertically terrain data size : **2049x2049** pixels terrain size : **512x900x512** world units