

Terrain Textures - FREE for MicroVerse and other Assets

Version 1.0

About this Document	2
Product Overview	3
FREE	4
Terrain Stamps	5
Texture Source	6
Recommended Tools	7
MicroVerse	8

About this Document

Please find the most recent documentation online at:

<https://bit.ly/terrain-textures-doc>

Product Overview

The Terrain Textures provided in this asset are set up as terrain layers which you can use with the Unity Terrain System. Texture Stamps which can be used directly in MicroVerse are also included. Besides that you can use the textures as well in combination with other assets like Gaia.

FREE

At first I intended to include these textures in my asset [Road Textures for MicroVerse Roads](#) to get terrain variations in combination with the roads. However I thought it would be beneficial for everyone if I created a dedicated asset. This way it's easier to maintain, ie adding more textures without modifying my main asset. And the terrain textures and layers can be used with other assets as well.

Terrain Stamps

The terrain textures are an ideal companion to my Terrain Stamps

- [StampIT! Collection - FREE Examples](#)
- [Ultimate StampIT! Collection](#)
- [World Building Bundle for MicroVerse](#)

Texture Source

The textures were created using Procedural and Scanned techniques and converted to materials to be used in Unity in combination especially with MicroVerse Roads in order to create your Worlds.

Procedural creation tends to tile smoother than scanned images, however with scanned images you achieve more realism in the scene.

Recommended Tools

Feel free to adjust the material settings or use this textures in combination with procedural tools like

- [MicroVerse](#)
- [MicroSplat](#)

With assets like these it's easy to get an increasing multitude of additional looks for your terrain.

MicroVerse

The textures will show up in the MicroVerse Content Browser under the Textures tab.

