



SUPER TERRAIN COLLECTION

MANUAL FOR PACKAGE VERSION 1.0 Exclusively for Unity 4+

LAST UPDATED: NOV 03, 2014

NOTE: This is the manual for the FULL VERSION of the Super Terrain Collection library. If you purchased a smaller specialized version, you will only need to use a portion of this manual. This manual contains file references and screenshots of ALL terrains contained in the Super Terrains Collection family products. Please see PAGE 5 to find your look up CLASS.

FULL EDITION: CLASSES A – F

DESERTS EDITION: CLASS B

MOUNTAINS EDITION: CLASS C

ISLANDS EDITION: CLASS D

ABOUT THIS PACKAGE

This is a growing collection of more than 120 pre-sculpted terrains for the Unity 4+ game engine, with a focus on *rapid development* and *versatility*. Its purpose is to aid you in quickly creating high quality scenes with professionally designed and carefully sculpted terrain. As a free bonus, several sample pre-made scenes and pre-painted terrains are included. The large table at the end of this manual lets you easily search for the terrain you want.

As a continuously growing collection, future updates to this package to existing customers are free!

INSTALLATION INSTRUCTIONS

WARNING: Please first make sure that your project's existing terrains *do not have any name conflicts*, or importing the new terrains will overwrite existing ones with the same name. All terrain assets in this package follow the naming convention, "ST_###", such as "ST_005" or "ST_120"

Installation is easy. Simply through the end of this manual to find the terrain you want, then drag that terrain into your scene!

It is strongly advised that you import this entire package into a new blank project and only copy the terrains you need over to your actual project. The entire package is about 230 MB.

TERRAIN PREVIEW REFERENCE TABLE

ABOUT THIS SECTION

THE FOLLOWING TABLE SHOWS THE COMPLETE LIST OF THE TERRAIN ASSETS IN THIS PACKAGE, ALONG WITH SCREENSHOTS, FOLDER NAME, AND FILE NAME.

FOR EXAMPLE, IF A TERRAIN IS "CLASS A" WITH FILENAME "ST_002", SIMPLY GO TO THE FOLDER "CLASS A" AND COPY THE FILE "ST_002.ASSET" TO YOUR PROJECT.

WE MADE IT VERY SIMPLE FOR YOU TO FIND WHAT YOU NEED!

TERRAIN PREVIEW REFERENCE TABLE

VERY IMPORTANT! PLEASE READ!

NOTE: The terrain preview images were taken directly from inside the Unity 4 editor. Due to Unity 4 editor's memory-saving features, some screenshots came out as low quality or blurry.

For this same reason, you may notice that sometimes when you add a terrain into your scene, it may look different compared to the screenshots here. This is NORMAL! Unity 4 simply lowers the terrain resolution during development time in editor view. To see the terrain in high resolution in the editor, simply pick any Paint Brush (standard terrain tools), set the Opacity to 0, and click anywhere on the terrain and you'll notice the areas you click come into high resolution view.

This does NOT affect the terrain itself or the end product in your game.

TERRAIN PREVIEW REFERENCE TABLE

TERRAIN CLASSES

CLASS A	This folder contains more "general" terrains, suitable for a wide variety of situations.
CLASS B	This folder contains terrains of a flatter style. Great for sandy/desert scenes.
CLASS C	Heavy and high mountain terrains. Recommended uses include background foggy mountains or deep underwater terrain.
CLASS D	Islands! These terrains all have flat edges, great for tiling or surrounding with water.
CLASS E	These terrains all have a large single hole in the center. Great for fast dropping into a scene where you wish to surround the character with mountains on all sides. Also recommended to use in RPGs that requires an entire area inside the hole to be blocked from access from outside the mountains until the player fulfills a quest.
CLASS F	This folder contains terrains with small to large craters scattered about.

TERRAIN PREVIEW	CLASS	FILENAME
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	A	ST_002
	A	ST_003
	A	ST_004

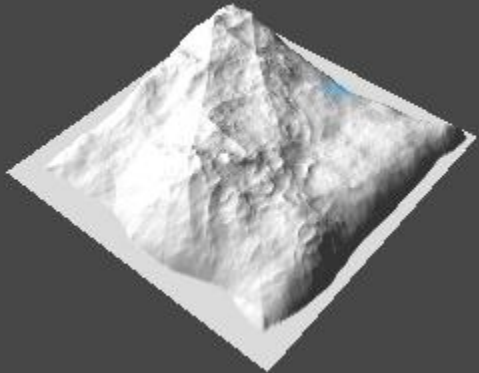
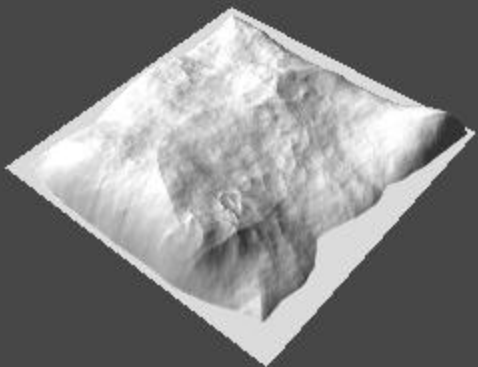
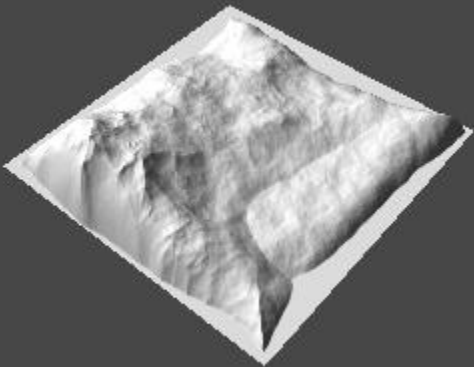
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	A	ST_008

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	A	ST_011
	A	ST_012

	A	ST_013
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	A	ST_020

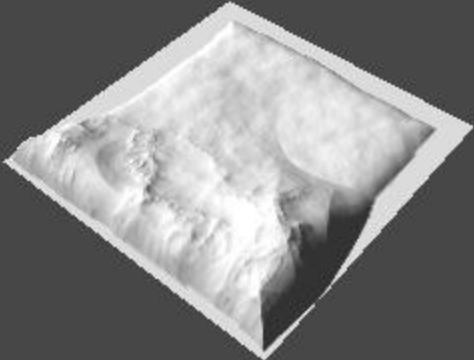
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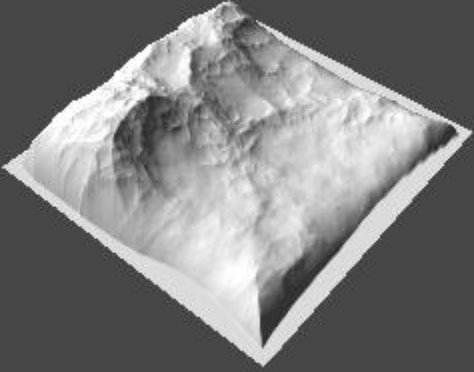
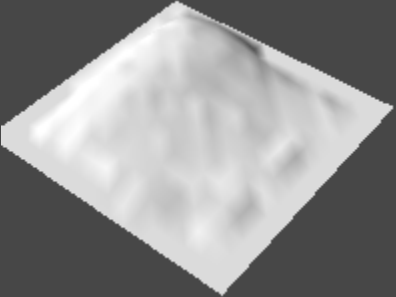
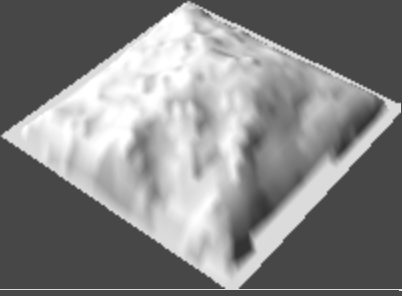
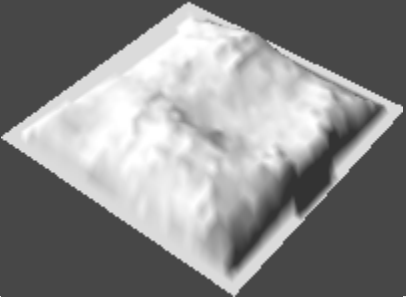
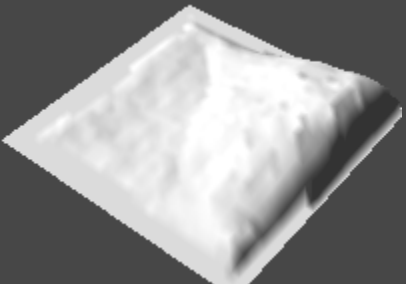
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	A	ST_028

	A	ST_029
	A	ST_030
	B	ST_031
	B	ST_032

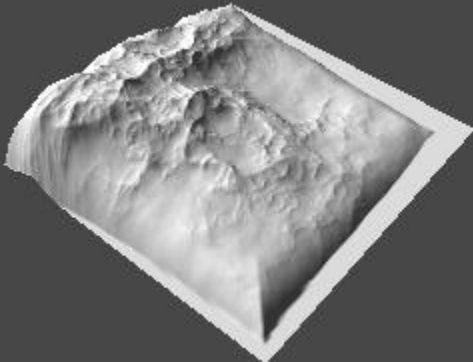
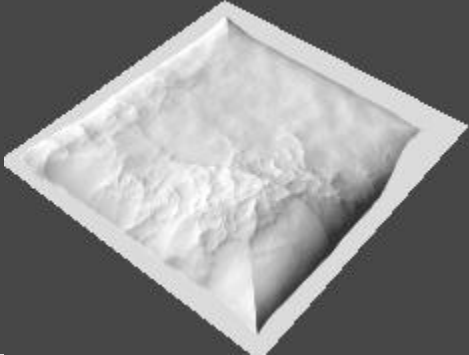
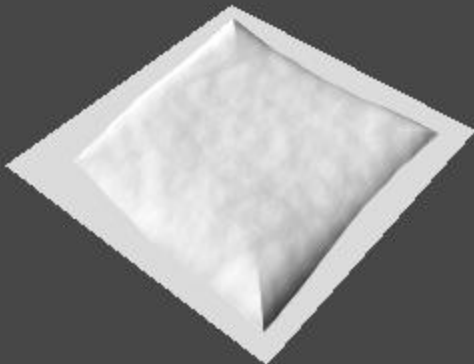
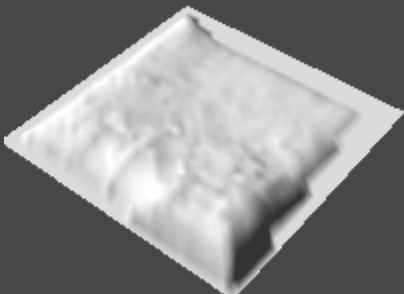
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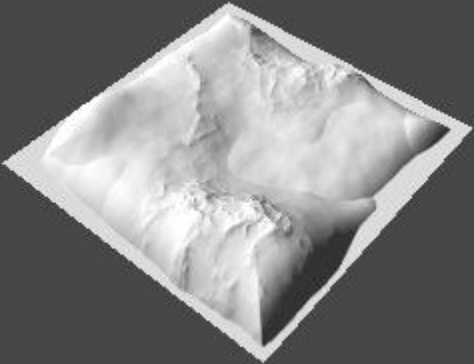
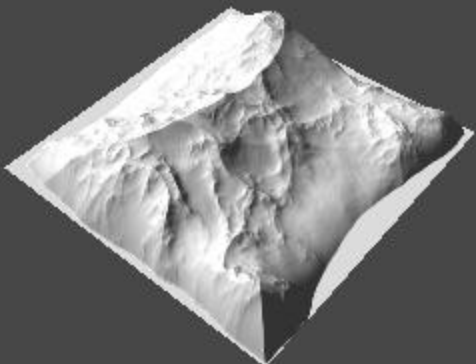
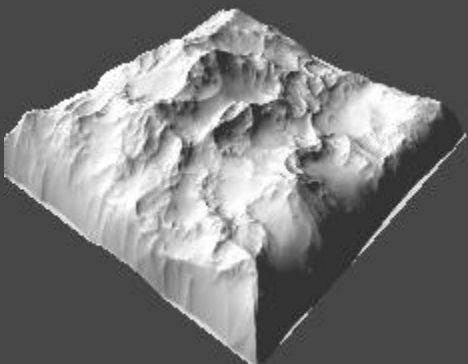
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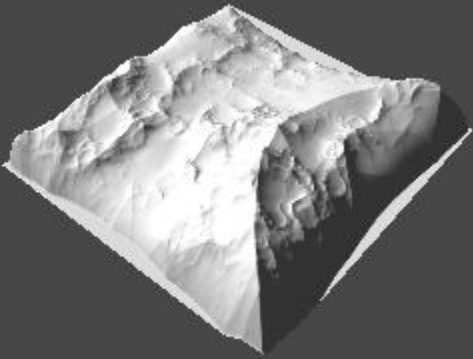
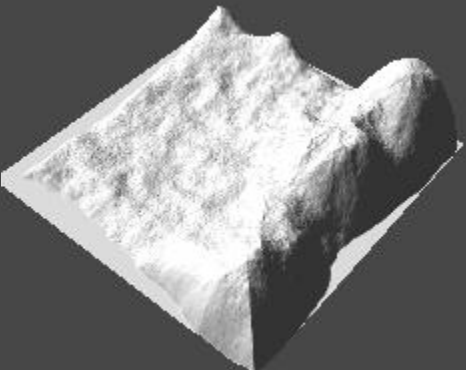
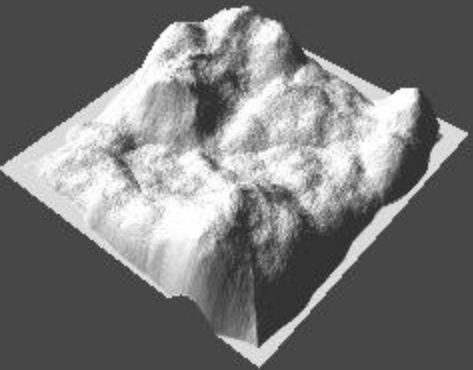
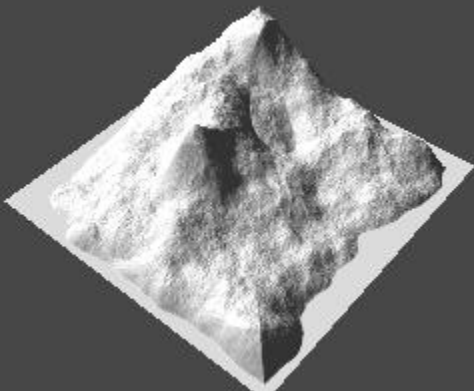
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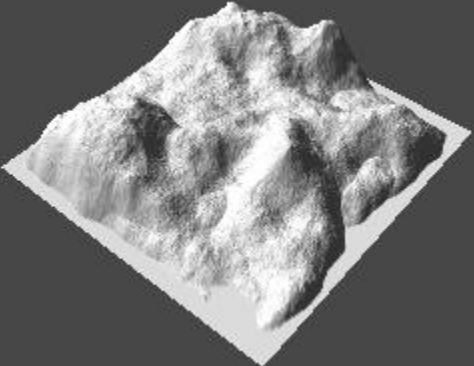
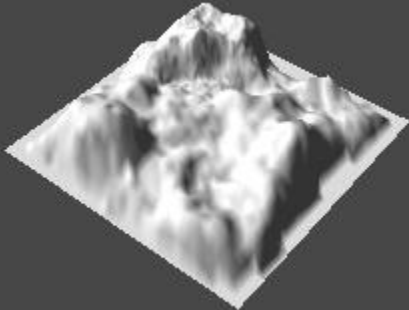
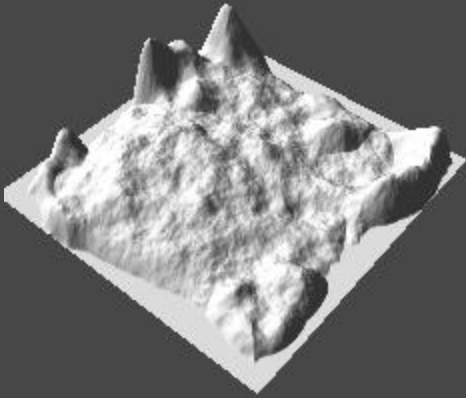
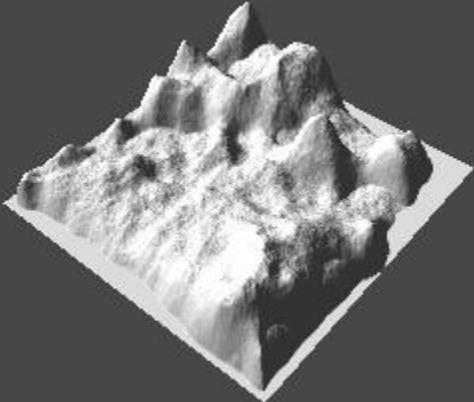
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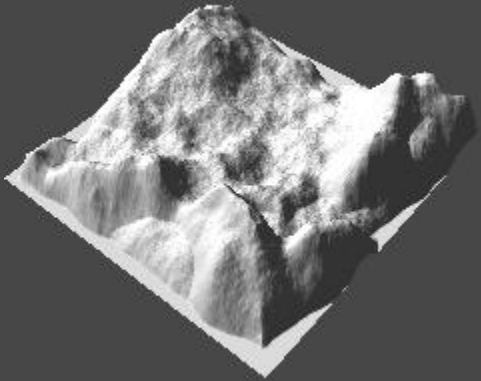
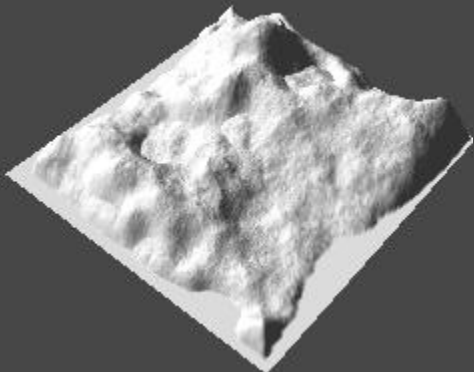
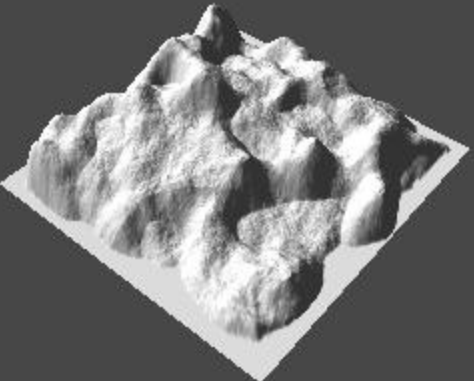
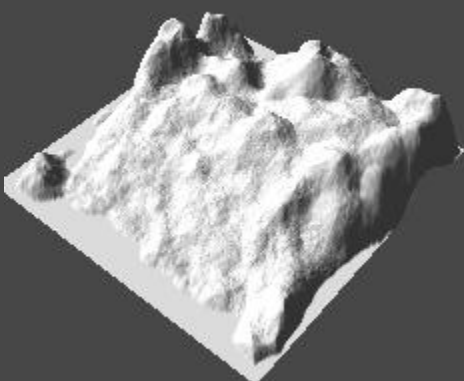
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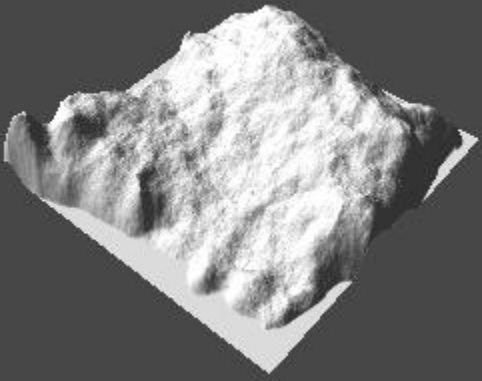
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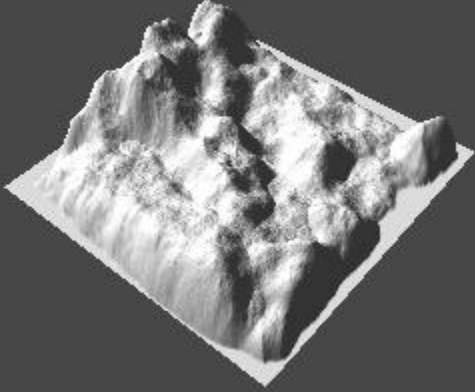
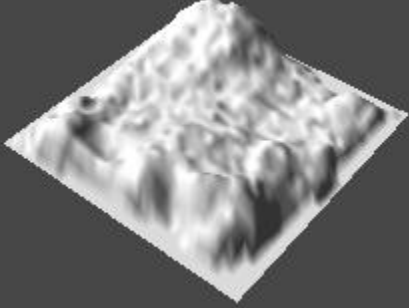
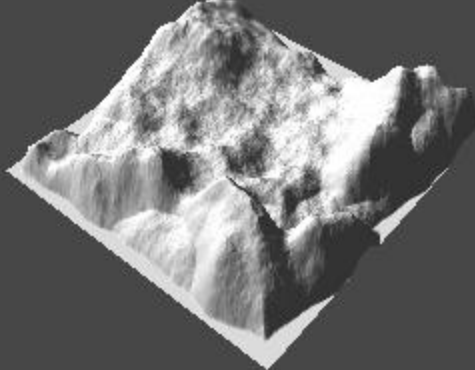
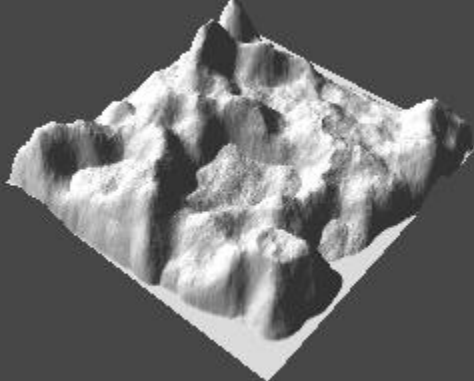
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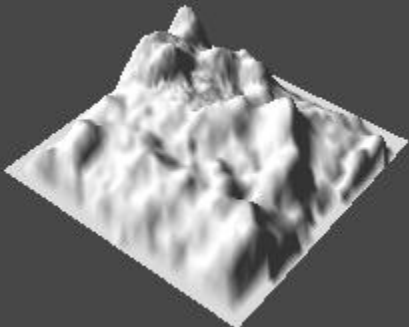
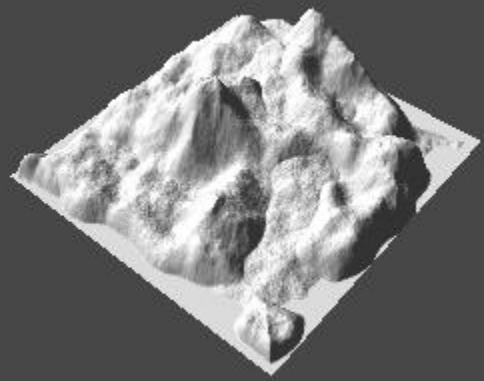
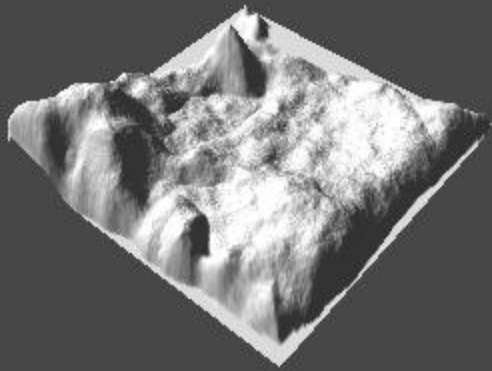
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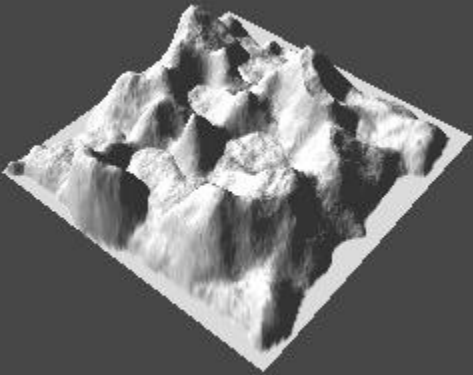
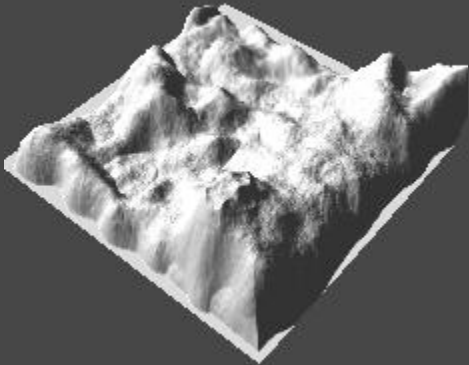
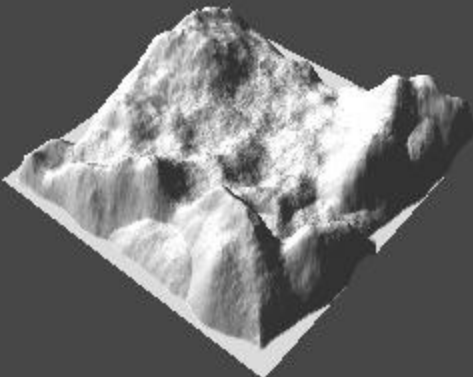
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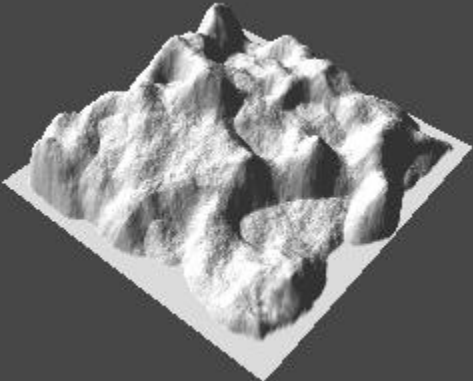
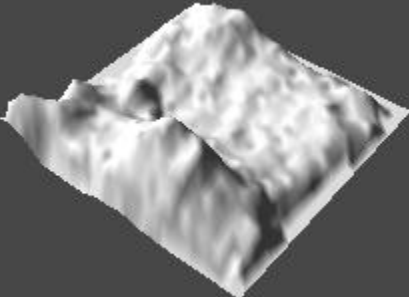
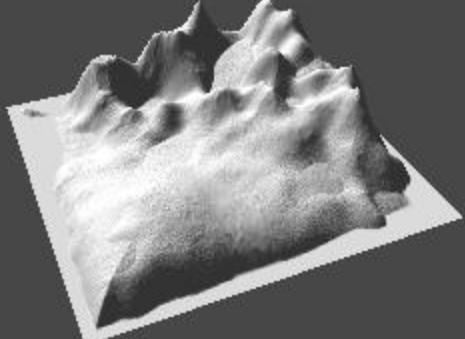
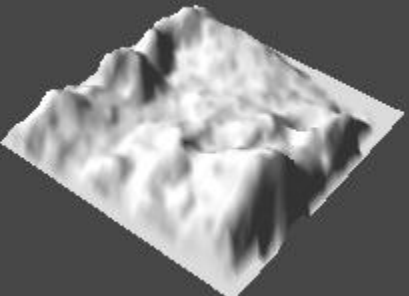
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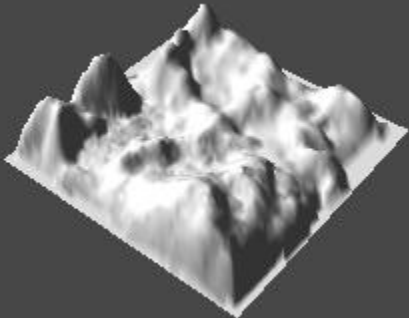
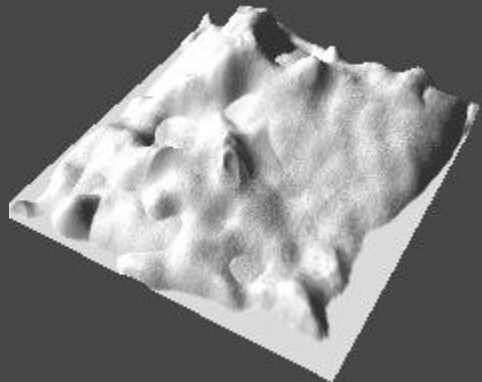
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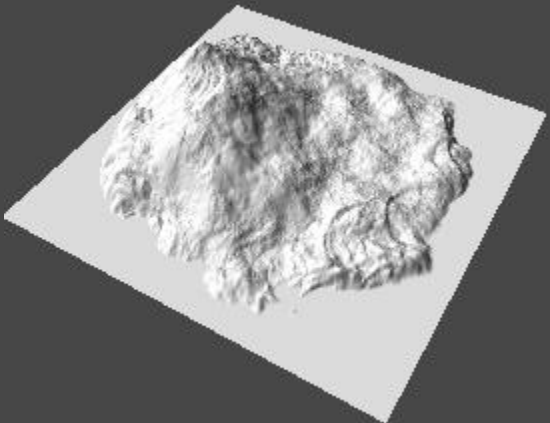
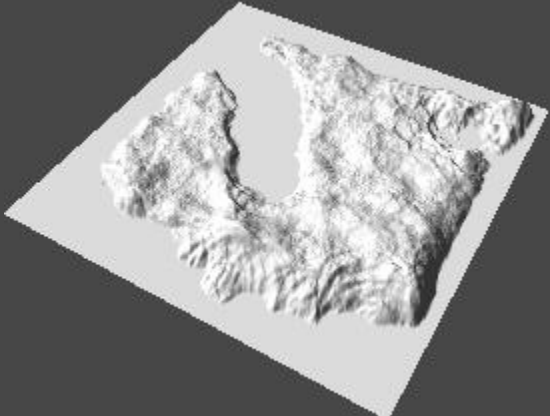
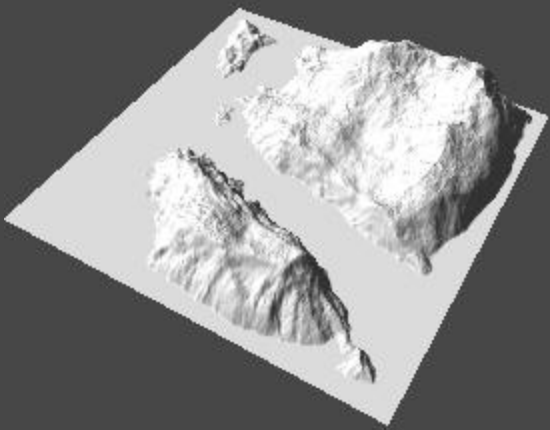
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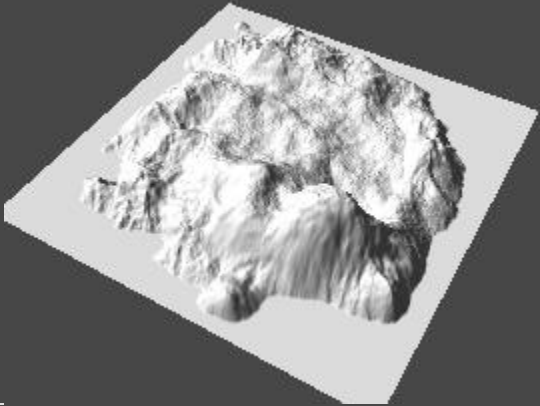
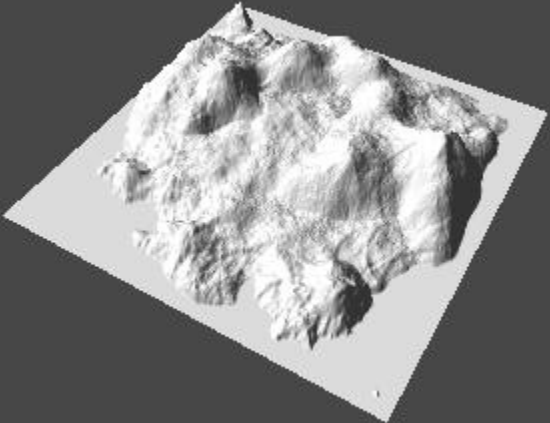
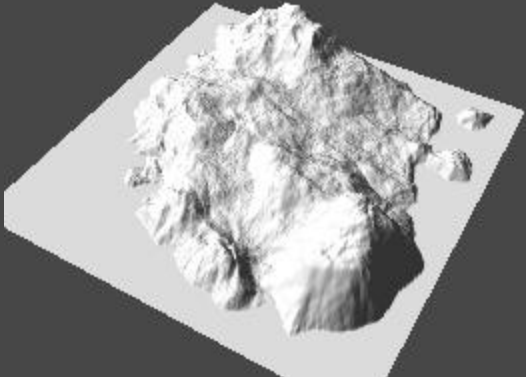
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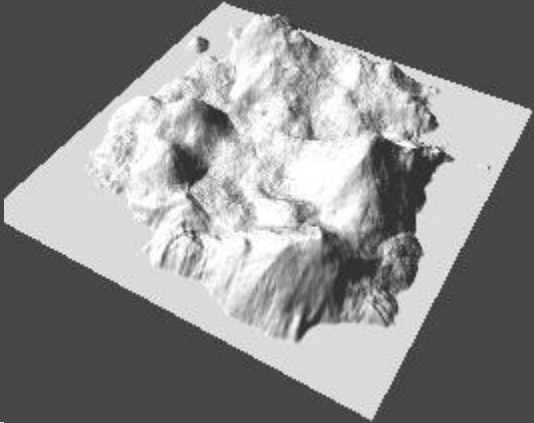
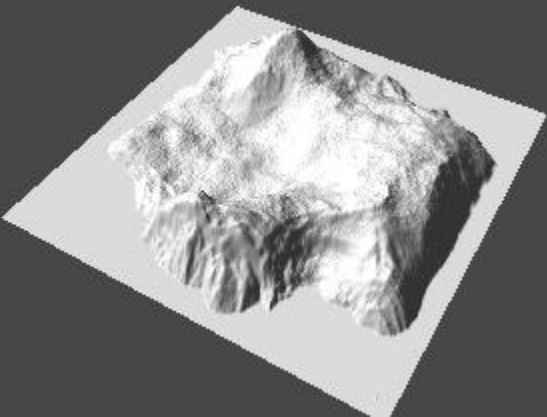
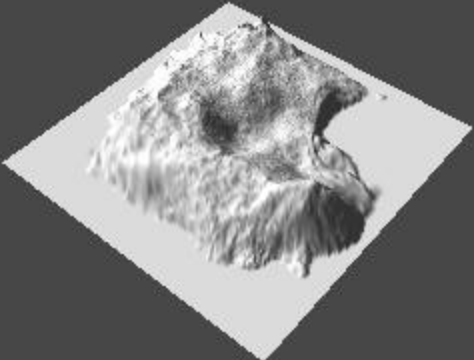
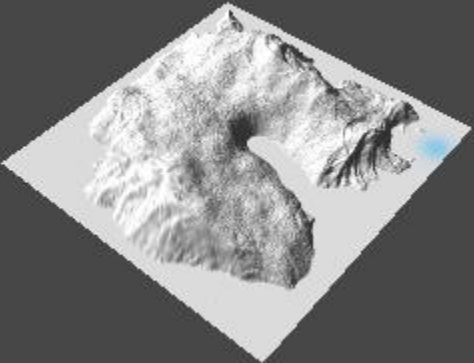
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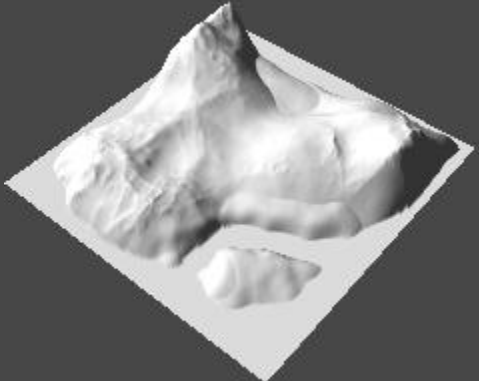
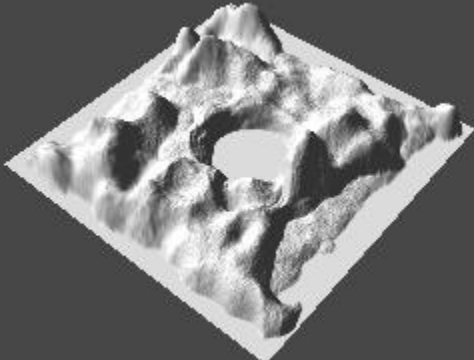
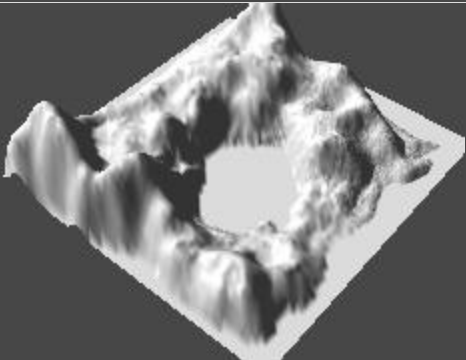
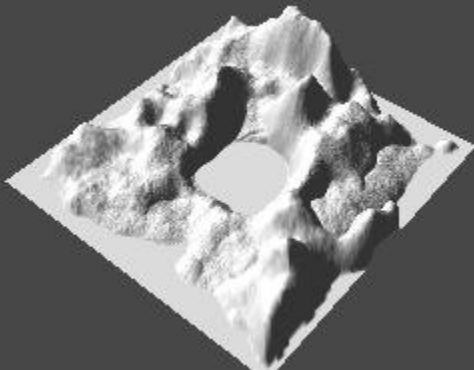
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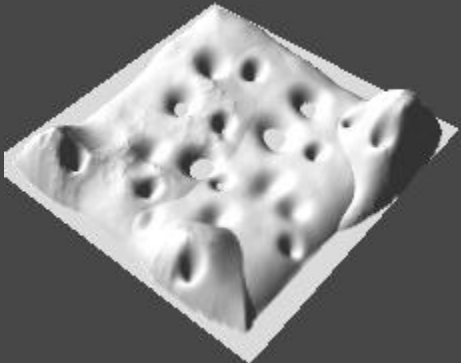
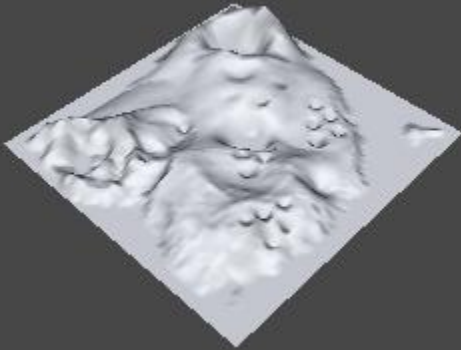
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	F	ST_118

	F	ST_119
	F	ST_120