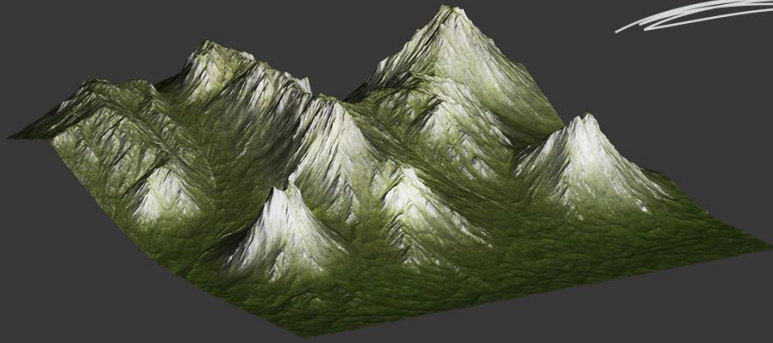
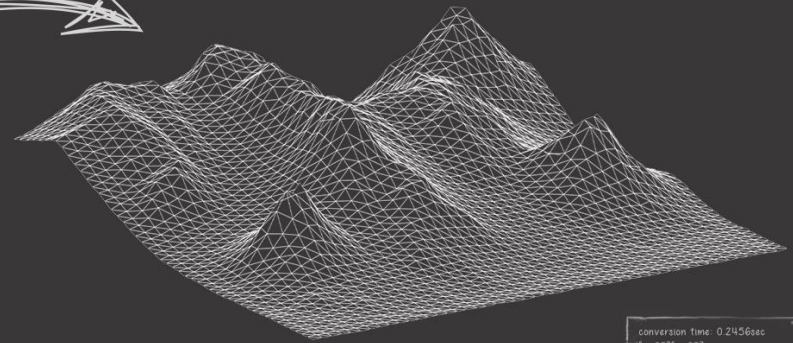


Terrain



Mesh



conversion time: 0.2456sec
[x_25][y_25]
total vertex count: 625
triangles: 1152

Thanks for purchasing **Terrain To Mesh** converter package.

Please consider writing a review or just rate the asset:

For any question or help use forum:

<http://forum.unity3d.com/threads/terrain-to-mesh.358472/>


Editor tool


Menu/Window/VacuumShaders/Terrain To Mesh


TerrainToMesh

Terrain To Mesh

Source & Prefab

 Source Terrain

 Terrain



Prefab NameT2M_Terrain

Assets/(Temporary)/T2M_Terrain/T2M_Terrain.asse

☒ Export Maps

SplatmapOne file (RGBA)

Basemap☒

Width4096

Height4096

HeightmapRemap

☒ Export Unity Mesh

Chunk Count Horizontal2

Vertical2

Vertex Count Horizontal100

Vertical100

Total Chunk Count4

Vertex per Chunk10,000

Triangle per Chunk19,602

UV☒

UV2☒

Normal☒

Tangent☒

☒ Export OBJ Mesh

Vertex Count Horizontal100

Vertical100



Vertex count10,000

Triangle count19,602

☒ Hide Source Object After Conversion

Generate

Source & Prefab tab

- **Source Terrain** – Game object with terrain data used for conversion.
-   On/Off icon controls visibility of the source object. It may be helpful for making source object visible/invisible after conversion.
- **Prefab Name** – After converting terrain and generating mesh assets, will be created prefab with that name and instantiated in the scene. Prefab is created in *Assets/(Temporary)* folder.
- Prefab generated folder *Assets/(Temporary)* is a working folder. During converting process some files can be created and deleted by editor. After achieving desired results prefab and mesh assets can be moved to other folder.

Export Maps

Enables exporting terrain Splatmaps, Basemap and Heightmap in png format. Files are saved in the same folder as the main prefab.

- Splatmap – Terrain control textures for paint texture blending.
 1. One file (RGBA) – Splatmap texture is saved in one png file. PNG format cannot save alpha value in separate channel, instead it saves it as transparency. While Unity can read transparency as alpha channel, it may be not suitable for raster graphic editors.
 2. Two files (RGB) and (A) – Splatmap texture is saved in two files. One with RGB channels another with only alpha.
- Basemap – All terrain used paint textures baked into one. Generates two textures, one for diffuse another for normalmap (if used). Requires device with RenderTextures support.
- Heightmap – Grayscale texture with terrain height data. Exported texture size depends on *Heightmap Resolution* defined inside source *Terrain Settings*.
 1. Original – Exports original heightmap.
 2. Remap – Before exporting terrain heightmap data is remapped to be inside [0, 1] range.

Export Unity Mesh

Converts source terrain to Unity mesh (.asset)

- Chunk count horizontal/vertical – Source terrain can be split in any amount of chunks. Chunk count defines generated mesh asset count. Mesh asset files are saved in the same folder as the main prefab.
- Vertex count horizontal/vertical – Defines vertex count per chunk. Max allowed vertex count is 65.000
- Generate uv/uv2/normals/tangents – Enables generating additional data for mesh.

Export OBJ Mesh

Converts source terrain to .obj file format. Can be imported to any 3d modeling software for additional editing.

- Vertex count horizontal/vertical – OBJ file has no limit on vertex count, if submesh has more than 65.000 vertices it will be split by Unity automatically. UV and normals are generated by default, tangents are calculated by Unity after file importing. OBJ file is saved inside same folder as the main asset, in OBJ subfolder.

Editor window supports context menu with two options

Pick up 'Terrain'
Reset

- Pick up – Picks up active game object with terrain component.
- Reset – Resets editor window parameters to their defaults.