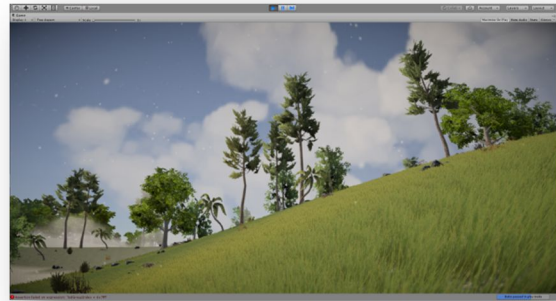# Procedural Terrains

Developed by Untitled Tools

This is a guide on how to import your own procedural terrains.

To import your own procedural terrain you should first ask yourself why you want to do this. If the answer is not for any of these reasons, don't do it! Use the one provided for you instead.

Reason 1: I want my terrain to be bigger

Reason 2: I want my terrain to have a higher maximum height

Reason 3: I want my terrain to have a larger height map

If your reason is anything else, most likely, you should use the default procedural terrain provided.

If one of these reasons is your reason, follow these steps.

Step 1: Make a new terrain and give it the tag: Terrain

Step 2: Change any of the settings you wanted changed in the terrain settings

     Ex. Height map Width, Height, or Length

Step 3: Make your terrain a prefab by dragging and dropping it into the assets window.

Step 4: Go to the Landscape Generator object and set the Procedural Terrain to your custom procedural terrain prefab.

That is how to make your own custom terrain, if you had any further ideas (or reasons that I didn't think of) let me know by reviewing my Landscape Generator on the unity asset store Thanks!