

The New Landscape Generator

By Untitled Tools

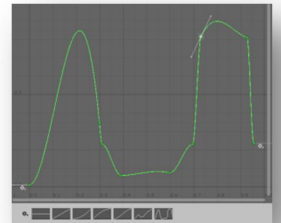
Overview

You might have noticed that the entire UI of the Landscape Generator has changed, whatever you do, don't panic. All of the same settings still exist, just in different places. We have changed the UI to make the user experience better and to reduce clutter.

In this version we have empowered the procedural terrain system adding the ability to create a multitude of new terrains with the new height curve feature.

There is a new texture layer, dirt, to blend with the already existing rock and grass layers.

There will be many more future updates to come including more texture layers and generation features.



How to Use

Since many of the features have changed and are now dynamic we have moved from documenting every feature to creating tooltips. Essentially, if you hover over a field in the landscape generator inspector, a text box will appear giving you information on what the field does.

The Buttons

- There are multiple button layouts that you can use. The normal button layout has a Generate button, a Destroy button, and a Finish button. The generate button creates the temporary landscape with the specified settings. The destroy button gets rid of the temporary landscape. And the finish button compiles the temporary landscape under one object.
- If you check the auto-generate button under the general settings, all the buttons from the normal generation method go away and a new button appears, Create Landscape. The create landscape button is essentially the generate button, the destroy button and the finish button combined into one. It will first destroy the temporary landscape, then generate the landscape, then finish the landscape.
- If you check the generate separately button under the general settings, then four generation buttons are shown along with the destroy and finish buttons. The generate terrain button generates the terrain along with the textures and details (grass on terrain). The Generate Trees button generates the trees on the terrain. The Generate Water button generates a random water object. And the Generate Detail Objects button generates the detail objects on the terrain.