

# Landscape Generator Manual

Developed by Untitled Tools



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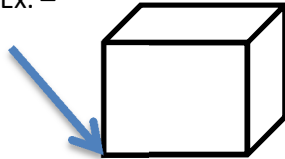
## Section 1- Options:

1. Show Logo – Shows the logo at the end of the script.
2. Auto Generate – Gets rid of unnecessary buttons, adds the create landscape button.
3. Generate Separately – Shows more generation buttons (more options when generating).
4. Player – The character in your scene (sometimes called the character controller).
5. Use Multiple Terrains – Should the generator randomize the terrain?
  - a. If not checked it uses the first terrain.
6. Terrains – The terrains that the generator uses.
7. Use Procedural Terrain – If checked, it will procedurally generate the terrain for you.
8. Procedural Terrain – Set this to the procedural terrain supplied to you in the package.

Procedural Terrain ☒ Procedural ⊗
9. Seed – The seed that the noise generator will use to generate the terrain.
10. Lacunarity – The persistence size scale factor.
11. Persistence – The amount of effect each octave has on the terrain.
12. Height Scale Curve – The curve is multiplied by the heights of the terrain vertices. This is an incredibly powerful tool; it enables you to create terrains exactly to your liking.
13. Height Scale – The literal max height of the terrain. The generator will set the max height of your terrain to this in the terrain settings.
14. Proc Detail Scale – The scale of the smaller bumps (detail) on the terrain.
15. Octaves – How many detail layers of noise maps will be added to the terrain (5 is standard).
16. Terrain Textures – The different textures on the terrain.
  - a. Texture 1 – Main Texture (or grass) layer.
  - b. Texture 2 – Rocky (cliff) layer.
  - c. Texture 3 – Beach (sand) layer.
17. Terrain Normals – The normal maps for each texture.
18. Terrain Tex Smoothness – How smooth each texture should be (0 to 1 values).
19. Terrain Tex Metallic – How metallic each texture should be (0 to 1 values).
20. Terrain Tex Specular – The reflection color of each texture.

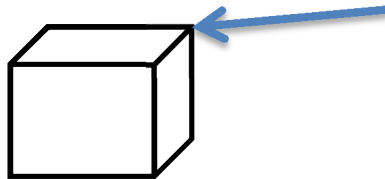
21. Sand Height – The height of the sand or beach layer.
22. Rocky Blend – How much grass shows (0 to 1 values).
23. Details Enabled – Use grass or not.
24. Grass Textures – The detail grass textures on the terrain.
25. Healthy Colors – The healthy colors of the grasses.
26. Dry Colors – The dry (or dead) colors of the grasses.
27. Noise Spread – How variable each grass object is from the ones around it.
28. Bend Factor – How much each grass object should bend.
29. Detail Heights – How tall each grass object is (x is minimum, y is maximum).
30. Detail Widths – How wide each grass object is (x is minimum, y is maximum).
31. Rendering Type – How the grass renders.
  - a. Grass Billboard – (Recommended) – Grass always faces you (has wind).
  - b. Vertex Lit – (Don't Use!) – May be implemented in future updates.
  - c. Grass – Normal flat grass (no wind).
32. Detail Resolution – How much grass in multiples of 8 (8, 16, 32).
33. Trees – The trees you want on your terrain.
34. Tree Min – The minimum location of the trees

a. Ex. –



35. Tree Max – The maximum location of the trees.

a. Ex. –



36. Tree Max Slope – The maximum slope that the tree can grow on.
37. Num Of Trees – The number of trees to generate.
38. Is Procedural Tree Num – When checked it will generate the number of trees based on the terrain size.
39. Wind Power – The strength of the wind.
40. Waters – All of the different types of water the generator can spawn.
41. Water Heights – The height of each type of water.
42. Details – Detail objects are rocks, flowers, mushrooms, sticks, fallen logs, and any other gameobject you want the generator to generate.
43. Detail Min – Works the same as the tree min, just for detail objects.
44. Detail Max – Works the same as the tree max, just for detail objects.
45. Enable Underwater – Will that detail object be able to generate underwater?
46. Num Of Details – How many of that detail you want for each of its iterations.

47. Is Procedural Detail Num – Works the same as the procedural tree num, just for each detail object.
48. Detail Iterations – How many iterations of details the generator will generate.
- One iteration is for one type of detail and generates the specified number of that detail in the “num of details” option. Each time the detail generator runs, it calls an iteration of a random type of detail.
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## Section 2 - Buttons:

- When neither auto generate or generate separately is checked:
    - Generate – Generate the terrain, trees, water, and details.
      - Generate runs Destroy before it generates, getting rid of any previous terrain, trees, water, or details.
    - Destroy – Get rid of the terrain, trees, water, and details.
    - Finish – Shrinks all of the objects down into one object in the hierarchy.
      - Finish compiles all of the objects into a new landscape parent object. The landscape’s child objects can be found by clicking the gray arrow next to it in the hierarchy. Those objects are Trees, Water, Terrain, and Details. The ‘Trees’ object contains all of the trees, Water contains the water, Terrain contains the terrain, and Details contains all of the detail objects.
  - When Auto Generate is checked:
    - Create Landscape – Destroys previous landscape, generates a new one, then finishes the landscape.
  - When Generate Separately is checked:
    - Generate Terrain – Generates the terrain.
    - Generate Trees – Generates the trees.
    - Generate Water – Generates water.
    - Generate Details – Generates detail objects.
    - Destroy – See ‘Destroy’ in “When neither auto generate or generate separately is checked.”
    - Finish – See ‘Finish’ in “When neither auto generate or generate separately is checked.”
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## Section 3 - Exporting Height Maps:

- Export Height Map Button – Exports the height map of the last generated terrain.
- Export Height Map Path – The path where the height map will be saved as a PNG file.
- Auto Path – Automatically selects the project path for the ‘export height map path’ field.
- Export File Name – The name of the height map file.