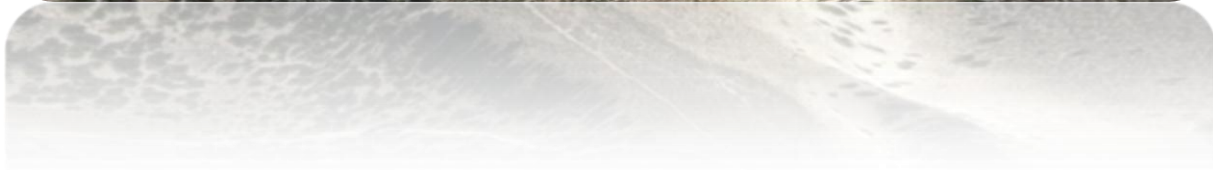
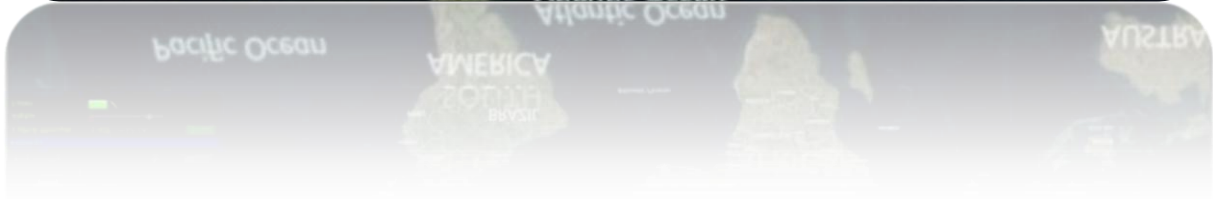
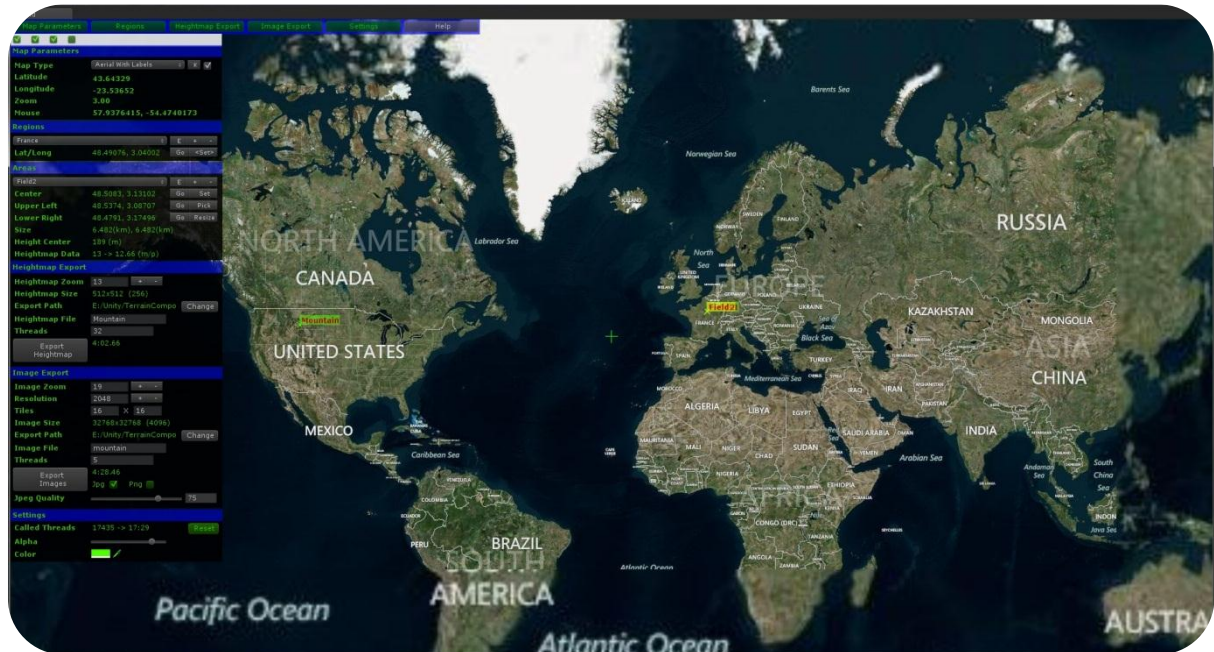


# WorldComposer version 1.00



## Getting Started

World Composer uses Bing satellite images and elevation as its source at the moment. Bing maps is from Microsoft and it is a free service like Google maps. The advantage of Bing maps is that it has no copyright text embedded as a pattern overlay into the satellite images. Also the satellite image quality can be even better than Google maps.

### Create a free Bing map account

To be able to access the data you need to create a Bing key, which is free to get. You only need registration. The advantage of using a key is that you can make up to 50.000 transactions in 24 hours. It is possible to create multiple Bing keys. To create a Bing map account go here:

<http://msdn.microsoft.com/en-us/library/ff428642.aspx>

You can choose a basic key and for application type you can select Education or Not-for-profit. Since the data you are extracting is for your Unity project.

After creating the Bing key you can enter it into WorldComposer:

Click on the 'K'(key) button and the key options will foldout. Copy your key from your browser to a text editor first, like 'Notepad' on Windows. Because copying the key directly from the browser might add an new line to the end and then it doesn't work in WorldComposer. After copying the key to your clipboard you can paste it into the text field. The key will be displayed in a red font between the '...' behind the tex field.



After this click the 'K' button again to close the key foldout and press F5 key on your keyboard and you are good to go! If you get the error: '...401 Unauthorized', then your Bing key isn't working.



## Licensing

The data can be used freely non-commercial. If you want to use it commercially you have to contact Microsoft for the elevation data and the satellite image copyright holder company and ask for permission and costs. This varies for locations. You can look for this in Bing maps.

<http://www.bing.com/maps/>

The copyright holder company is displayed in the bottom right corner.



## Tutorial videos

I explain in this video how to use WorldComposer, which only take less than 15 minutes to watch.

<http://www.terraincomposer.com/worldcomposer>

## Use RTP3 Terrain Shader for amazing visual quality

I highly recommend using RTP3 terrain shader with WorldComposer and TerrainComposer.

<https://www.assetstore.unity3d.com/#/content/5664>

I'm collaborating with Tom and he has taken terrain rendering with RTP3 to a whole new level of amazing 'CryEnige' quality.

Also Tom build a special feature in it on my request. The feature that you can blur satellite images at close distance. This will minimize the pixelation effect while keeping maximum quality for far distance. He has been working fulltime for months to get RTP3 on the level where it is at now.

With RTP3 you can use the satellite images as a colormap and mix them with splat textures. This will give high visual quality especially for close distance view, because then the ground will have real definition, instead of a zoomed in pixelated satellite image. This way you can make a AAA quality first person perspective terrain. Also Tom has solved a material performance issue with multiple terrains that other terrain shaders have in Unity4. With this solution RTP renders terrain up to 10x faster.

If you have TerrainComposer and choose to use the standard Unity terrain shader you can use the satellite images as a splat texture and this way mix them with other splat textures, which will still give a lot better quality but cannot be compared with what quality can be achieved with RTP.

## How to place trees and objects

A video to place trees with TerrainComposer you can see over here.

[http://www.youtube.com/watch?v=PWSAkIxzOc&feature=player\\_detailpage&t=300](http://www.youtube.com/watch?v=PWSAkIxzOc&feature=player_detailpage&t=300)

Use the method I use in the WorldComposer videos to put the satellite image on the terrain as the method I used in this video is for making colormaps.

## Refresh the map

The map in WorldComposer automatically refreshes after you scroll around. To refresh the map manually press the F5 key on your keyboard.

## Exporting to Folders

If you want to export the satellite images or a heightmap to a folder you can choose it with the 'Change' button. If you shift click the 'Change' button, it will reset the path to your project/assets folder.

## Trouble Shooting

### Webplayer Mode

If you are in WebPlayer Mode you will get this error:

*You are trying to load data from a www stream which had the following error when downloading.  
Rejected because no crossdomain.xml policy file was found*

This is because of the protection level, to solve it do the following:

Unity Menu -> Edit -> Project Settings -> Editor...Then in Inspector change 'Host URL' to

<http://dev.virtualearth.net>

### The heightmap is looking blocky

This happens because the chosen terrain tile resolution is higher than the exported elevation heightmap. This can be corrected by choosing the right resolution which is displayed behind the (...) in 'Create Terrain' tab. If the resolution is set to the lowest (33) and it is still blocky, you can use the 'Smooth' button. Behind the 'Smooth' button you can choose the strength and a float value can be chosen here.

### The heightmap of the created terrains does not exactly fit the satellite images

Depending on the area Bing can return the heightmap not exactly fitted to the satellite images. This can be corrected by changing the heightmap offset x and y, and then click the 'generate heightmap' button. You can change the offset and repeat this process until it fits. In TerrainComposer this can be done in the filter of the heightmap layer under settings -> tile offset x and y. And then click the 'Generate' button. This process can be repeated also until it fits.

**Having any issues questions or feature request? Just contact me at**

**[Nathaniel.Doldersum@Hotmail.com](mailto:Nathaniel.Doldersum@Hotmail.com) and I will help you out anytime.**