

LANDSCAPES

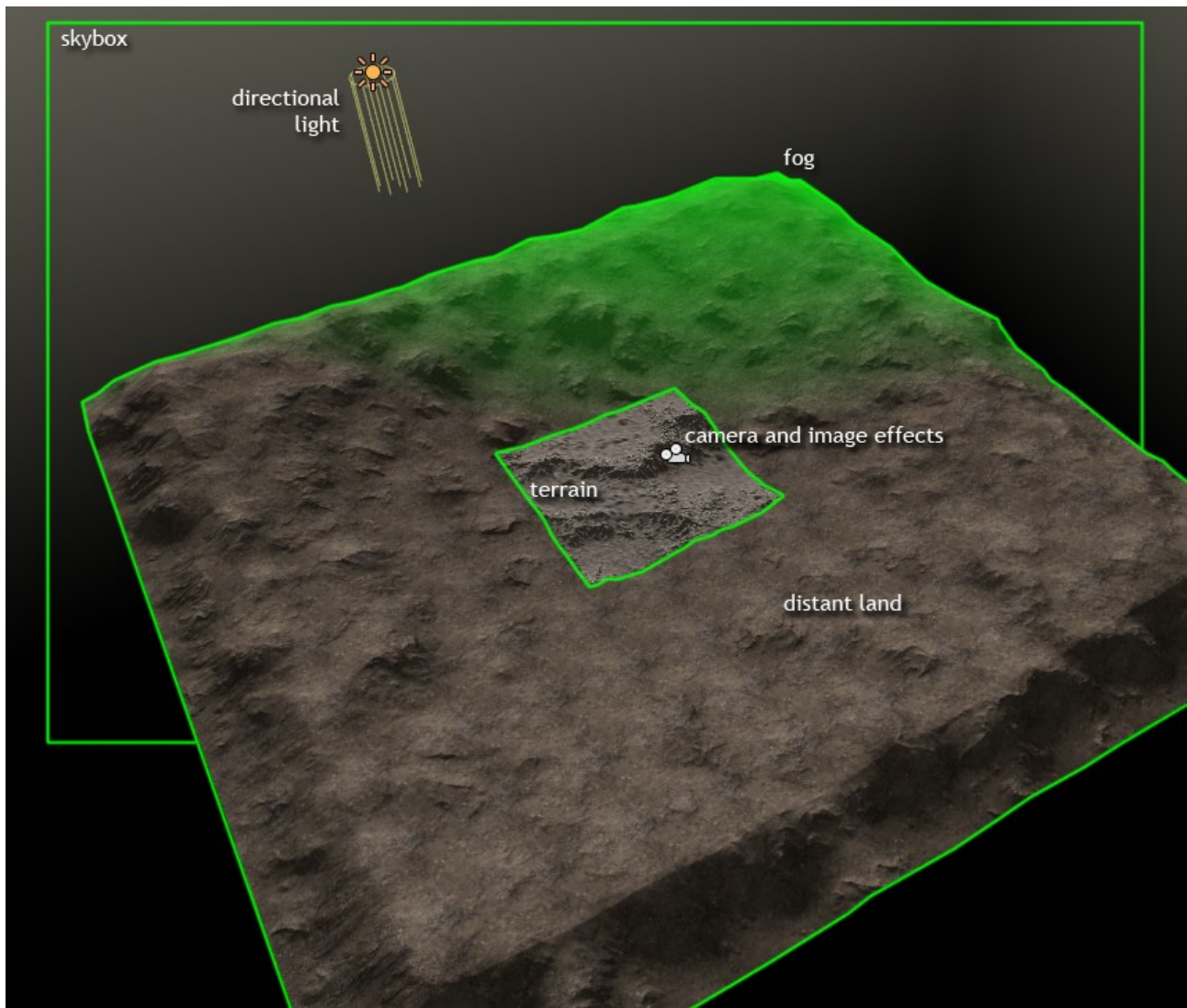
by ratsllik@gmail.com

Scenes with landscapes you will find in the folder **Maps** in project

How to build a landscape:

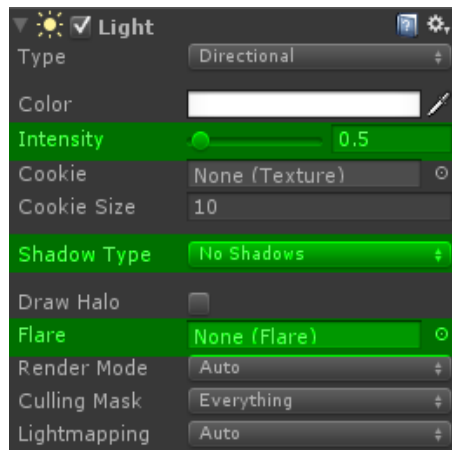
Landscape is composed of elements:

1. Directional light (or lightmap)
2. Skybox and fog
3. Base terrain
4. Distant land
5. Camera and image effects



1. Directional light and lightmap

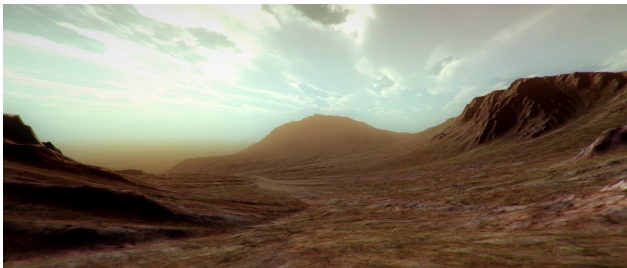
To add light to the scene, go to:
GameObject → Create Other → Directional Light



The most important parameters are:

- Intensity
- Shadow Type
- Flare - you will find in folder **Flares** in project

Intensity 0.5



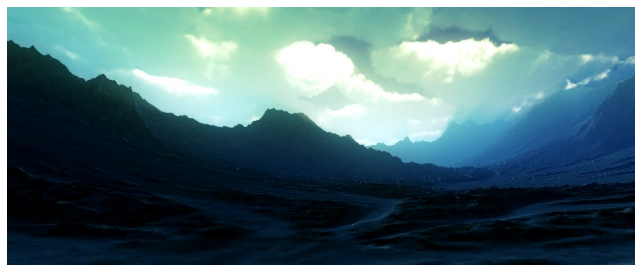
Intensity 1



With flare



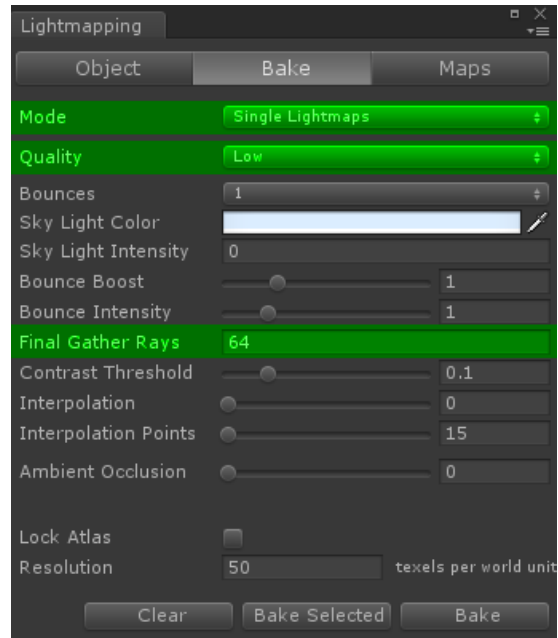
Without flare



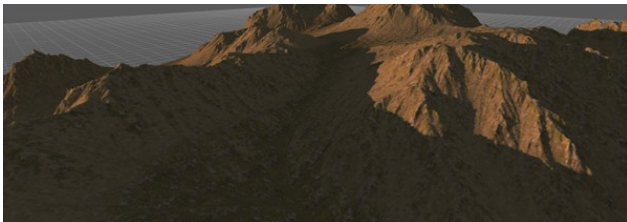
If you want you can burn lightmap in the scene, but remember to bake it you need a light source (like directional light) in the scene. Lightmapping window you will find in:

Windows → Lightmapping

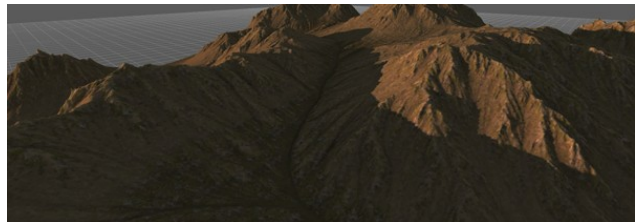
To make it fast I use low quality, single lightmaps mode and 64 final gather rays



Before lightmapping



After Lightmapping



2. Skybox and fog

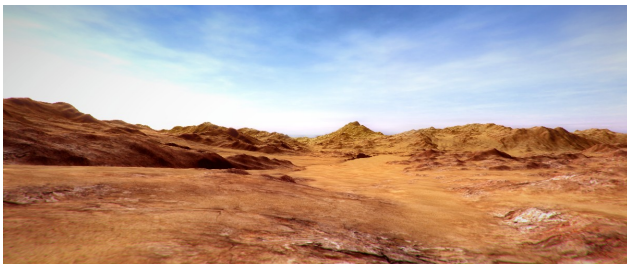
To set the properties of the fog and skybox, go to:
Edit → Render Settings

The most important parameters are:

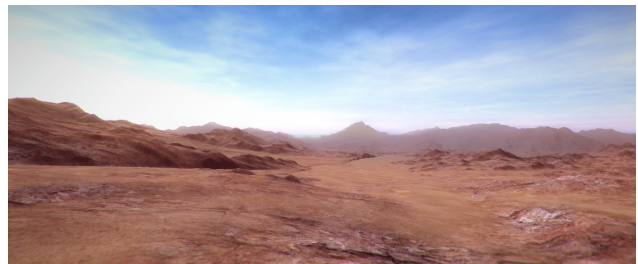
- Fog checkbox
- Fog Mode - in the Linear mode, you have the most control
- Linear Fog Start, Linear Fog End - sets the range of fog
- Skybox Material - you will find in folders **Skyboxes** and **Skyboxes_gradient** in project



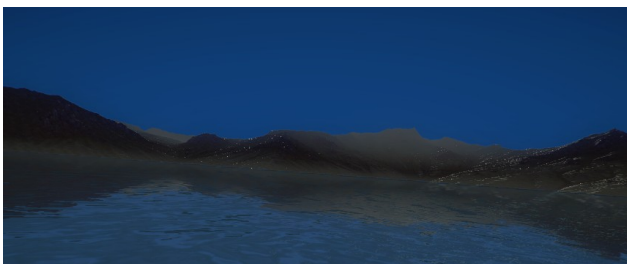
Fog off



Fog on



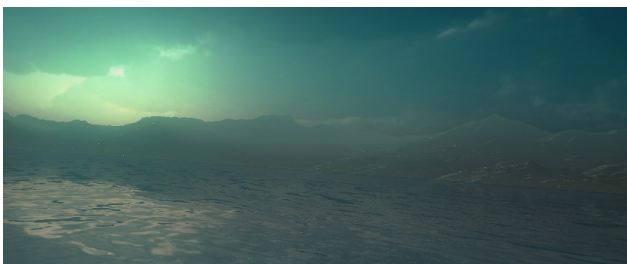
Without Skybox



With Skybox



Fog start 100, Fog end 800

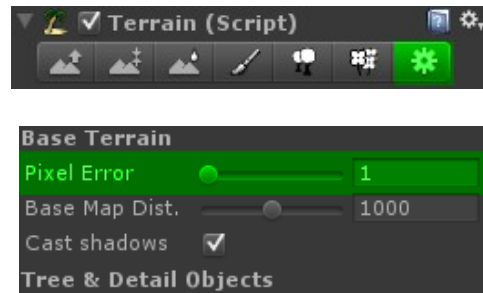


Fog start -300, Fog end 1200

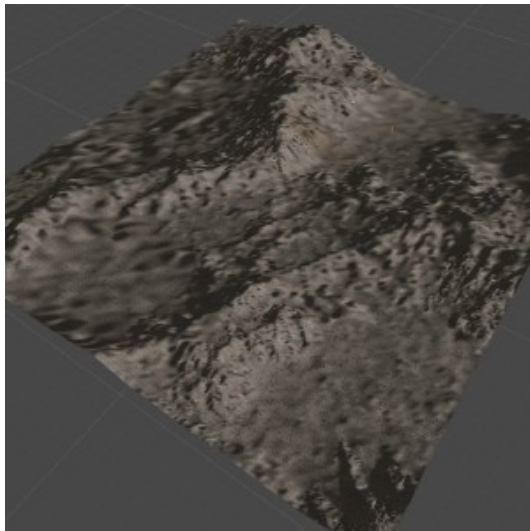


3. Base terrain

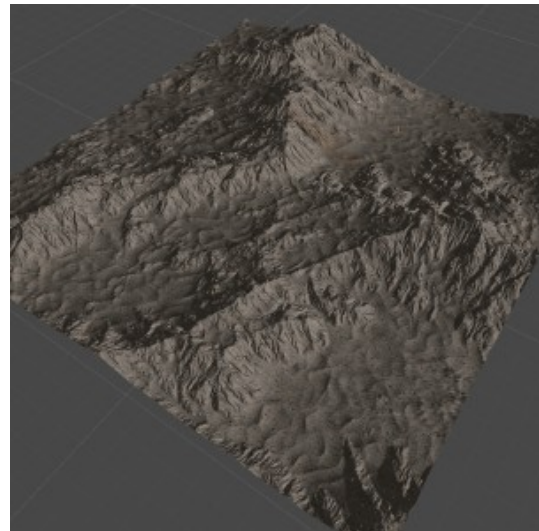
One of the parameters have been changed in the terrain is the Pixel Error. This parameter increases the accuracy of land. To change it, select terrain and go to Settings



Pixel Error 5



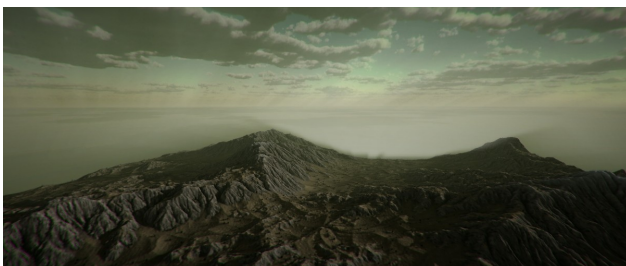
Pixel Error 1



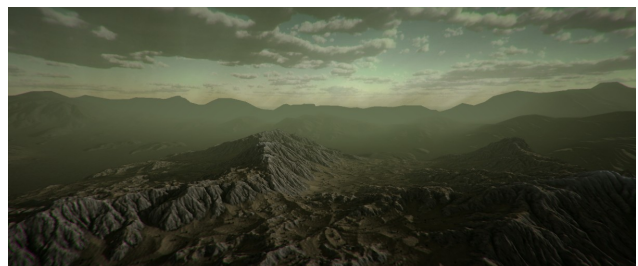
4. Distant land

Distant land you can insert into a base terrain. This creates the impression of a vast landscape. Distant land prefabs you will find in folder **Distant_lands** in project.

Base terrain only



Base terrain and Distant land



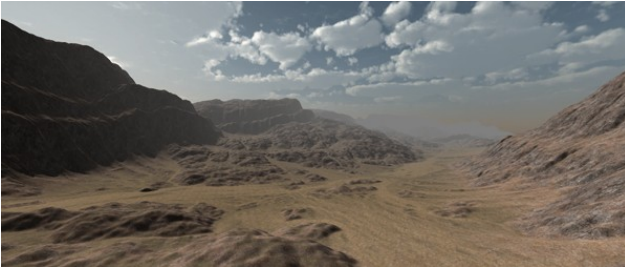
Important: to increase the range of the camera check the parameter: Clipping Planes (Far) in camera settings.

5. Camera and image effects

Important: to use image effect you need Unity Pro

Cameras inserted at the scenes have some interesting effects to enhance the attractiveness of the image. The most important effects are:

No effects



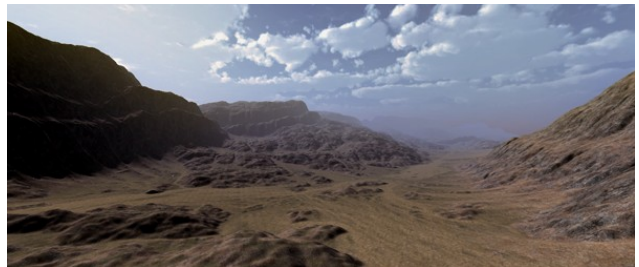
+Glow Effect



+Color Correction (curves)



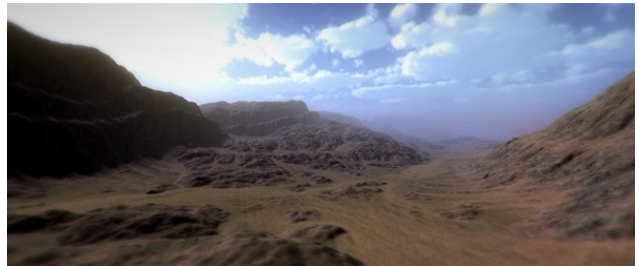
+Contrast Stretch



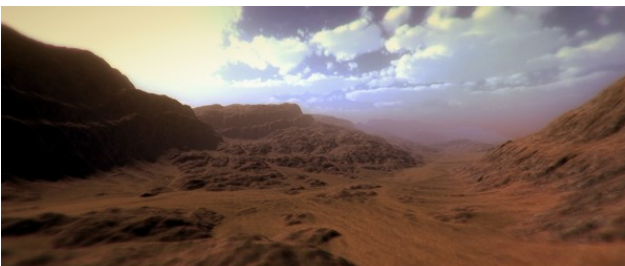
+Bloom and Lens Flares (3.4)



+Vignette



Color Correction (ramp) + all other effects. Files to modify ramp effect you will find in **FX** folder.



HAVE FUN