PolyTerrains Docs

What is PolyTerrains?

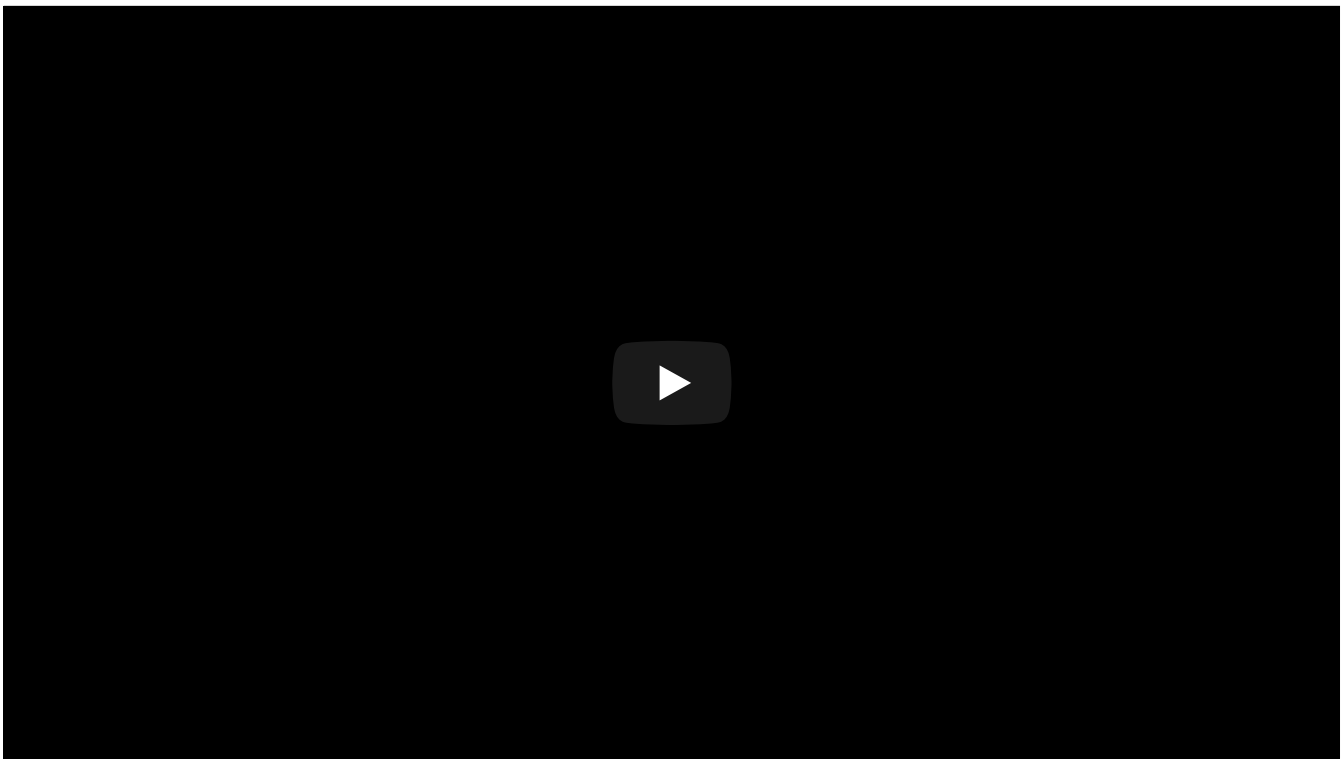
PolyTerrains is a tool to change the rendering style of Unity terrains in one click.

Behind the scene, it changes the way Unity terrains' meshes are generated without altering your terrain data at all. PolyTerrains is 100% non-destructive.

Note that PolyTerrains only changes the terrain mesh. It does not replace trees, grass and details. It also doesn't provide any specific tool to place vegetation with the blocky (Minecraft) style.

Getting Started

Got 2 minutes? Check out a video overview of the product:



PolyTerrains Overview

Guides

Adding PolyTerrains to a scene

Import PolyTerrain

The first step is to import PolyTerrain in your project.

Open the Package Manager, select the PolyTerrain asset, click and download, and finally, click on import.

A popup will ask you if you want to install/update dependencies. Please click "yes" unless you are sure required dependencies are already installed.

Prepare the scene

If you don't already have a scene, create a new scene in Unity as you would usually do.

Before using PolyTerrain, you need to have at least one terrain in your scene. Make sure this is the case.

Add PolyTerrain to the scene

The setup is extremely simple: click on *Tools* > *PolyTerrain* > *Setup*.

This will add the `PolyTerrain` component to all terrains in the scene and also a `PolyTerrain Master` object that allows to change the settings of all PolyTerrain components at once.

That's all.

> ⓘ If you add a new terrain later, just click on *Tools* > *PolyTerrain* > *Setup* again. This will setup PolyTerrain for your new terrain without changing anything to the others.

Everything you need is accessible through the **PolyTerrain Master** inspector. To open the inspector, just select the **PolyTerrain Master** object in your scene hierarchy.

The inspector lets you change some settings that are global to all terrains in your scene.

Low Poly Style

When *low poly* style is selected, PolyTerrain will generate meshes that have exactly the same shape as the standard Unity terrain, except that each polygon has independent vertices with a normal set to the triangle's normal, giving the low poly aspect.

The generated mesh is also uniform, meaning all triangles have the same size over the terrain (no chunks with different resolutions) and don't need to be updated at runtime.

PolyTerrain will use the same material as your terrain, meaning **it is up to you** to choose some textures that

fit your needs and that play well with this style.

If you select *low poly* style but keep detailed / high-res textures, the result won't look like a proper low poly style. **Once again, it is up to you to choose appropriate textures for your terrain layers.**

Blocky (Minecraft) Style

When *blocky* style is selected, PolyTerrain will generate meshes with block shapes, just like in Minecraft.

This style requires a specific asset, named *Block UVs Asset*, to know how to apply textures on the meshes.

Block UVs Assets can be created thanks to the **Block Material Maker** tool that comes with PolyTerrain.

Block Material Maker

PolyTerrain Master object should automatically add the Block Material Maker component when the blocky style is selected. You can use it by selecting the PolyTerrain Master object and opening the inspector.

Block UVs Assets are assets that map terrain layers with an atlas texture and its corresponding UVs. It allows PolyTerrain to know how to apply textures on blocks, for each terrain layer.

Digger integration

PolyTerrain is fully integrated with Digger. You just need to do a quick setup.

Setup

First of all, import the package `poly-digger-integration.unitypackage` that it in the Assets/PolyTerrain folder.

Then, select the Digger Master object in your scene (if it doesn't exist, that means you have to setup Digger in your scene first), and add the `PolygonizerProvider` component to it, next to the DiggerMaster component.

In Digger settings, make sure the *Auto Voxel Height* checkbox is enabled.

Finally, click on "*Sync and Refresh*" in Digger Master inspector.

That's it, Digger should adapt itself to the style of your terrain.

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> Note: every time you change the style of your terrain (low-poly/blocky) or any other setting, you'll have to click on *Sync and Refresh* in Digger Master to reflect the changes.

Support

Discord

Support is exclusively provided on Discord here: https://discord.gg/C2X6C6s