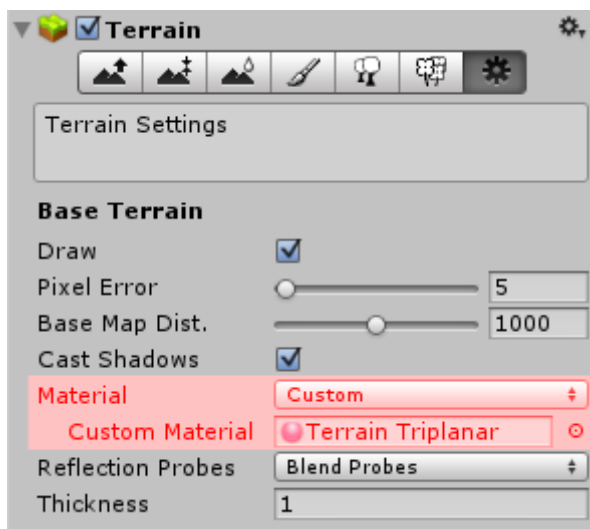


# Terrain UV-Free Tri-Planar Texturing

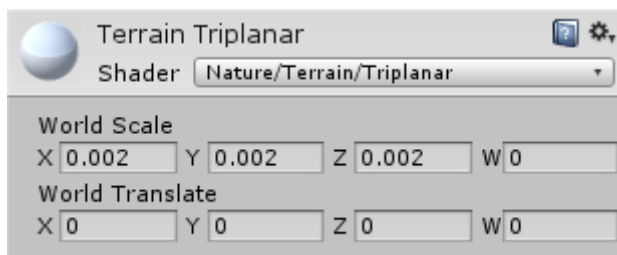
Version 1.1

## INSTRUCTIONS

1. Click on a terrain object.
2. Go to the **Terrain Settings**.
3. Select the **Custom** material.
4. Assign the **Terrain Triplanar** material to the **Custom Material** field:



5. Tri-planar mapping uses the world space coordinates instead of local UVs. The default scale matches the default terrain size (500x500). If your terrain has a different size, then you might want to adjust the scale in the material properties:



\* W is not used