



GAIA

By Procedural Worlds

Gaia is a system that enables rapid and precise creation of gorgeous looking Unity terrains.

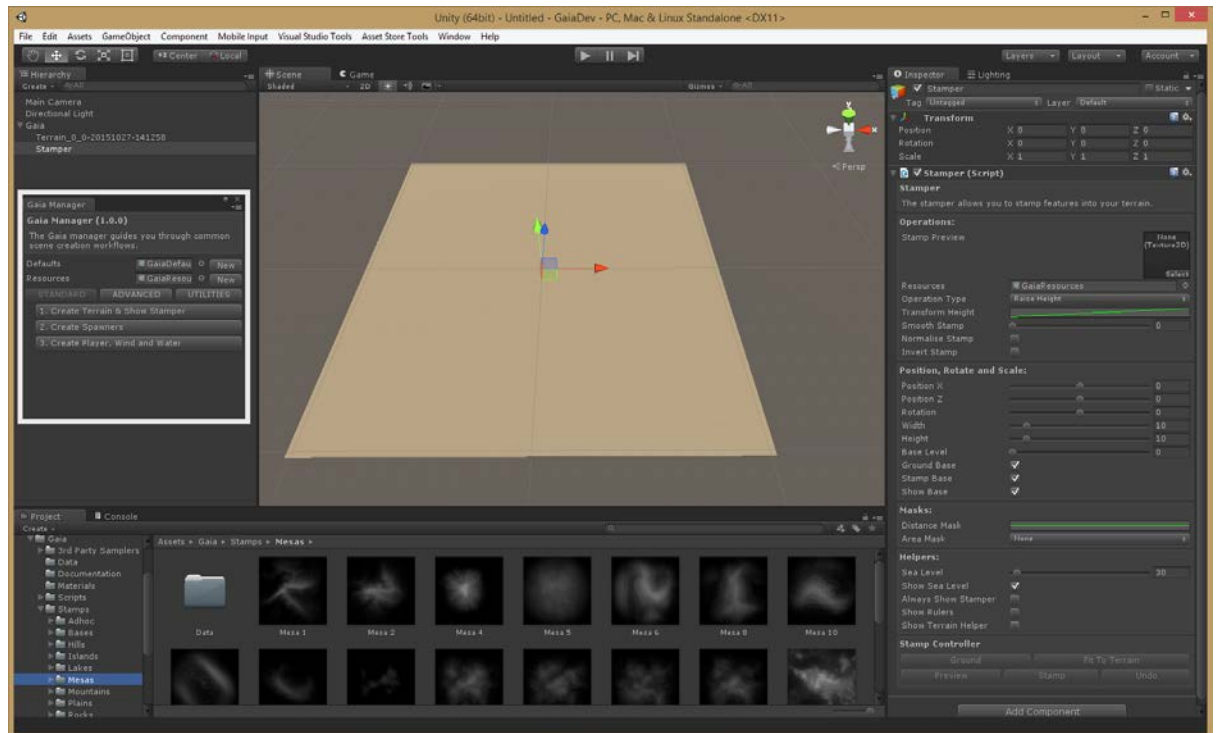
Version 1.0.0 – October 2015

Quick Start

1. Import Gaia.
2. Import Unity Standard Assets "Characters" Package
Menu : Assets / Import Package / Characters
3. Import Unity Standard Assets "Environment" Package
Menu : Assets / Import Package / Environment
4. Create a new scene.
5. Open the Gaia Window by pressing Ctrl G or
Menu : Window / Gaia / Show Gaia Manager...



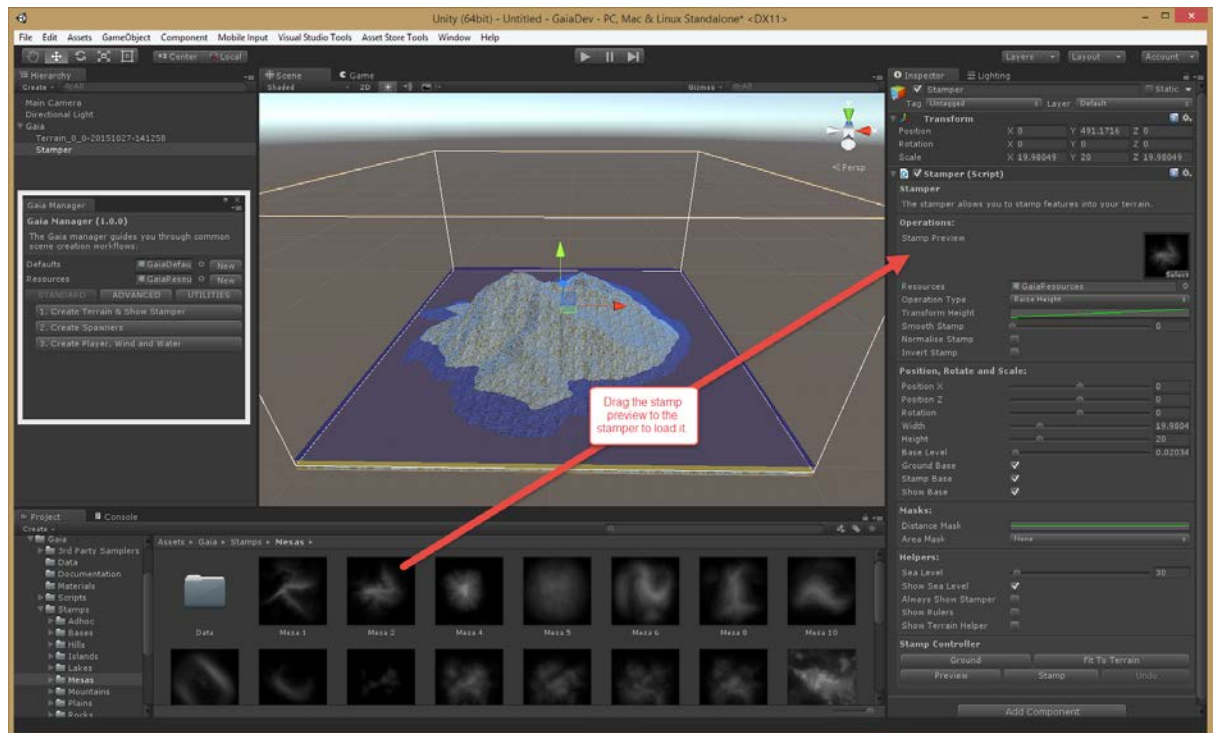
6. Click 1. Create Terrain & Show Stamper to create a Terrain and show the Stamper.



Notice the blue layer – this is your 'sea level'. You need to be aware of this because there is a significant difference between what happens 'above water' and 'below water'. If you want to change the sea level now is the time to do it, because everything else depends on this.

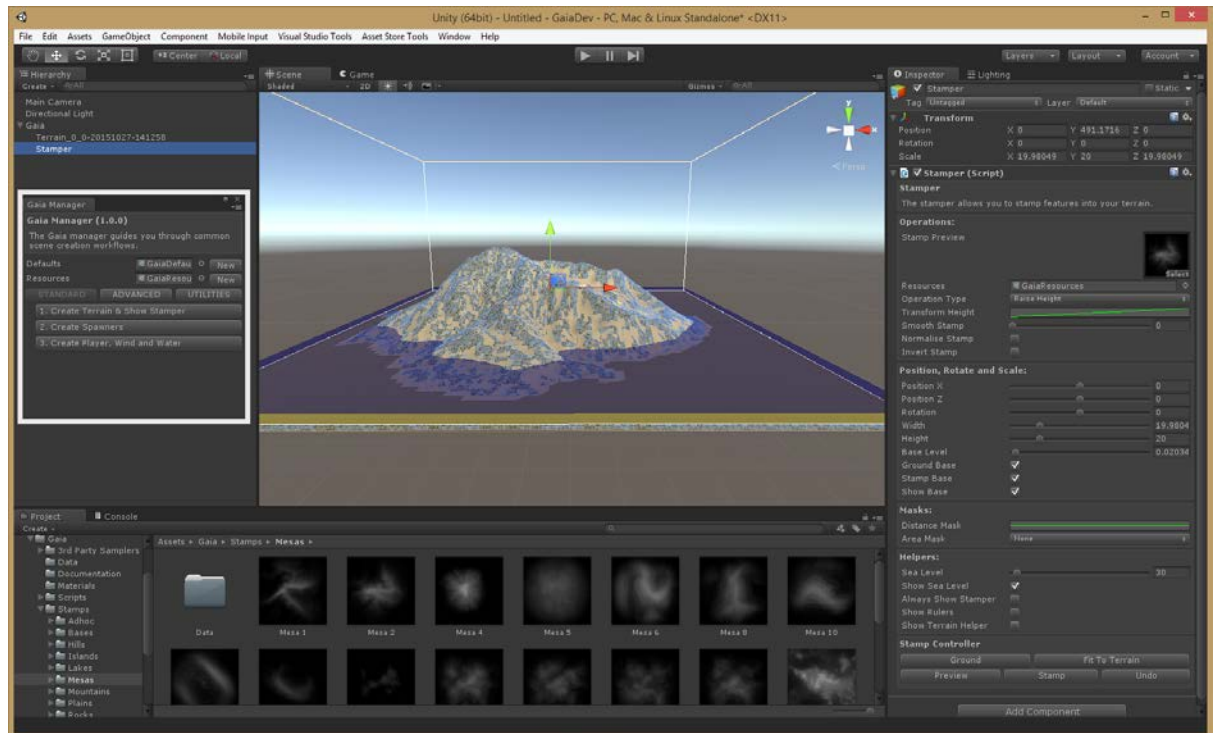
Note: The terrain is created based on the settings in your Defaults object. You can find this in the Gaia \ Data directory. The one you are using is referenced in your Gaia Manager window.

7. Select a stamp by opening one of the sub directories under the Gaia / Stamps folder and dragging the stamp preview (the black and white height map image) into the Stamp slot on the stamper object.



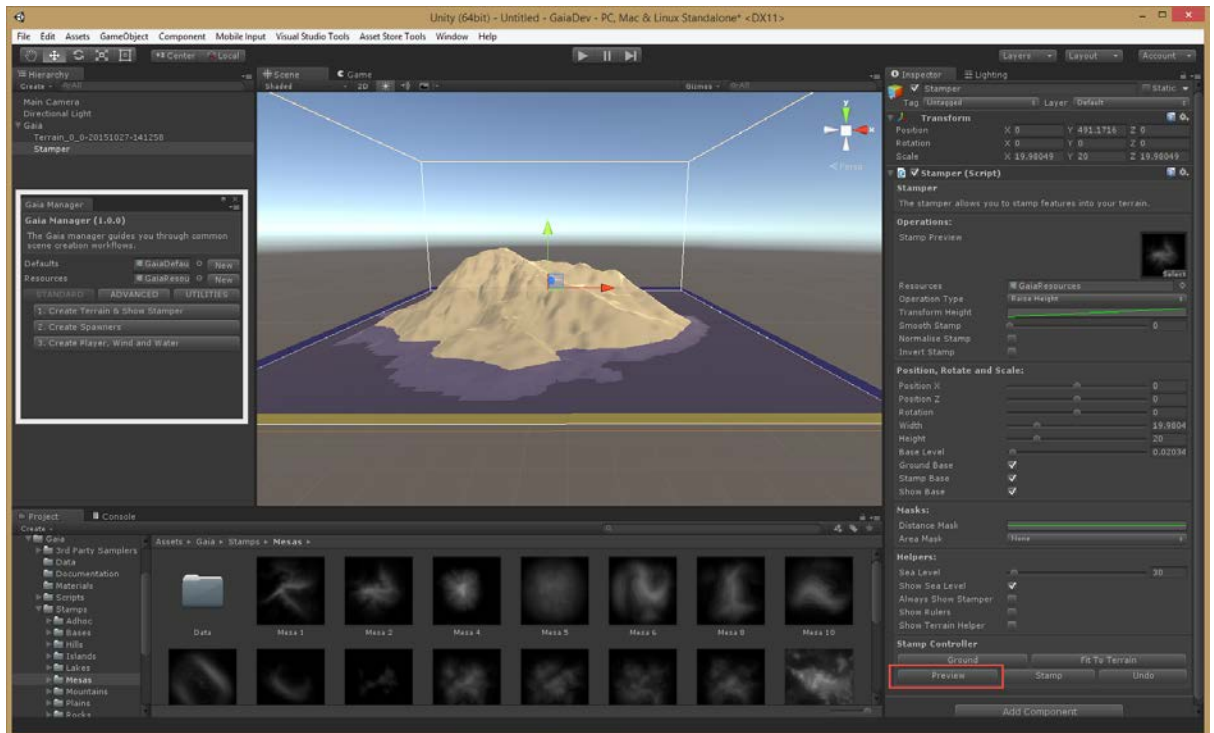
Gaia will then show a low resolution mesh preview of the Stamp you selected, which you can then position, scale and rotate until you are happy with it by dragging the sliders in the positioning section of the stamper.

8. You can now 'Stamp' this stamp into the terrain by pressing the Stamp button



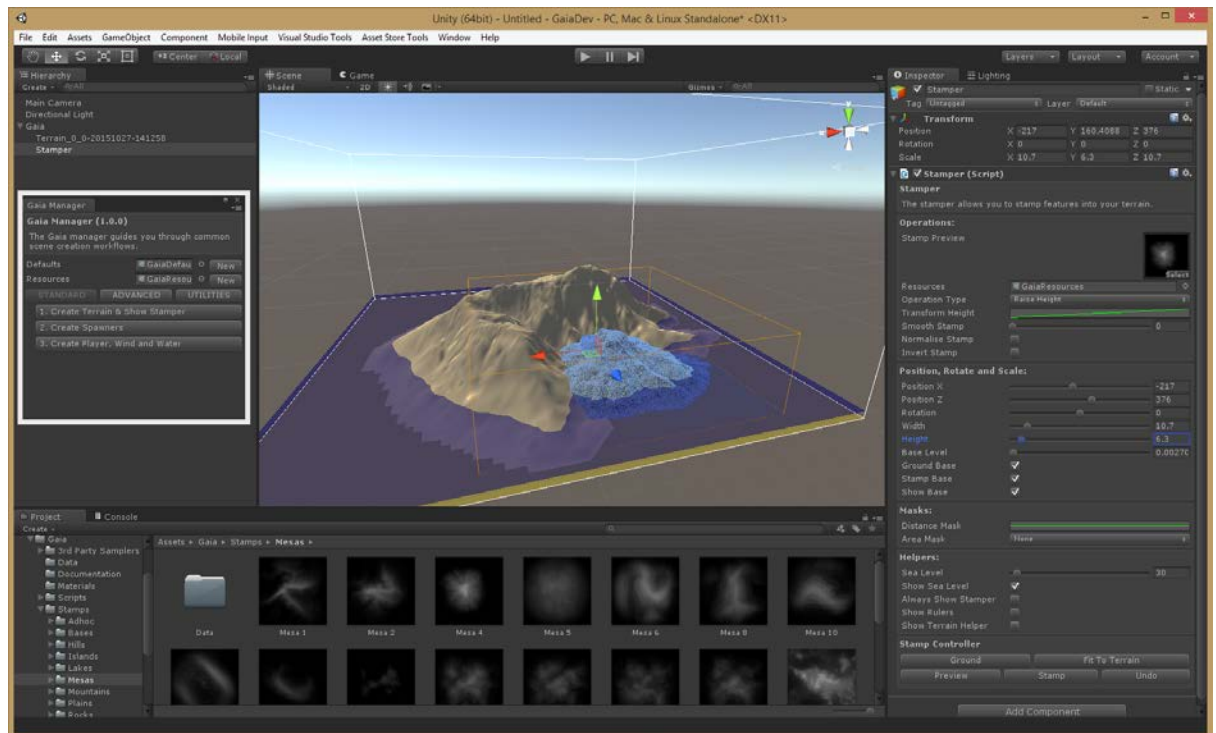
Notice how the terrain has been changed – you can see the preview mesh fighting with the terrain.

You can hide the preview mesh by clicking the preview button to get a closer look at your terrain. Clicking the preview button again will show it again.

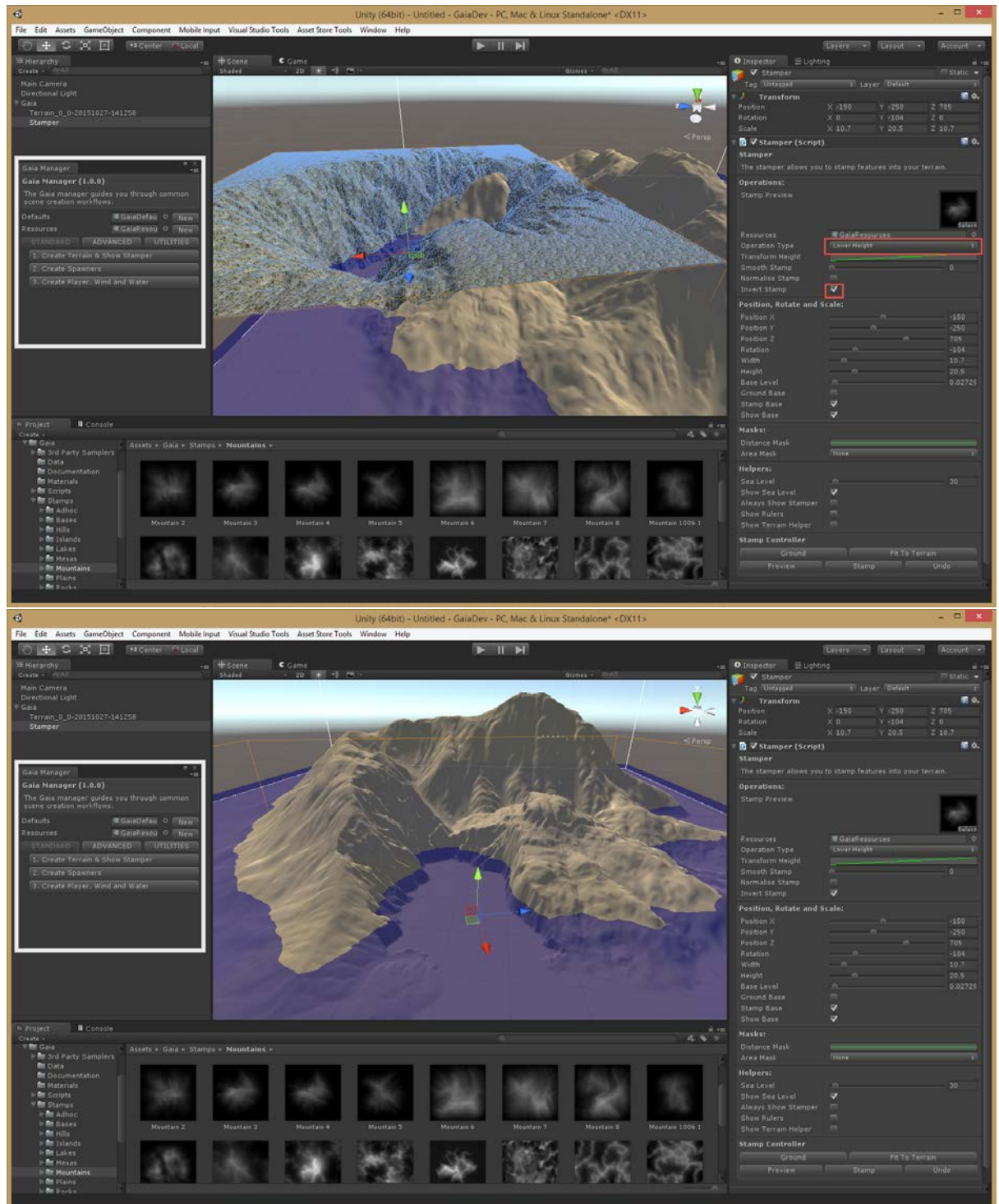


If you do not like how your terrain was stamped, you can hit the Undo button to remove the last stamp. Note – only one level of Undo is provided due to the size of the data involved.

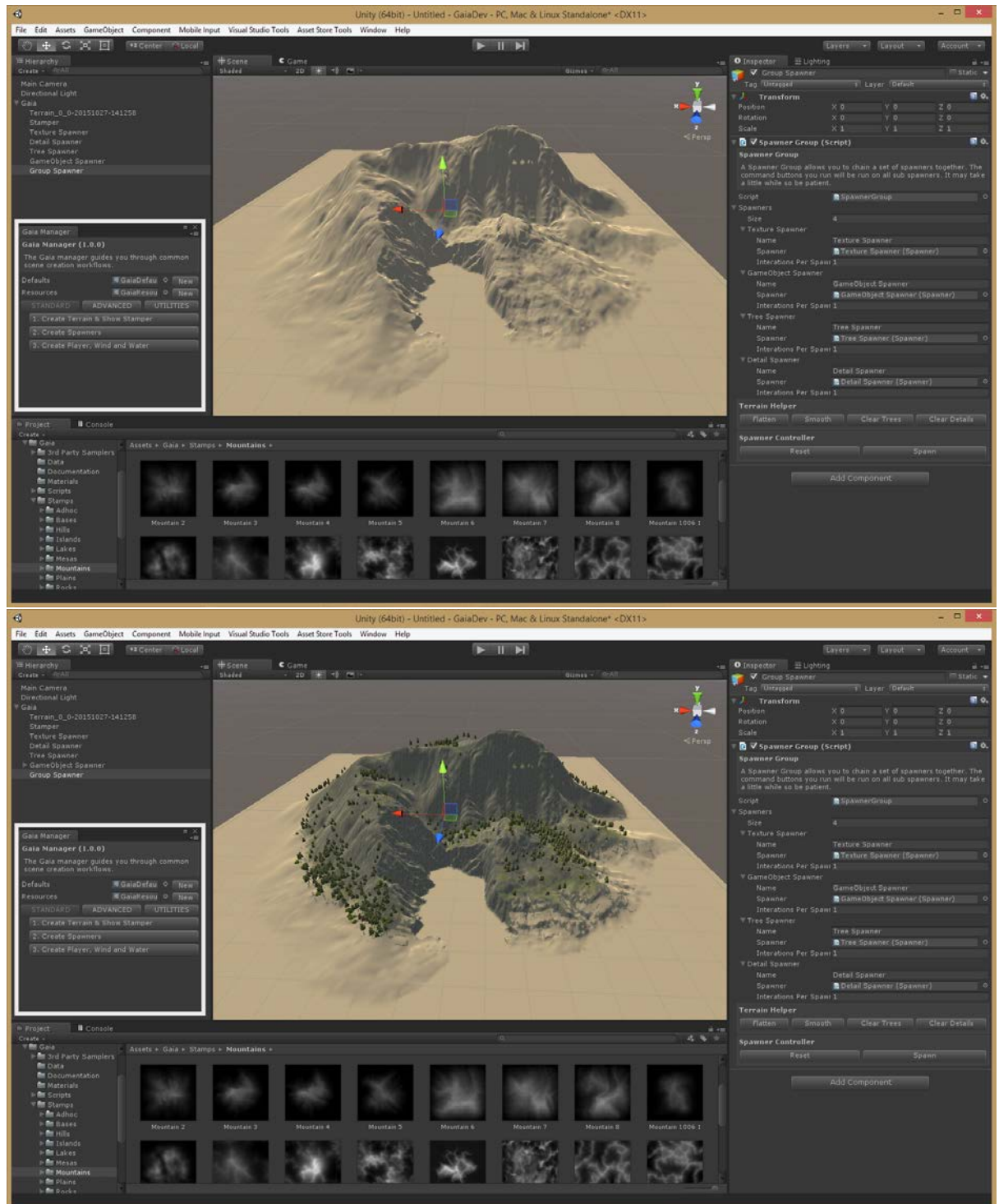
9. You can repeat this process and add as many additional stamps as you like to create exactly the look you are after by dragging new image previews into your stamper, positioning, rotating and scaling as you wish.



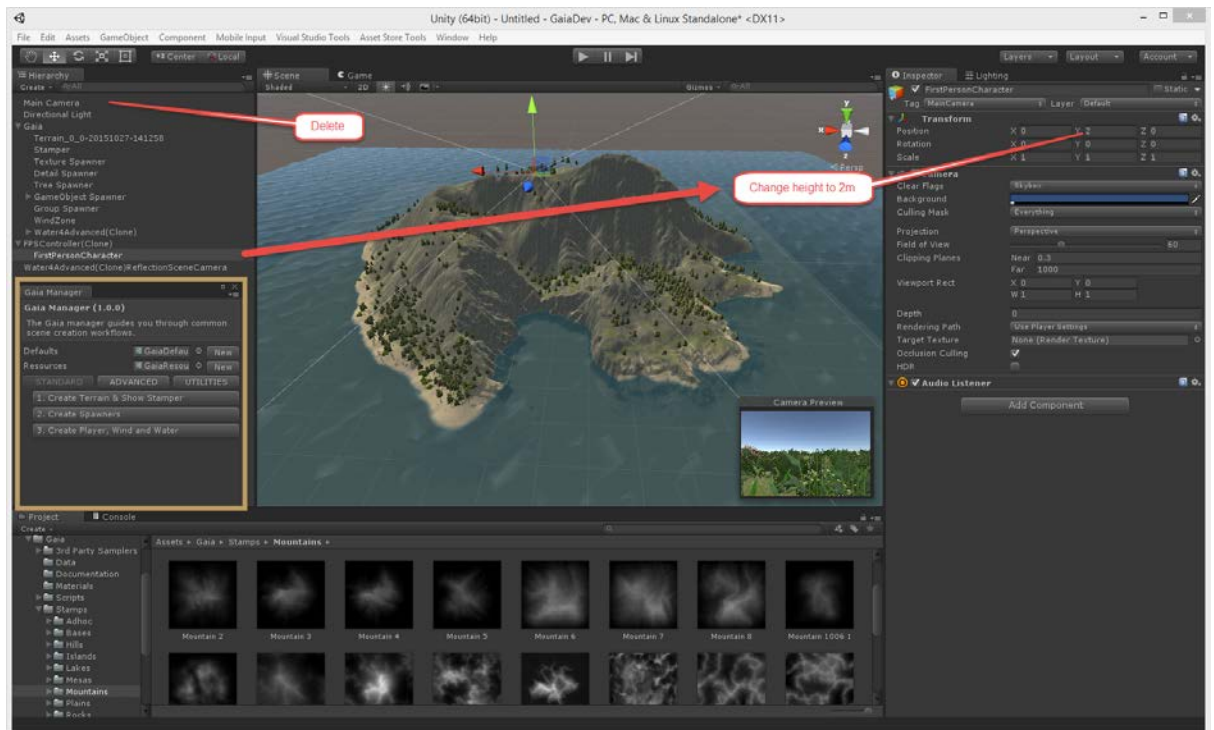
10. You can also create lakes and inland seas by inverting a stamp and lowering the height of the terrain.



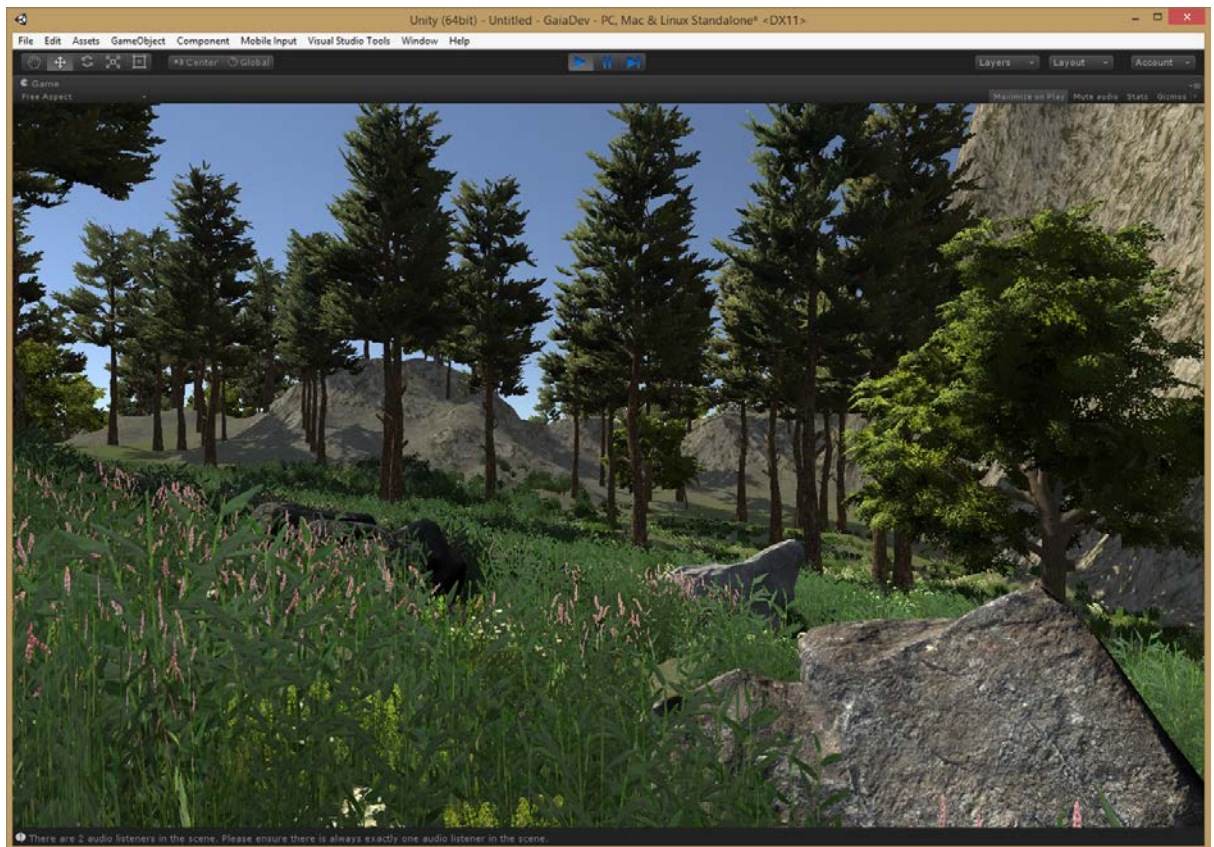
11. Now go back to the Gaia Manager and hit 2, Create Spawners. Then click Spawn on the Group Spawner and sit back and watch.



12. Finally go back to the Gaia Manager and click 3. Create Player, Wind and Water. Gaia will add the basic components you need to make a payable scene. Before hitting Play, delete the Main Camera, and also adjust the height of the First Person Character to 2m.



13. Hit play and enjoy!



For more information on Stamping and Spawning see the relevant Work Flow sections in the manual.