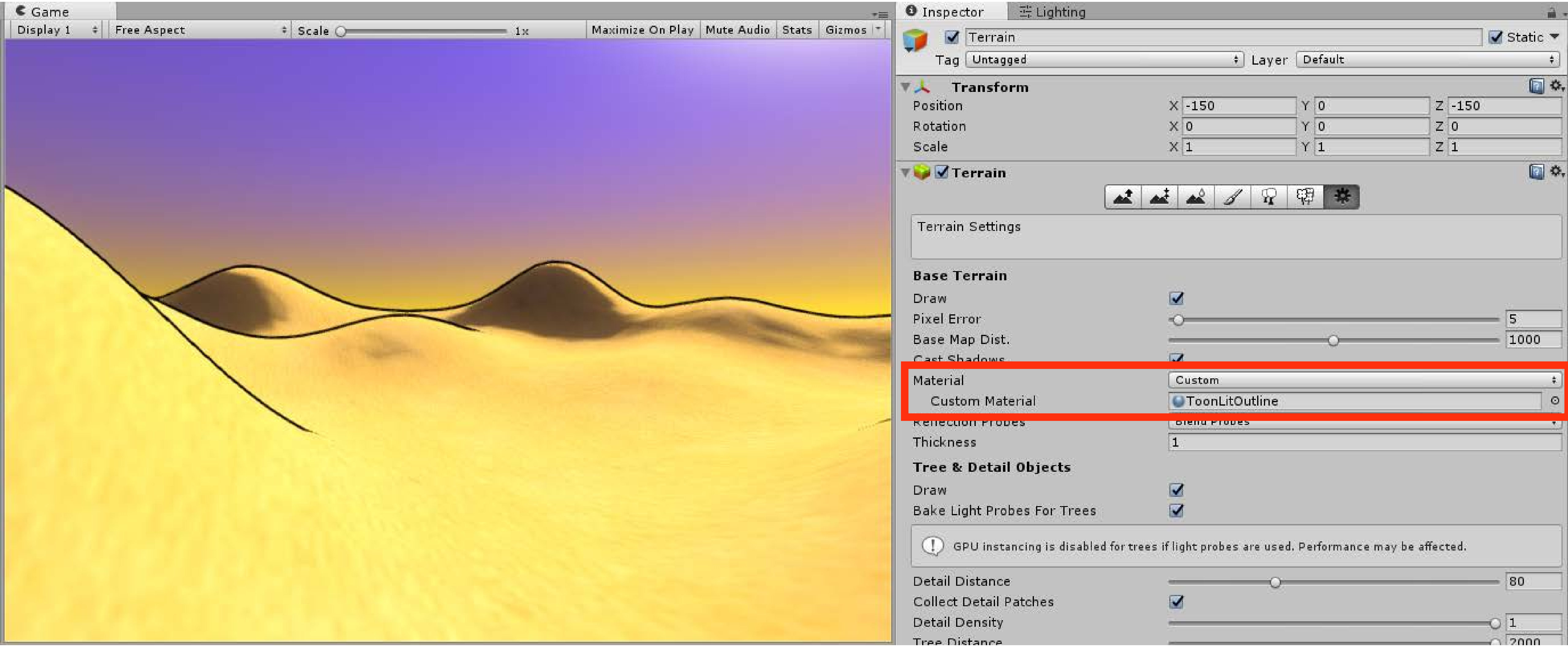
Toon Terrain



☑ Terrain ☑ Static

Tag Untagged Layer Default

Transform

Position X -150 Y 0 Z -150

Rotation X 0 Y 0 Z 0

Scale X 1 Y 1 Z 1

☑ **Terrain**

Terrain Settings

Base Terrain

Draw ☑

Pixel Error 5

Base Map Dist. 1000

Cast Shadows ☑

Material Custom

Custom Material ToonLitOutline

Reflection Probes Blend Probes

Thickness 1

Tree & Detail Objects

Draw ☑

Bake Light Probes For Trees ☑

GPU instancing is disabled for trees if light probes are used. Performance may be affected.

Detail Distance 80

Collect Detail Patches ☑

Detail Density 1

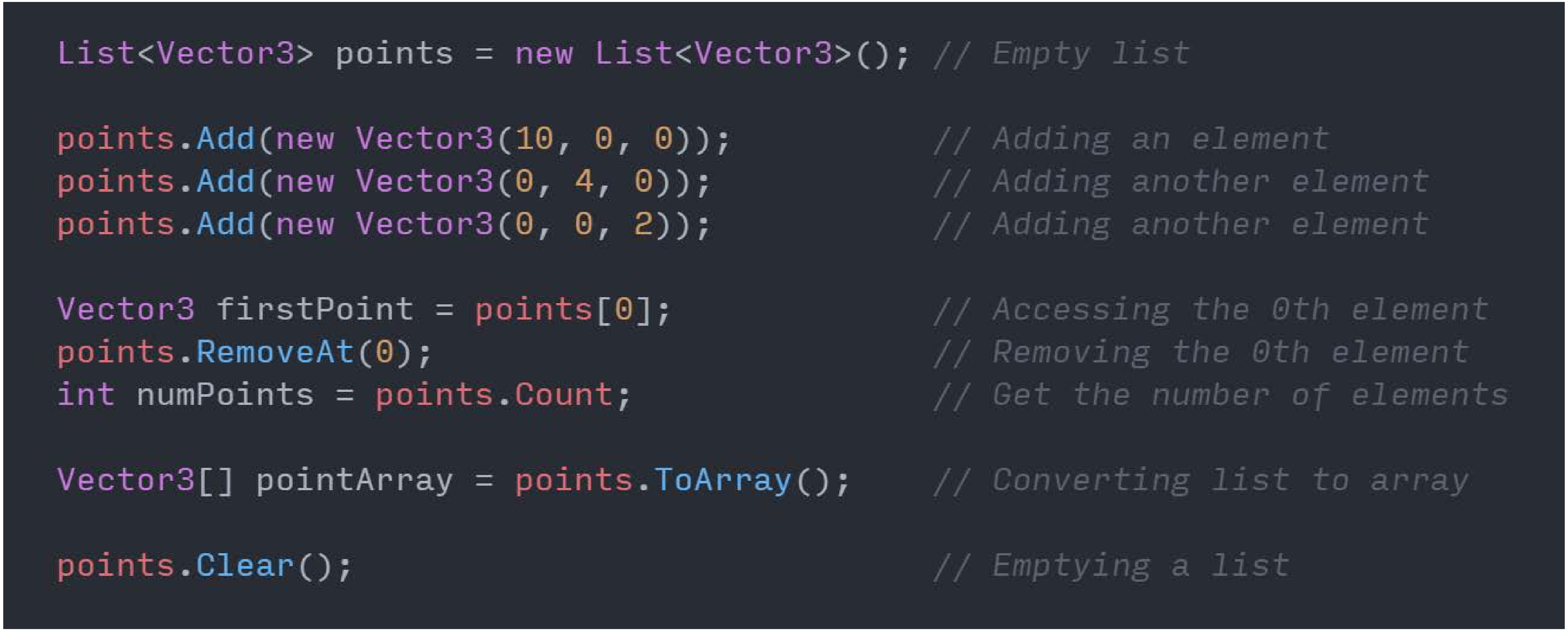
Tree Distance 2000

Data Structures

Data Structures

- Array
  - What we've used so far
  - Fixed size, fast
  - Unity video tutorial
- List (aka Generic List)
  - Arrays that you can add to and remove from *dynamically*
  - Unity video tutorial
- Dictionary (aka Generic Dictionary)
  - Store information using a "key" (an associative array)
  - Dynamic
  - Unity video tutorial
- Wiki: Choosing the Right Data Type
- Blog: Arrays, Hashtables and Dictionaries Explained

Lists



```
List<Vector3> points = new List<Vector3>(); // Empty list

points.Add(new Vector3(10, 0, 0));          // Adding an element
points.Add(new Vector3(0, 4, 0));           // Adding another element
points.Add(new Vector3(0, 0, 2));           // Adding another element

Vector3 firstPoint = points[0];             // Accessing the 0th element
points.RemoveAt(0);                         // Removing the 0th element
int numPoints = points.Count;               // Get the number of elements

Vector3[] pointArray = points.ToArray();    // Converting list to array

points.Clear();                             // Emptying a list
```