

2D Terrain Deformation

Asset creates terrain deformation on collision.

“Controller.cs” script builds test terrain with “EdgeCollider2D” component on it to show how it works. Launch test scene in the package to see the example.

Click on the object with the left mouse button to move it. Release the left mouse button to drop the object. When the object hits the ground you will see terrain deformation.

Use this asset to see how to create deformations on collision.

Functions of “Controller.cs” script:

- 1) “BuildTestTerrain()” function generates a simple terrain.
- 2) “BuildTerrainCollider()” function creates a collider component.
- 3) “DoImpact()” function calculates new vertices for the terrain mesh.
- 4) “GaussApproximation()” function calculates the point for vertex calculation.
- 5) “OnCollisionEnter2D()” function is triggered when an incoming collider makes contact with this object's collider.

If you have any questions, ask me anytime!