

Hello and Welcome,

Thank you for your TerrainComposer purchase.

If you bought TerrainComposer some time ago or just bought it feel free to join the forum on my website <http://www.terraincomposer.com/forum>

If you want to join the forum contact me, I will create an account for you manually, because the forum had a lot of spam bots.

If you want to be added to the mail list send me a mail at Nathaniel_Doldersum@hotmail.com, I sometimes send news about updates, etc.

Getting Started

The Island Tutorial is intermediate level, and it's better to start it after doing the more beginner tutorials.

Be sure to look into the TerrainComposer main documentation -> page 6 about the output buttons and page 12 about the component buttons.

Follow the next Tutorial order:

1. Satellite Terrain Tutorial from video

Start with making the terrain from my runtime video. You need to download and import the Island and Examples Tutorial Package, because the satellite textures are included in that package. After importing they can be found in your project folder -> TerrainComposer Examples-> Examples -> Textures -> Tiles -> Tiles -> Tile1_C1_R1

<http://www.youtube.com/watch?v=PWSAkKlxzOc>

To auto search the tiles into a filter alt Click the 'Auto Search<' button. See Appendix A for how it works.

2. Procedural Mountains heightmap Tutorial

After this you can do the small heightmap tutorial TerrainComposer Window -> TC Menu -> Open -> Examples -> Procedural Mountains.

3. Procedural Landscape1 Tutorial from video

It's best to do the tutorial from scratch from the video.

The finished project can be loaded here TerrainComposer Window -> TC Menu -> Open -> Examples -> Procedural Landscape1.

<https://www.youtube.com/watch?v=tuAFTYw4cQU>

4. Island Tutorial

To start the island tutorial go to the example folder in the project window from Unity, open the TerrainComposer_Island Scene. Read the Readme pdf. *Don't load the project from the TC Menu -> File ->*

You can use the tutorial video as a reference.

<https://www.youtube.com/watch?v=6iRZCZm99kA>

If you can't get TerrainComposer to work, contact me at Nathaniel_Doldersum@hotmail.com before you put any messages on the Unity forum or write a review, I will gladly help you out.

TerrainComposer 2 will have a lot of added features, tutorials and presets.

If you have any questions, suggestions, feature requests or need support just contact.

Have the best Terrain Composing day ever!

Best Regards,
Nathaniel

Appendix A

Satellite Terrain Tutorial from video:

Assign the first satellite tile into the filter (Tile1_C1_R1). Adjust the list to 9. Click 'Adjust List'. Auto Search button in filter. Alt click the "Auto Search<" button. Type in the same parameters as in the image. Then click "Auto Search".

