

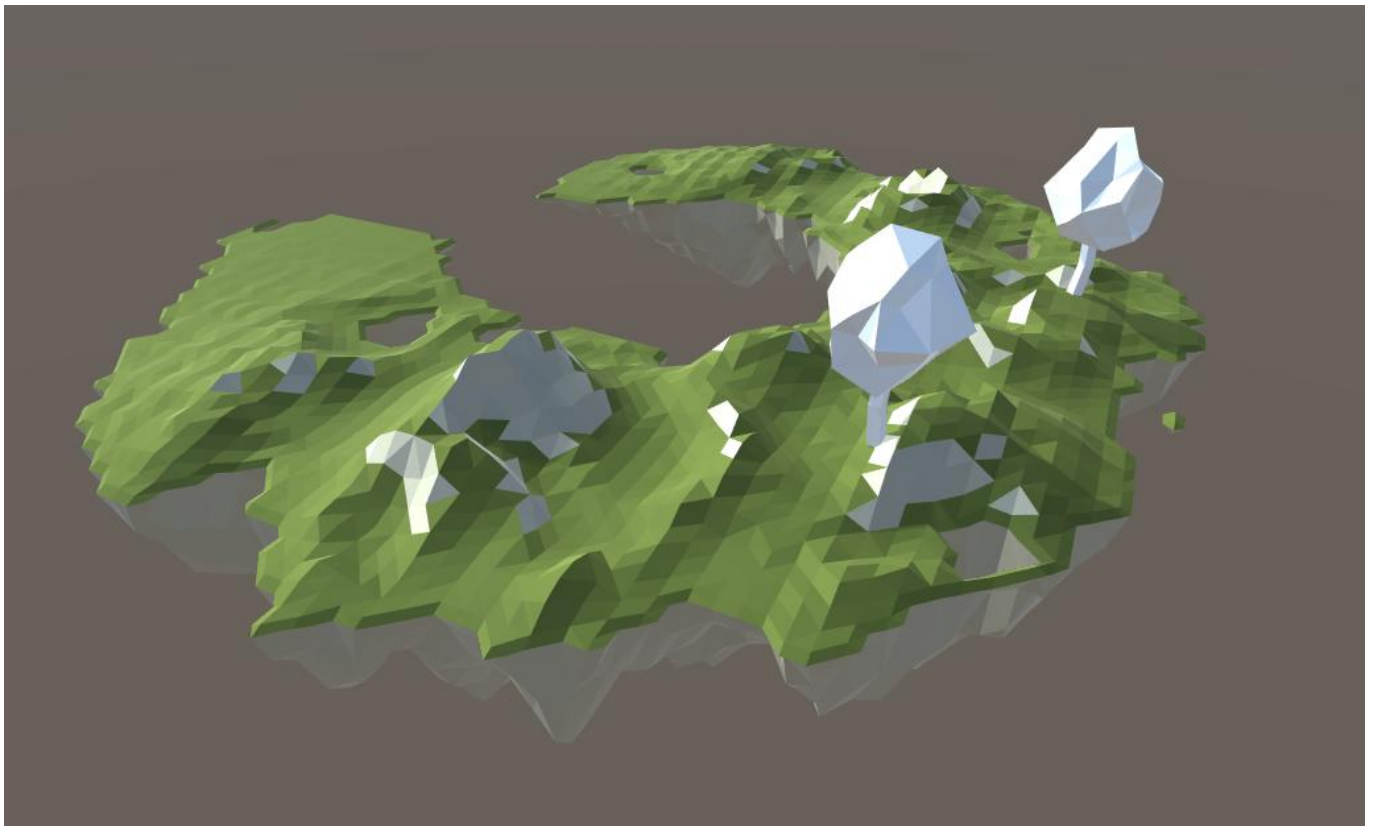
“SKY ISLAND”

User manual

Sky island.

You can create low poly islands with any settings quickly and easily with this script. Create empty Game Object and add Sky Island Generators script. Manipulate with settings to achieve different results.

- Set size of the island and distance between vertices.
- You can set height of top and bottom of the island (mountains, hills).
- Make and set shape for the island.
- Generate and blend height maps.
- Change colors of the island.
- Add objects (trees, stones).
- Intuitive interface.
- Commented script.



Description of variables

Script "SkyIslandGenerator" has a number of variables responsible for the characteristics of the island.

Area size – Size of the island.

Interval – Distance between vertices.

Top height – Height of top of the island (mountains, hills).

Top height exponent – Exponent of top height. To make sharp and round surfaces (mountains, hills).

Bottom height – Height of bottom of the island.

Bottom height exponent – Exponent of bottom height. To make sharp and round surfaces.

Material – Material of the island.

Shape – Shape of the island. It can be absolutely any.

Height maps – Height maps for set heights of vertices.

Perlin noise scale – Scale of Perlin noise. From it depends density of the mountains. The higher the value the denser the mountains.

Offset – Offset of Perlin noise on coordinate. You can set random value.

Alpha – The influence of this layer on the previous ones.

Blend mode – Blend mode of height map layers (multiply, darken, lighten, exclusion).

Colors

Color – Color of this layer.

Min height – The minimum height to which can be given color.

Max height – The maximum height of which can be given color.

Min transition value – The minimum value of the transition. The higher the value, the greater must be the angle at which the surface can be given color. It is intended to determine the vertical surfaces.

Border color – The color of the boundary surfaces of the island.

Bottom color – Color of bottom of the island.

Objects – Objects that are on the island.

Prefab – Object prefab.

Minheight –The minimum height at which the object may be.

Maxheight– The maximum height at which the object may be.

Maxangle –The maximum angle of the surface on which the object can be located.

Interval –Distance between objects.

Perlinnoisyscale –Scale of Perlin noise.It determines what objects are in what areas of the island.

Offset –Offset of Perlin noise on coordinate. You can set random value.

