

# Creating Cube Textures

The new SgtTerrain component allows you to create dynamic terrain based on subdividing a cube. However, because it's based on a cube, you need to specify materials for each face of the cube, which means you need a separate texture for each cube. This is fine if you already have 6 textures for your planet, but what if you only have one (e.g. a cylindrical/equirectangular) texture?

The latest version of SGT has a small tool that allows you to extract 6 textures from a CubeMap. The way it works is you begin by changing your texture's Texture Type to Advanced, and changing the Generate Cubemap setting to your desired value (e.g. Cylindrical if your source texture uses this configuration). Then at the top left of your texture's Import Settings, you'll see a gear icon, and if you press this gear icon you'll see the Extract Cubemap option. If you click this option then after a while you'll see 6 textures have been generated alongside your original CubeMap texture, and you can now use these with your SgtTerrain.