

# Better Landscapes Pack Volume 1

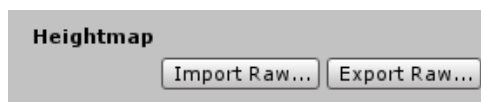
Thank you for purchasing „BLP“ this is mainly built to save your time building terrains and make your terrains look better with erosion and all that cool environment effects that this package has.

Heightmaps are built using different programs focused to make world look more realistic, sadly we can't achieve this effect using Unity's standard tools, but this doesn't mean that we can't make our video game world like in today's modern video games.

In the package you have three different textures included for terrain, 1 scene, heightmaps which format is .raw, 7 different textures with normal maps and TerrainTexture script for texturing terrain with sliders.

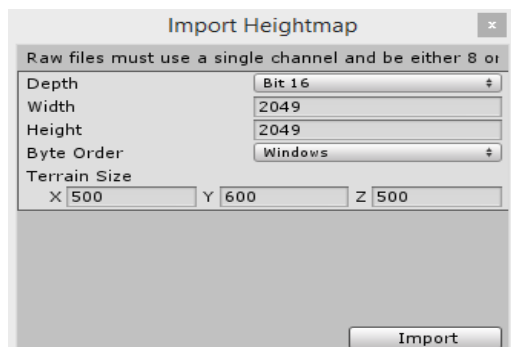
## Heightmaps

Heightmap or heightfield is a an image used to store values, such as surface elevation data used in bump mapping to calculate where this 3D data would create shadow in a material in this case heightmaps is inside .raw file. After you create your basic terrain in unity, you will be given an option inside terrain settings to import .raw file inside unity.

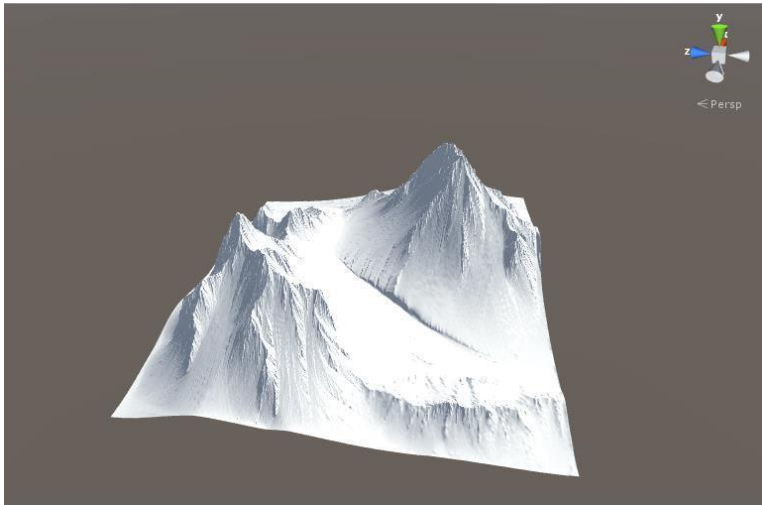


Now choose your heightmap.

**Ex : Assets/BLPV.1/Heightmaps/Heightmap\_4**

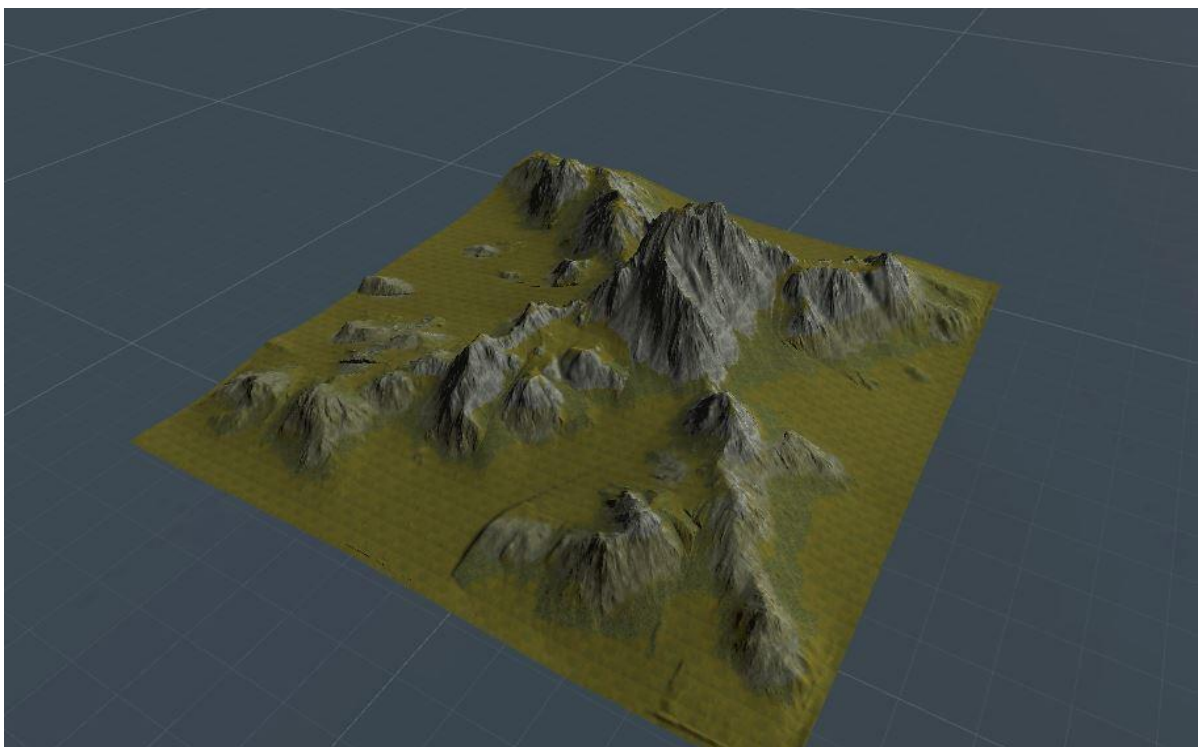


After choose your byte order and your terrain size you can import your heightmap.



Now assign textures in your terrain settings

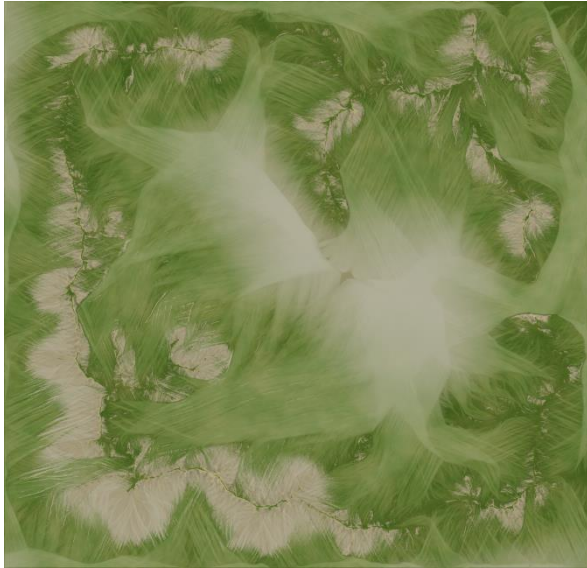
This pack works nicely with RTP cause you can assign multiple texture to it , to give it realistic look.



## ***Textures***

### ***Terrain diffuse textures or color maps***

This is base color of your terrain and gets blended with your detail textures.

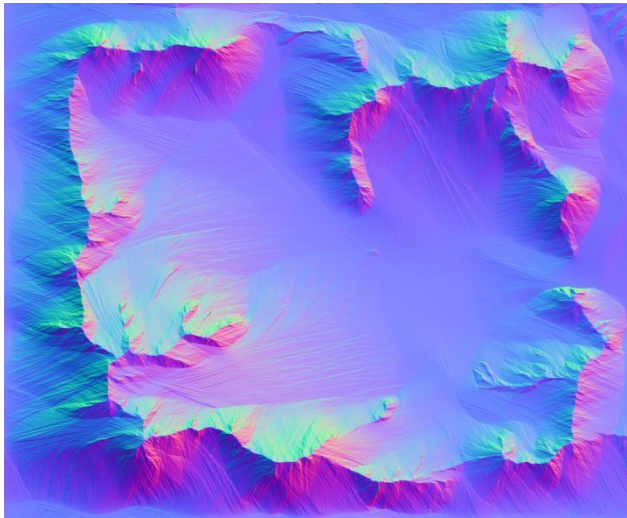


In 2.0 version 7 textures where added custom made by Fumes Development, all of them includes normal maps, two of them consist of cliff textures, two of them of grass textures , gravel textures and one of them is a rock texture.



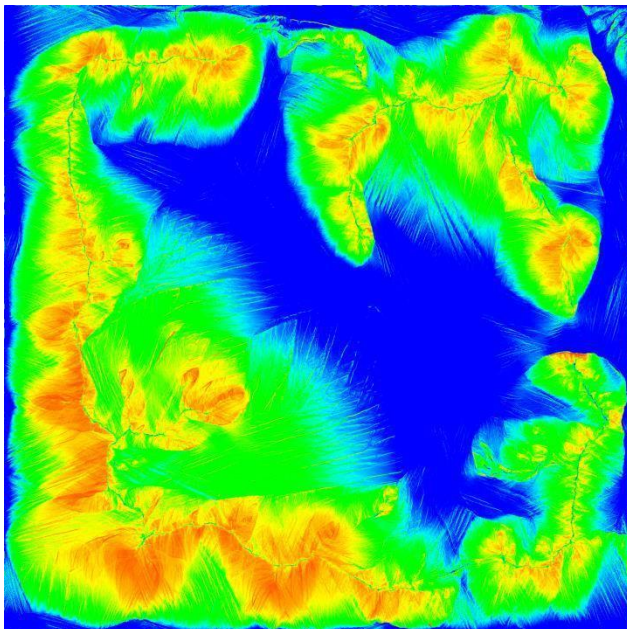
## ***Terrain Normal map***

It gives much better look to your terrain, so you can see detailed edges from further distance, there are two kinds of normal maps in this package, one for terrain if needed others are for texture above.



## ***RGB map or Splatmap***

It helps to automatically apply different textures to you terrain (works up to 4 textures) contains alpha channel. For example red channel would be your rocks, green your grass and so on.





Better Landscape Pack Volume 1 is available at the asset store for only 5.00\$.

If you have any problems or if you have suggestions please email me at

[fumes.contact@gmail.com](mailto:fumes.contact@gmail.com)

Hope this package helps.

Version 2.0 – added TerrainTexture script, prefabs with textured terrain