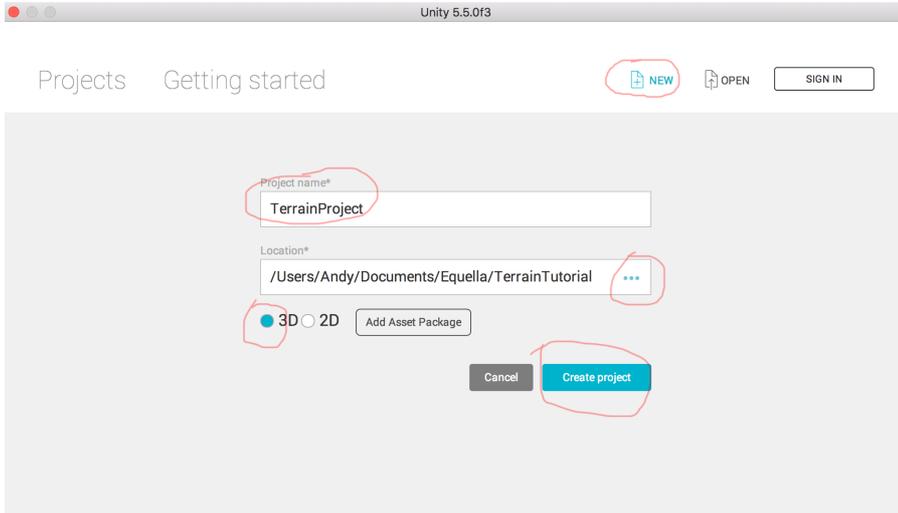
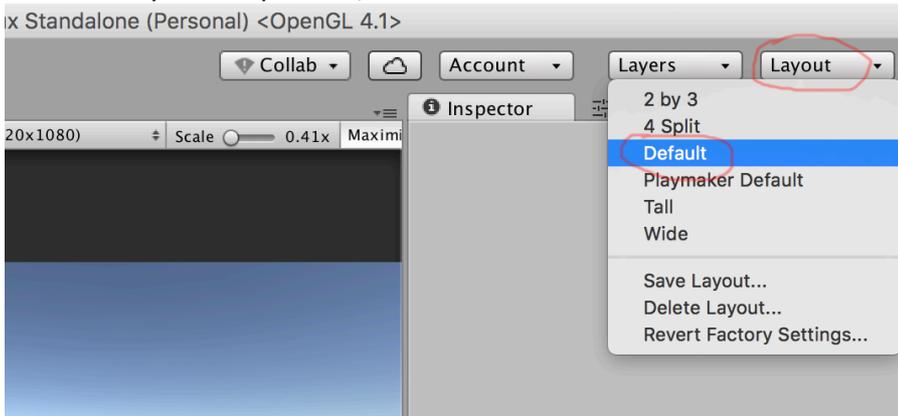


## Terrains

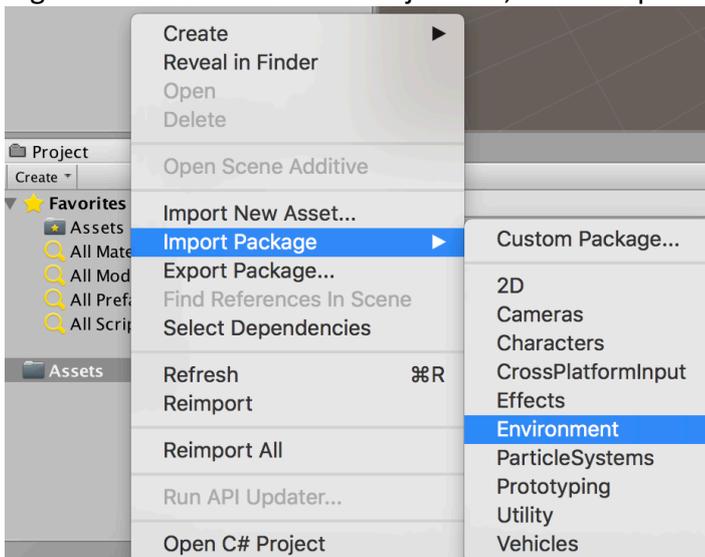
1. Load Unity.
2. Select New -> Give it a name and location
3. Then click Create Project



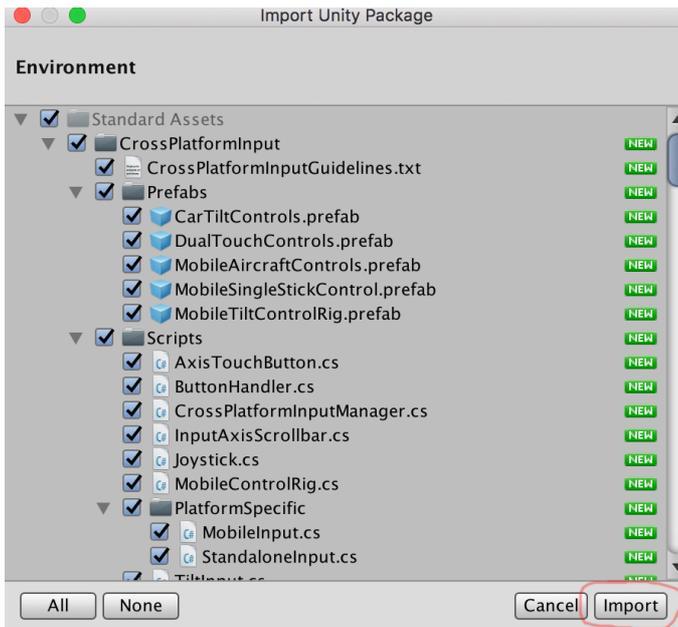
4. Find the Layout drop down, select Default



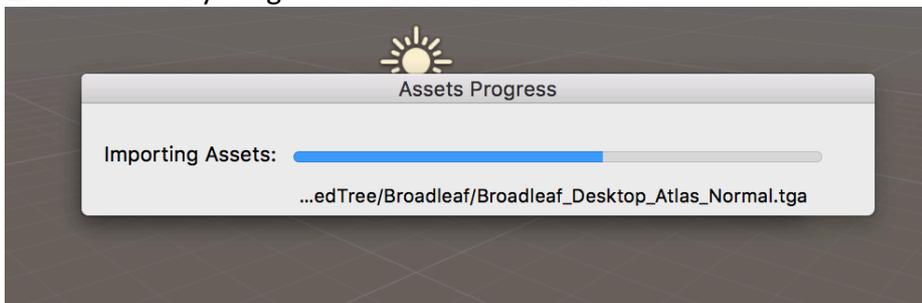
5. Right click on Assets under Project tab, select Import Package ->Environment



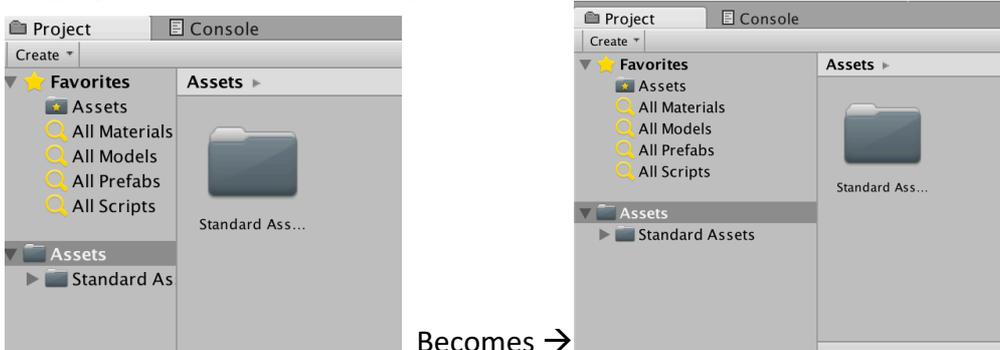
6. You will see the Import Package window, click Import down bottom right. This will create folders and files for Terrain support.



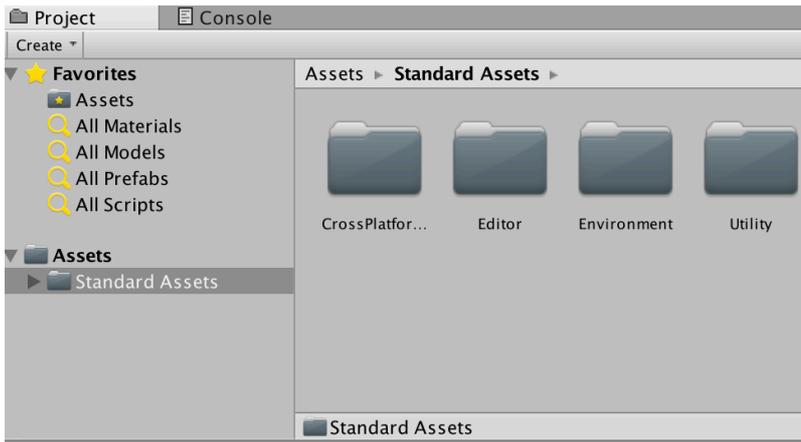
7. Let it load everything. Takes around a minute.



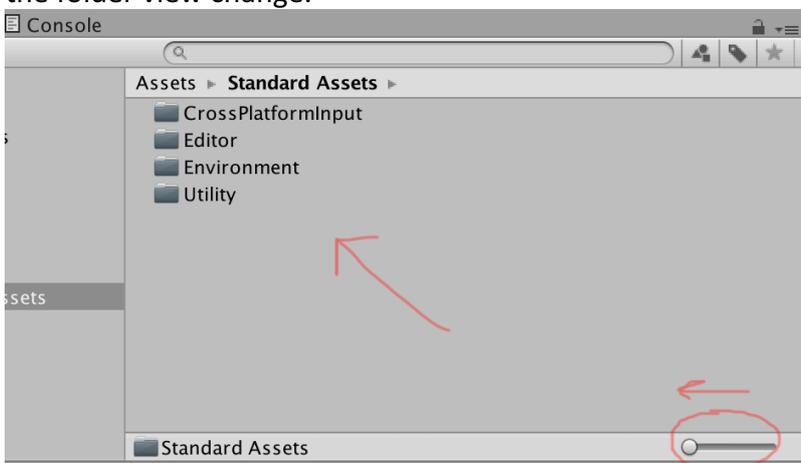
8. On the border circled below, wave your mouse over this section and left click and drag right to make the border go further over to make it easier to read.



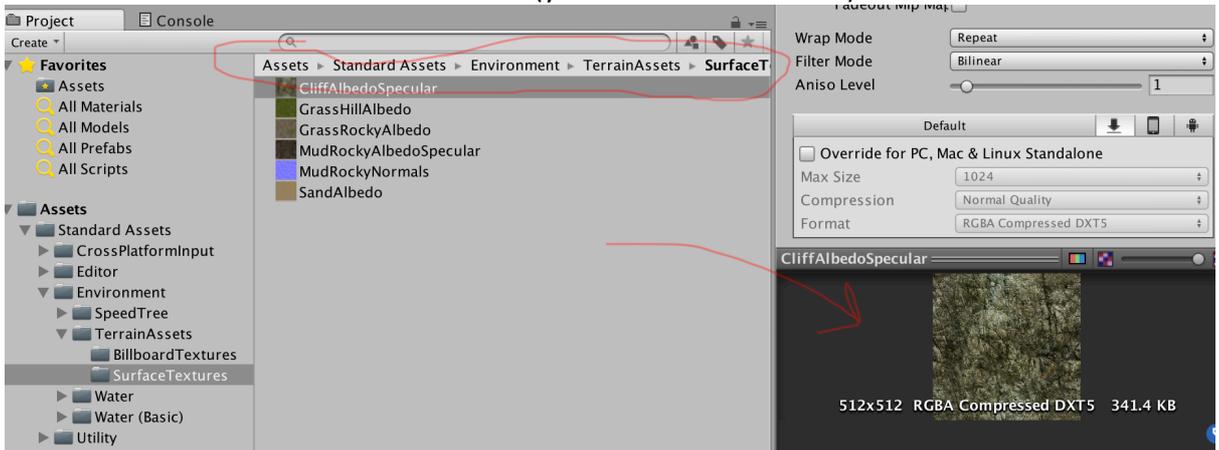
9. Double Left Click on Standard Assets to have a look at how it's organised (this is the same as it looks through Explorer)



10. Down the bottom right is a slider. Slide it to the left to make the folders shrink and the folder view change.

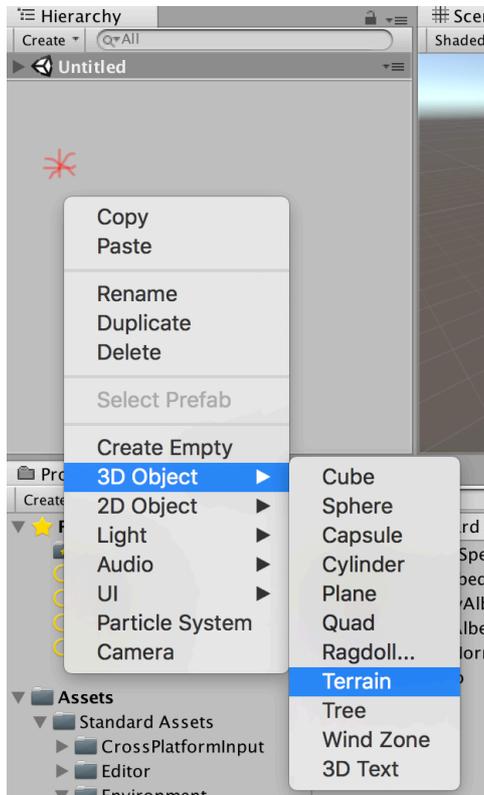


11. Double left click into Environment -> TerrainAssets -> Surface Textures to see all the textures that can be used on the terrain (you can add more later)

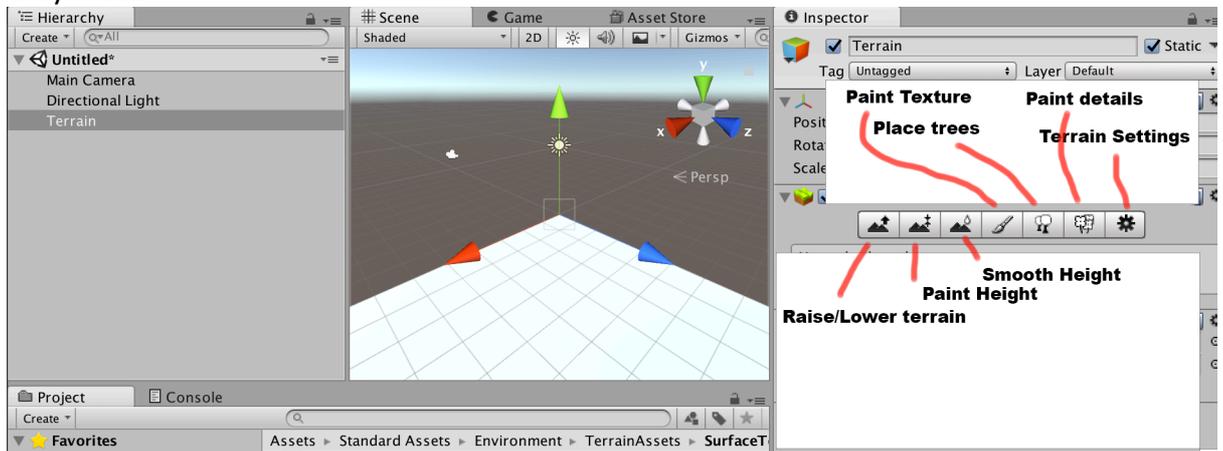


Creating a terrain.

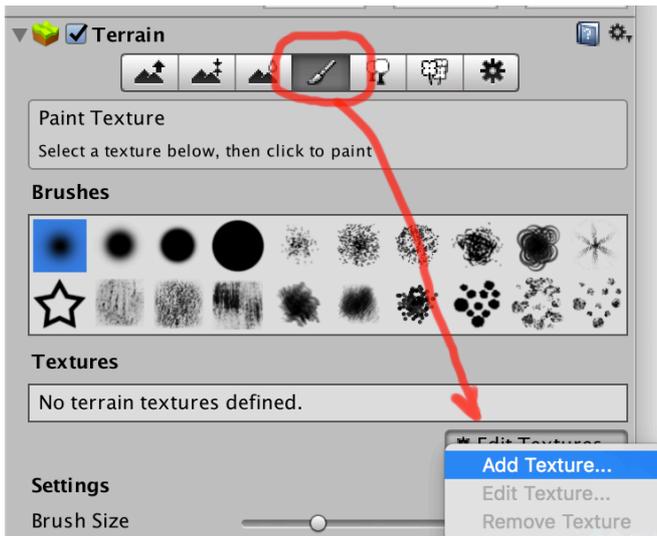
1. In the Hierarchy tab as shown right click in the grey space as shown with a red star and select



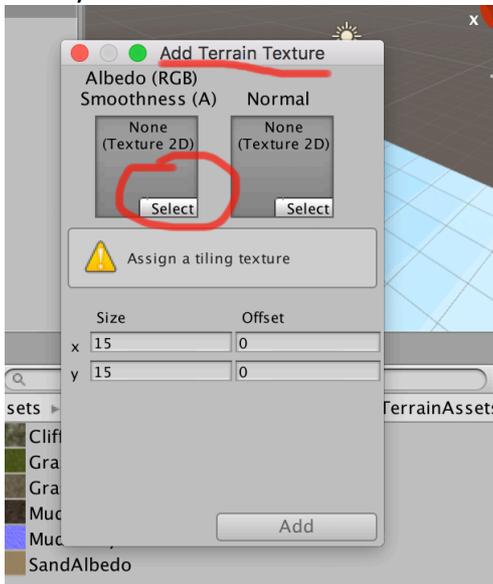
2. Here's what you will see – the white square is the terrain. Here's the tools and what they mean



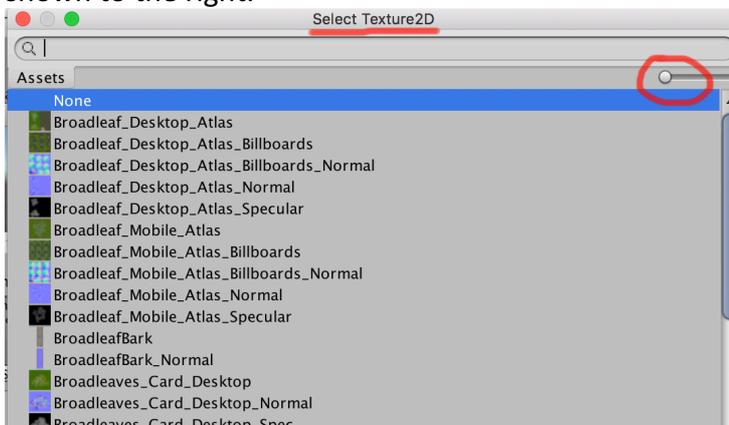
3. Click on the Paint Texture tool first and then click on Edit Texture which reveals the Add Texture option – click on that



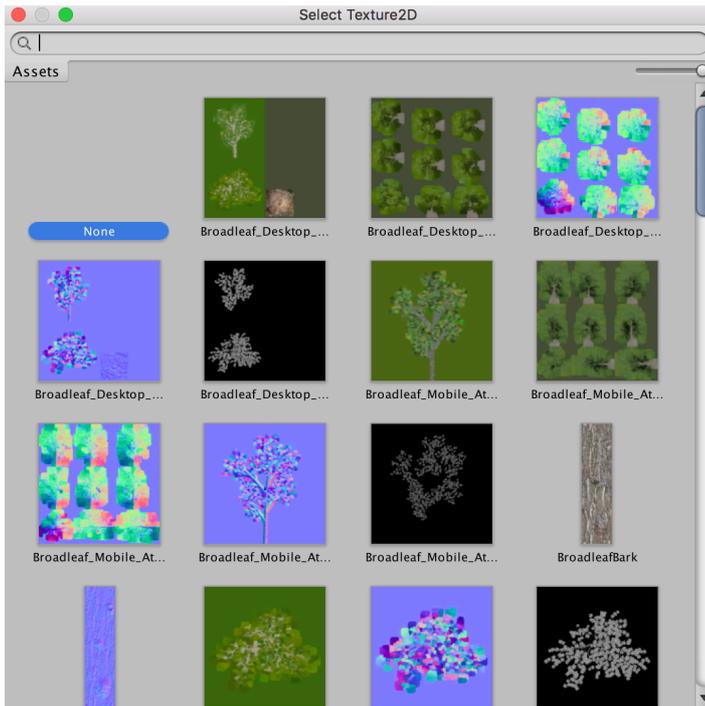
- Now you will see Add Terrain Texture – click on Select



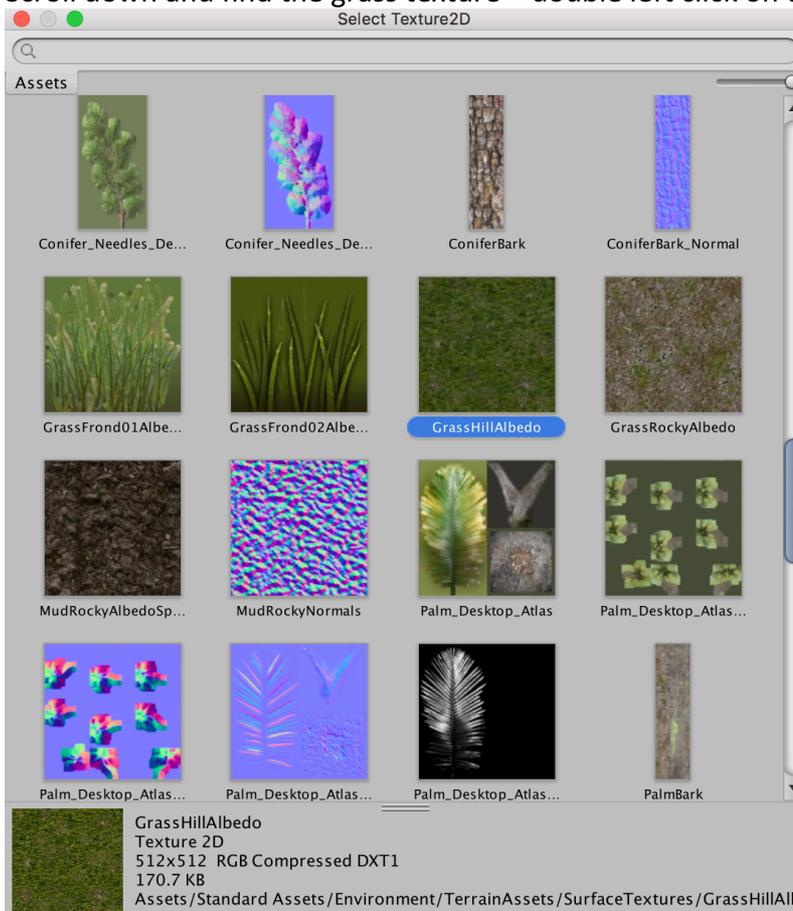
- You will see all compatible textures – the blue ones add bumpiness to the textures and are called Normal Maps – you will you these soon. First click and drag that slider shown to the right.



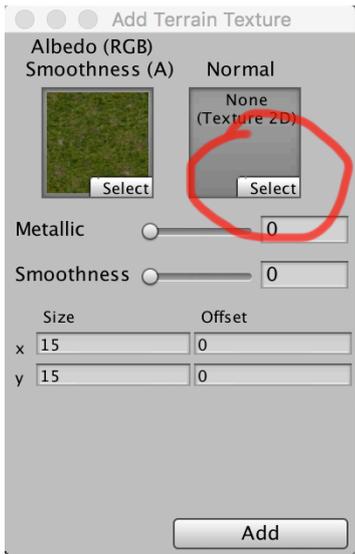
- It will look like this and makes it easier to see how the textures will look.



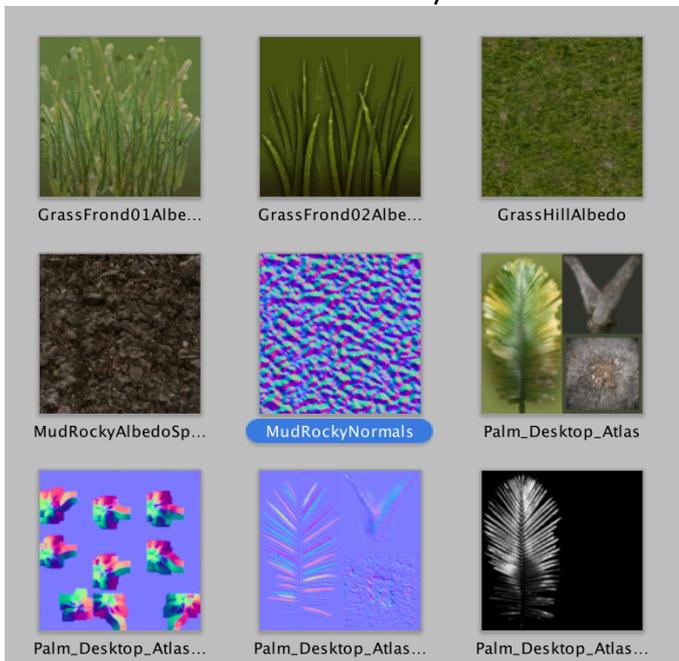
7. Scroll down and find the grass texture – double left click on that



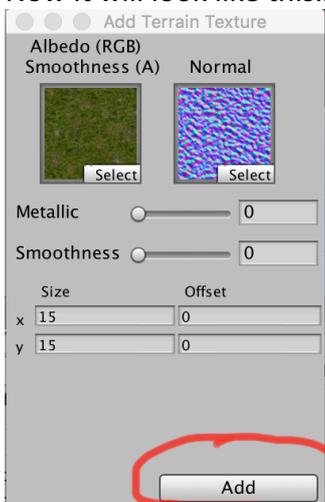
8. Your window will look like this now, so click on the Select button to select the Normal texture...



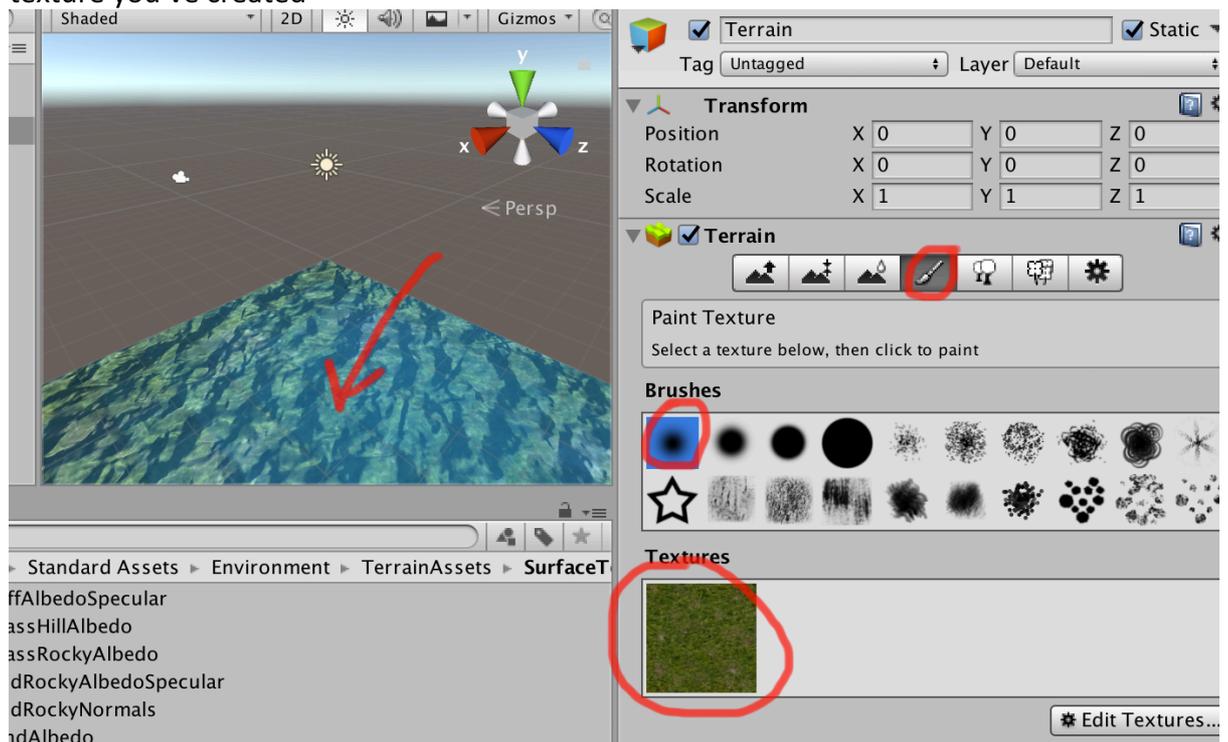
9. This time find the blue MudRockyNormals and double left click on it.



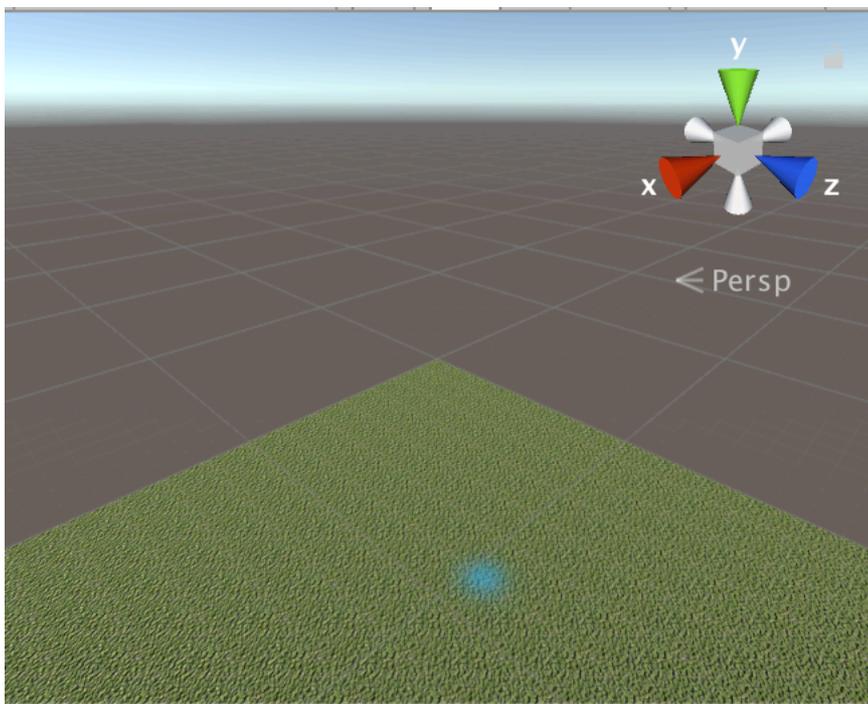
10. Now it will look like this...click Add



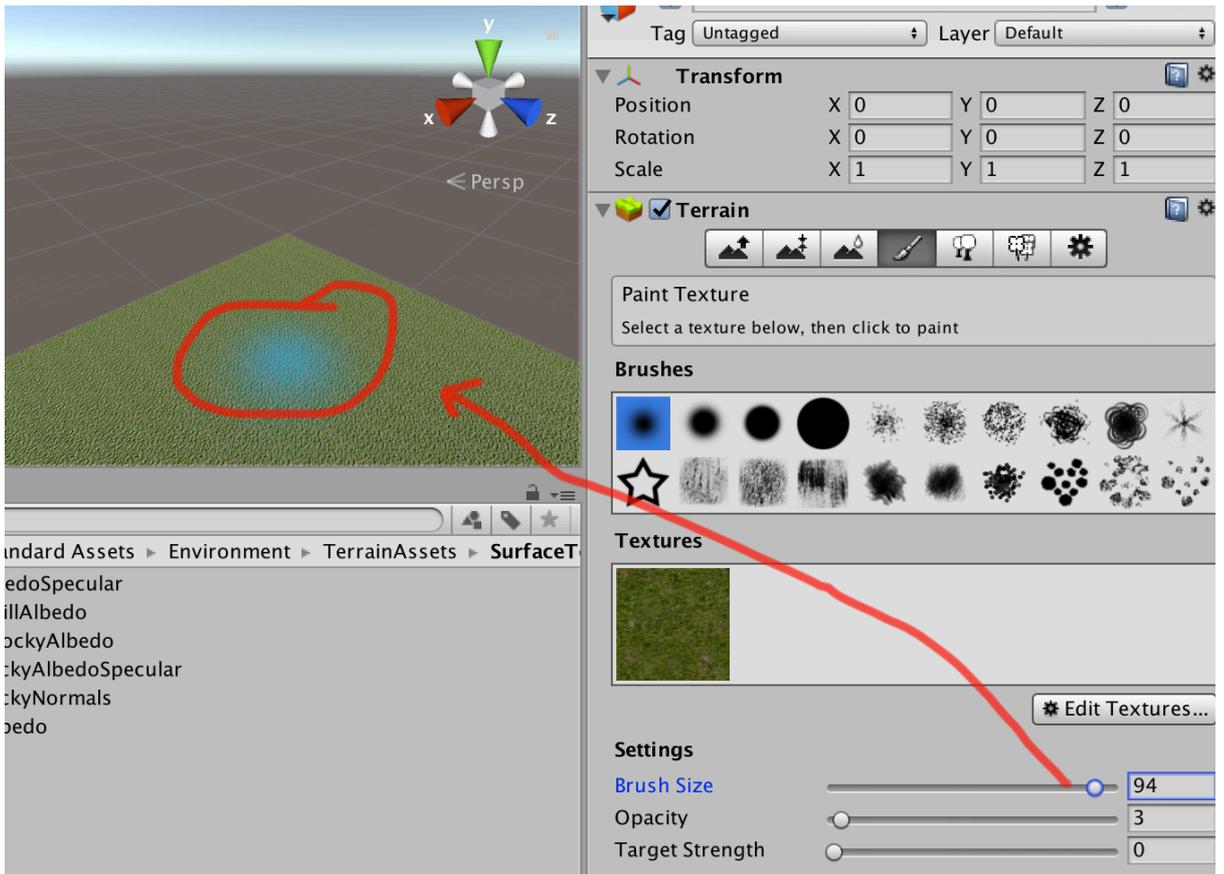
11. Now it should look like this and you will see the terrain is now painted with the first texture you've created



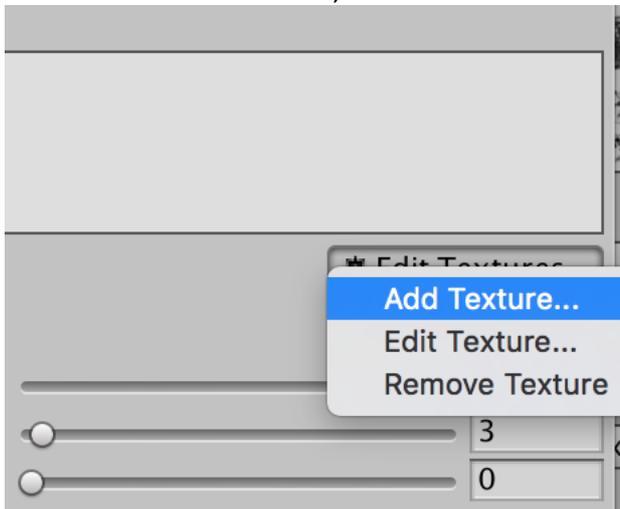
12. Zoom out in the 3D view using the middle mouse button. Note the blue marker – this is the same as brush selected above.



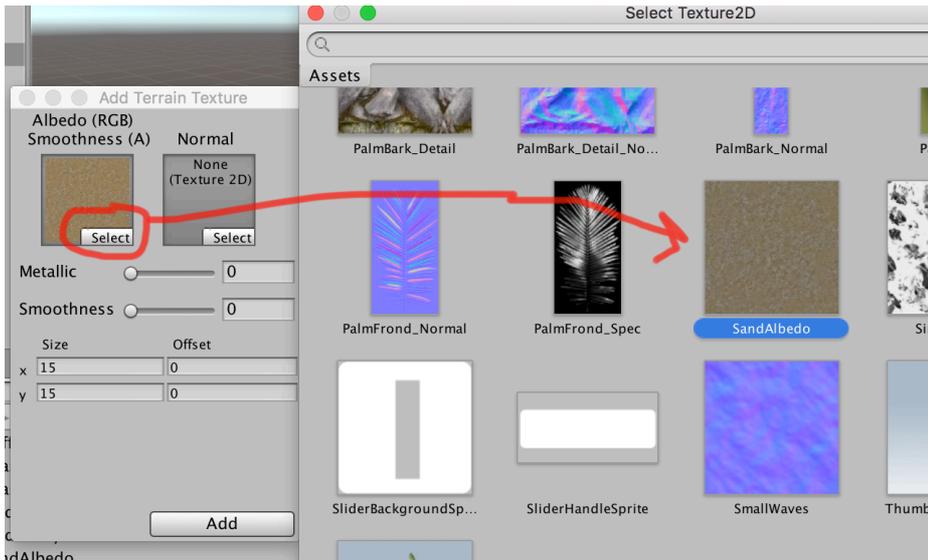
13. Change the size of the brush with the brush size.



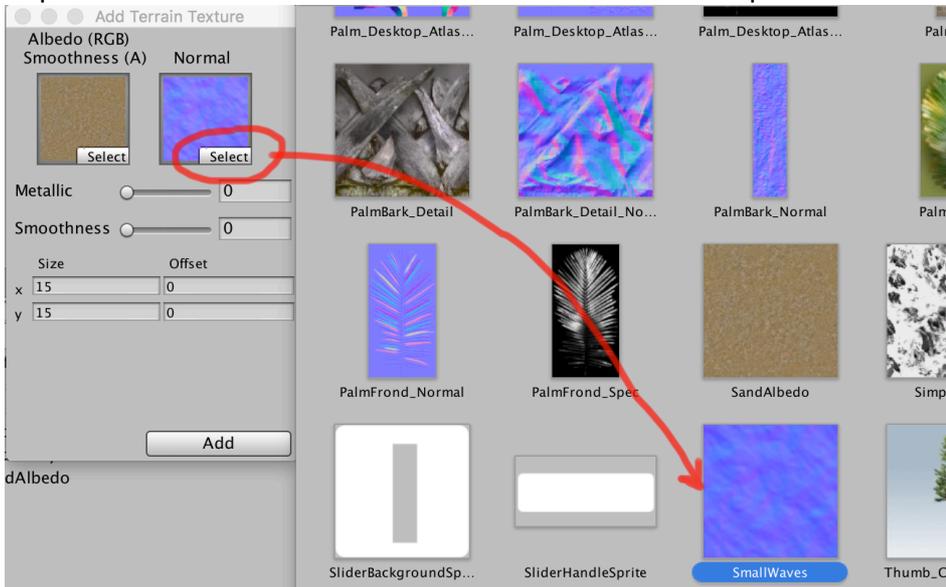
14. Now we need some sand, so click on the Edit Textures - > Add texture...



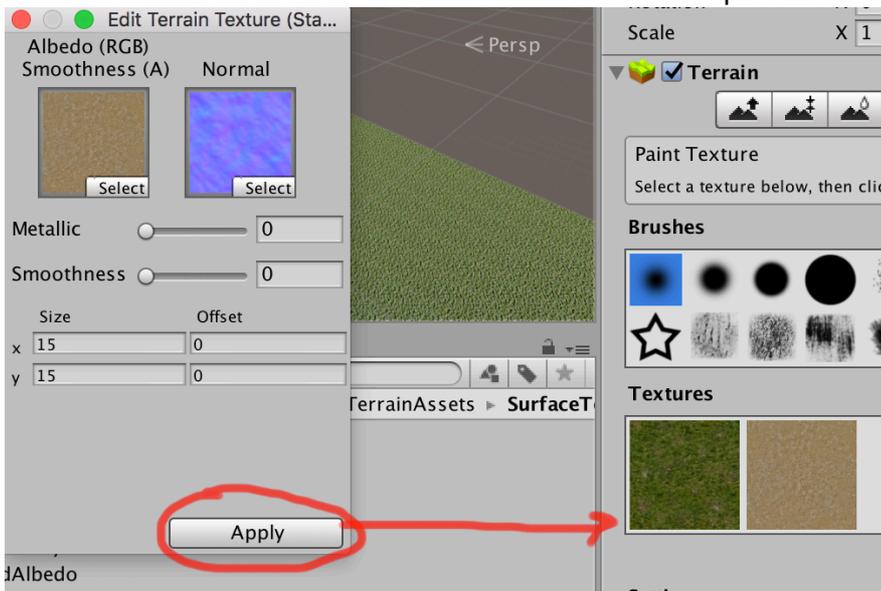
15. Now repeat the process from before and select the first texture Select button and find the Sand texture.



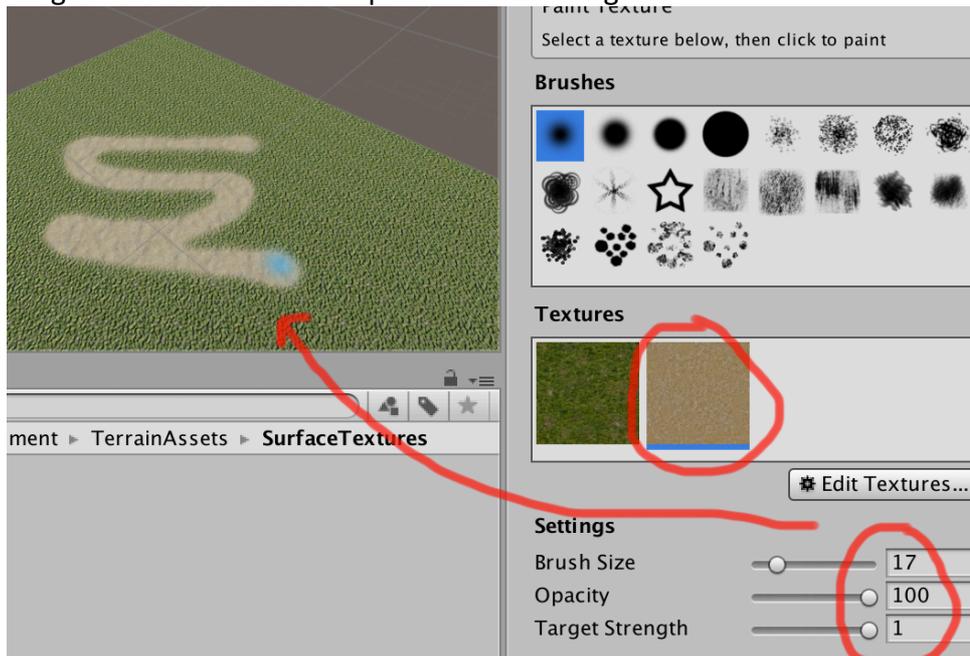
16. Repeat for the Normal but select SmallWaves normal map.



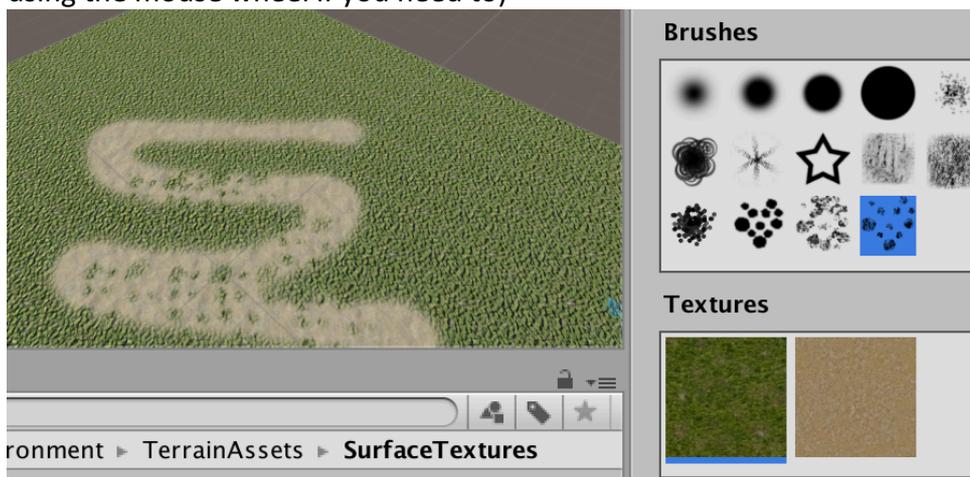
17. Now click on Add and will then see two textures in the palette area



18. Click on the sand texture and change the settings add follows, then left click and drag on the terrain itself to paint sand on the grass



19. Now click the grass, select the spatter brush and dapple into some grass (zoom in using the mouse wheel if you need to)

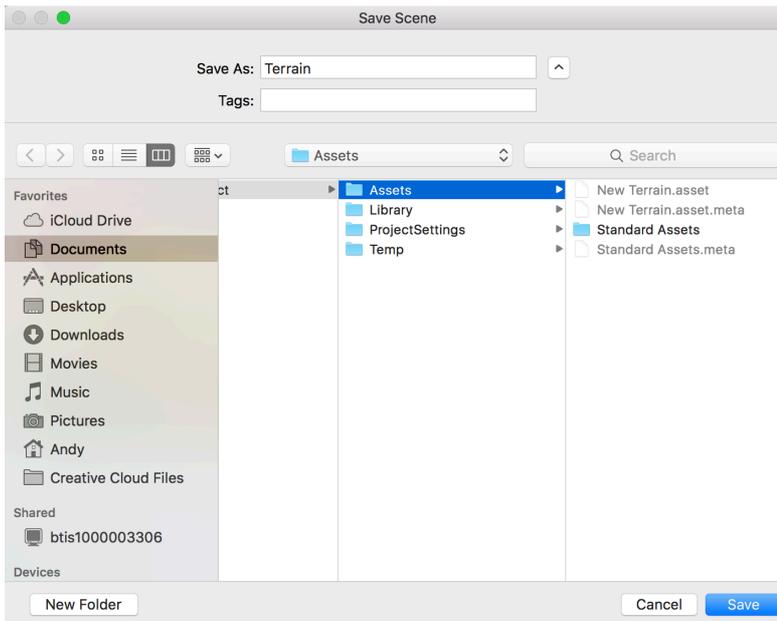


#### Move around the scene.

1. Hold ALT with the mouse in the Scene view and use Left click to rotate around
2. Hold ALT + CTRL with the mouse to Pan around
3. Mouse wheel to zoom in and out.

#### Save the scene.

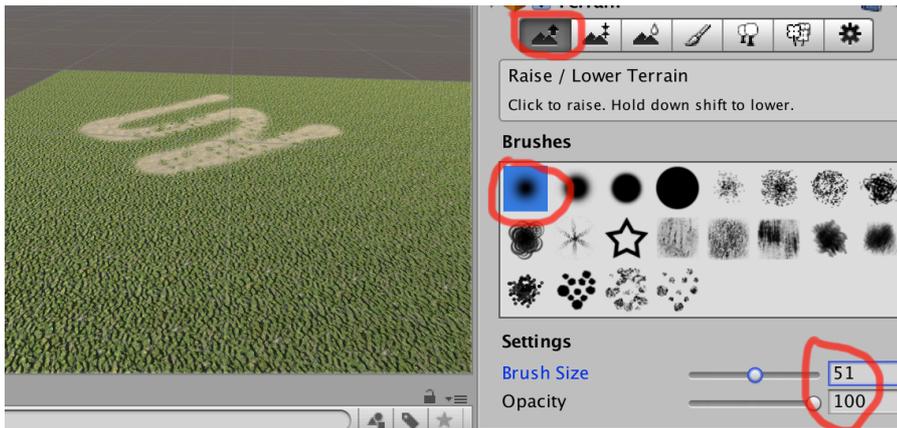
1. Click on File->Save Scene
2. Make sure it goes inside the Asset folder – it must stay with that project.



3.

### Adding hills.

1. Now click on the left tool which Raises and Lowers Terrain, select the fuzzy brush and set as follows.



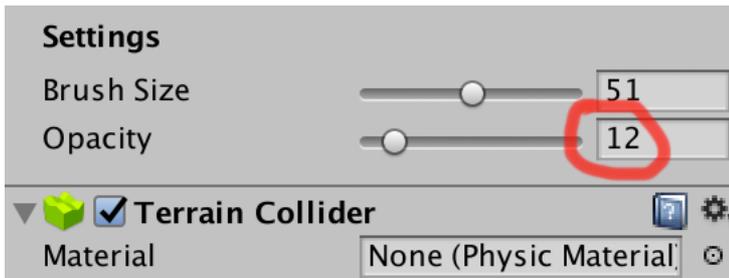
2.

3. Now left click in the Scene view once to see it make a small hill.



4.

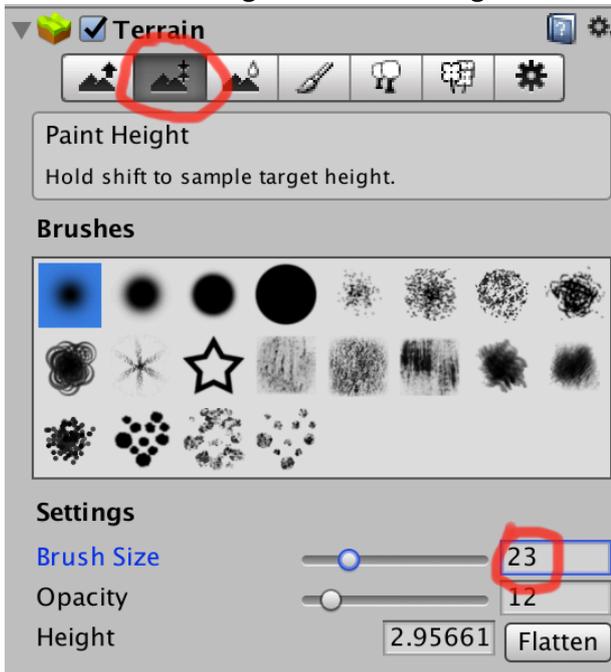
5. Change the Opacity to 12



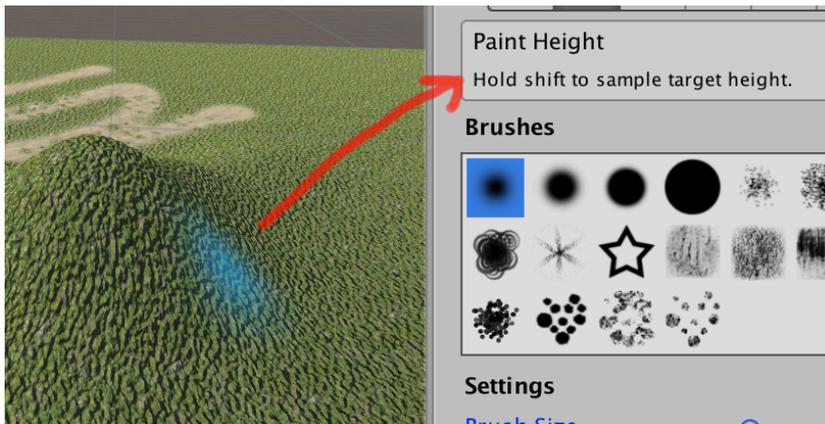
- 6.
7. Left click and hold and drag around to make some bumps. Press CTRL +Z to undo if you don't like it.



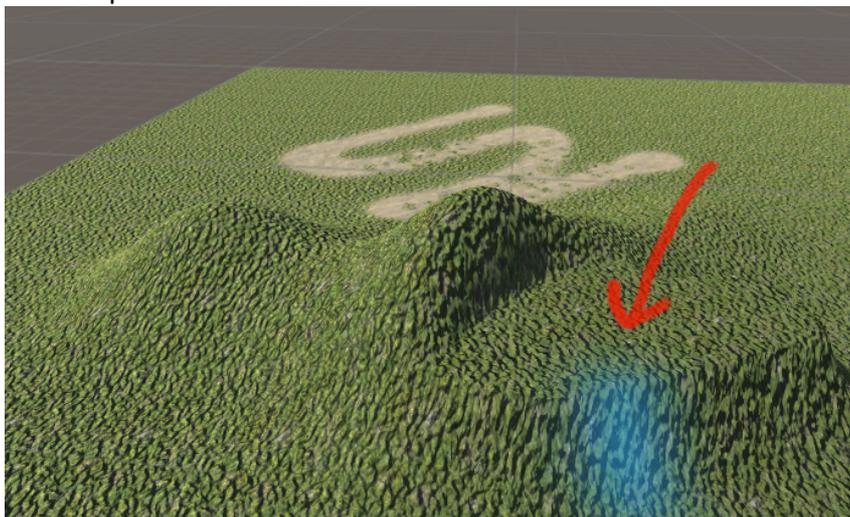
- 8.
9. Click the Paint Height tool and change the Brush Size to 23



- 10.
11. Now find the side of hill like mine, then Hold the SHIFT key and left click – this samples the height.



- 12.
13. Now release shift and Left click and drag the brush around to make a flat area like a road or plateaux.



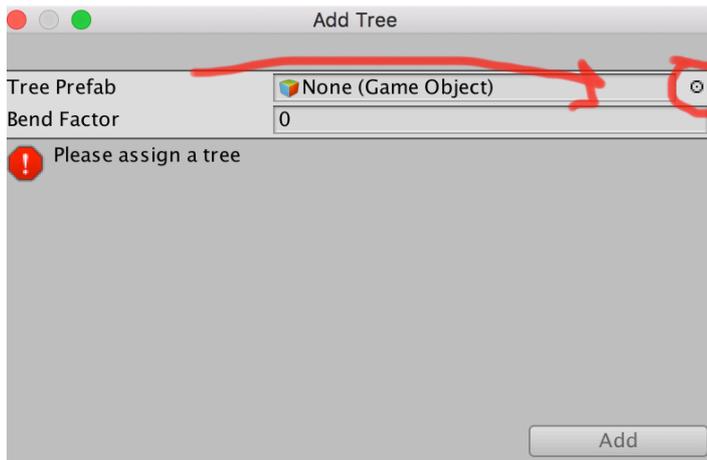
- 14.

## Trees

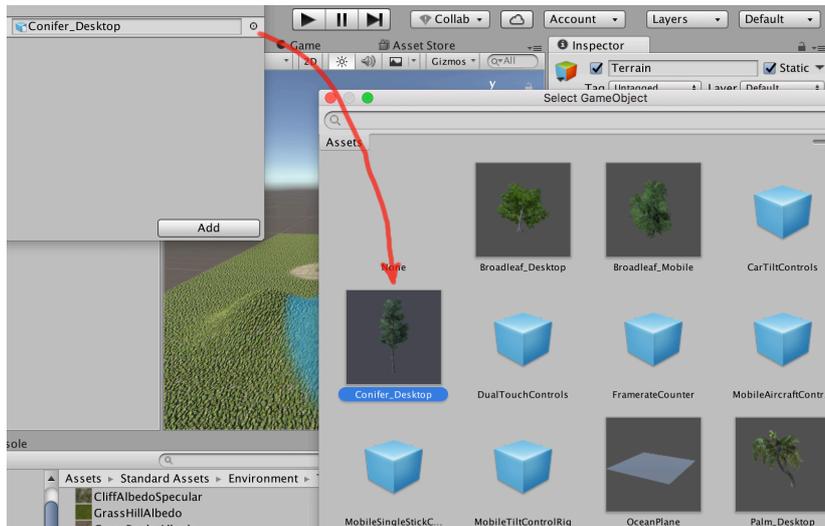
1. Click on the Place Trees tool.
2. Click on Edit Trees then Add Tree



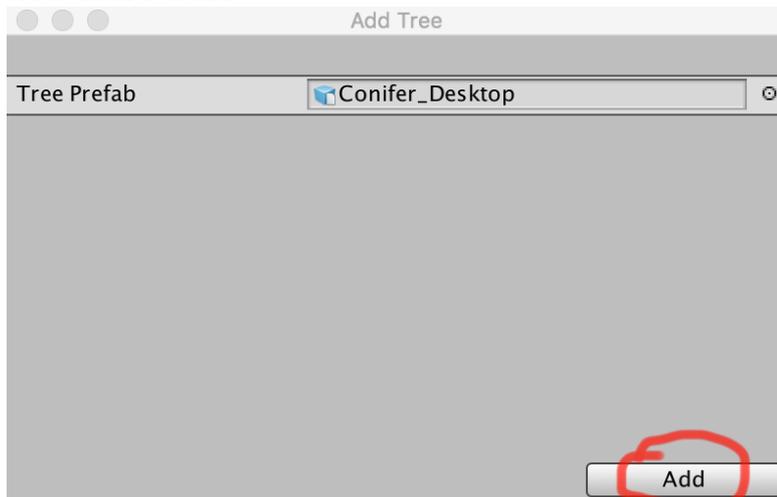
- 3.
4. Select the circle select button to the right of Tree Prefab



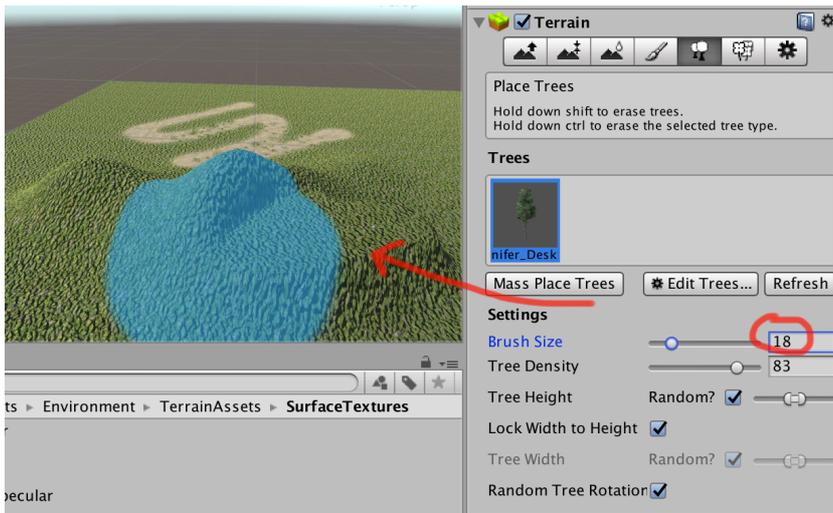
- 5.
6. Pick the Conifer and double left click



- 7.
8. Now click on Add

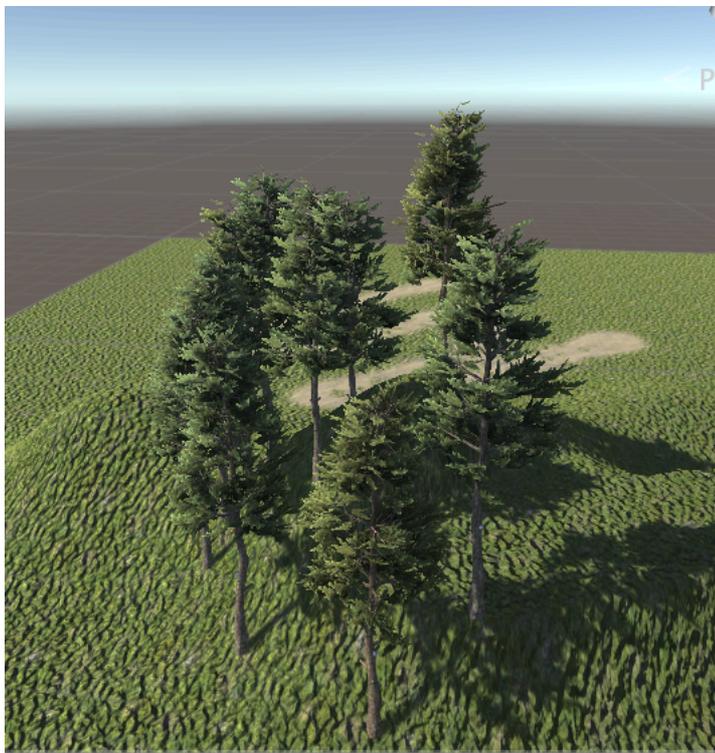


- 9.
10. Change Brush Size to 18



11.

12. Now left click once – it add Trees based on a rule.



13.