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□window > package manager □□ terrain tools □□□□□□□□□□□□

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  - https://assetstore.unity.com/packages/3d/environments/landscapes/terrain-sample-asset-pack-145808
  - https://assetstore.unity.com/packages/2d/textures-materials/nature/grass-flowers-pack-free-138810

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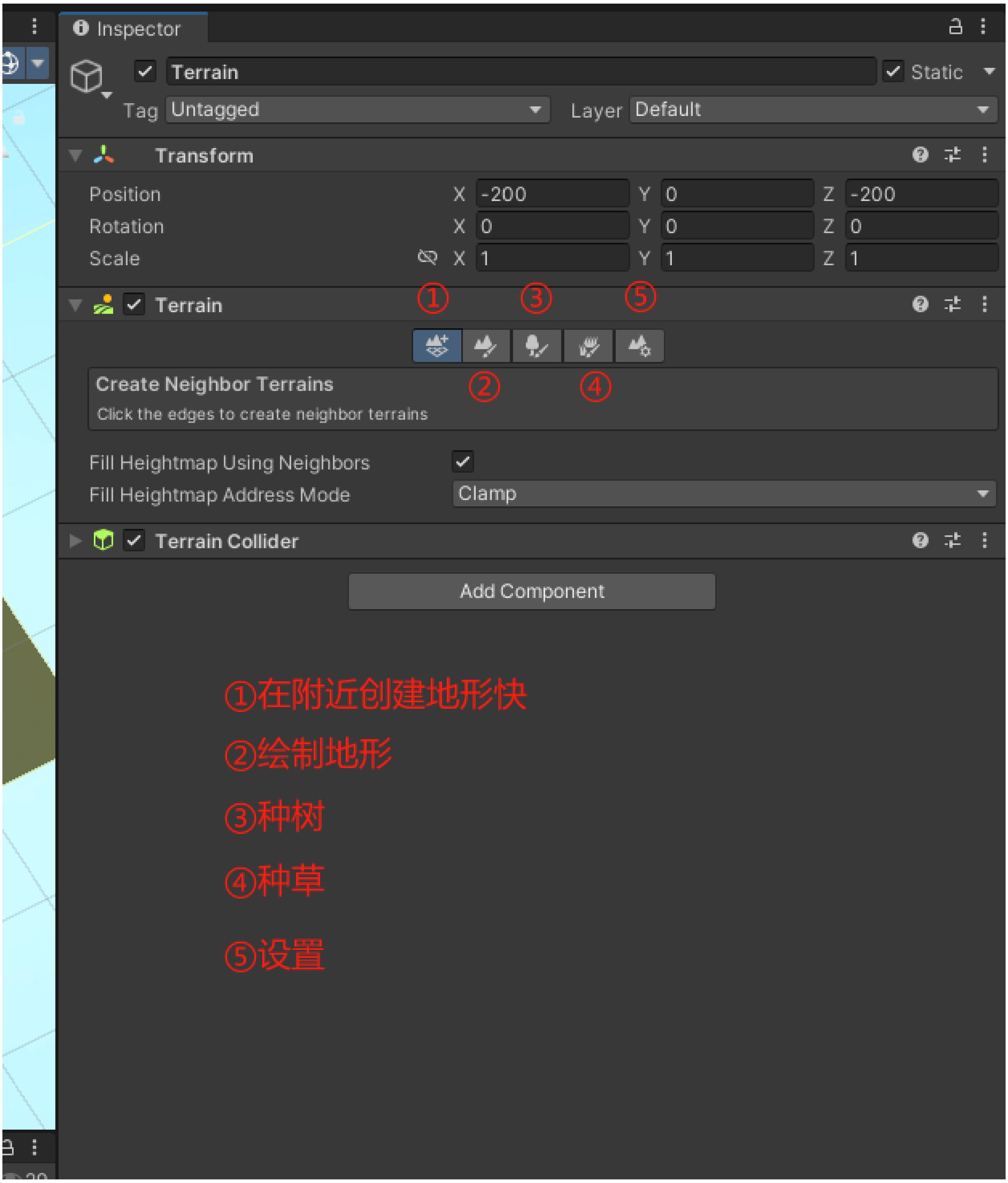
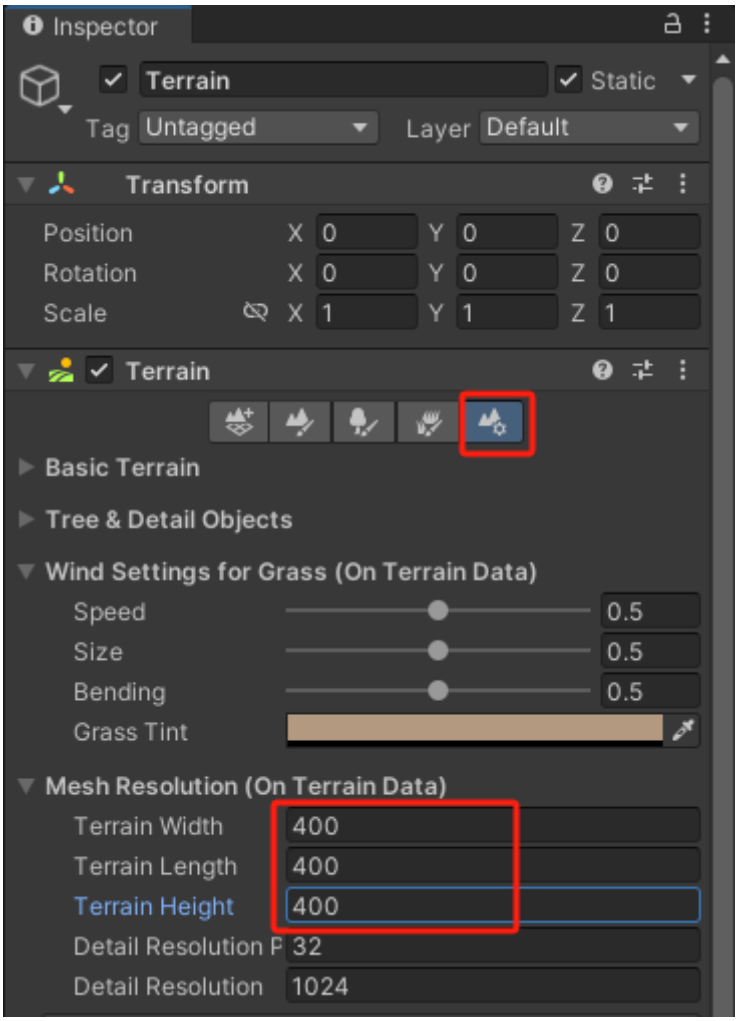
GameObject > 3D Object > Terrain



对地图进行设置

3d里面并没有一个固定的单位，有的仅是相对单位，例如一个立方体的高度为1，假设一个人的身高大约2米，可以根据此来换算地图的大小，地图的默认大小是1000，太大的地图消耗性能



terrain width:□□□□X□□□□ terrain length height□□□□□□□□□

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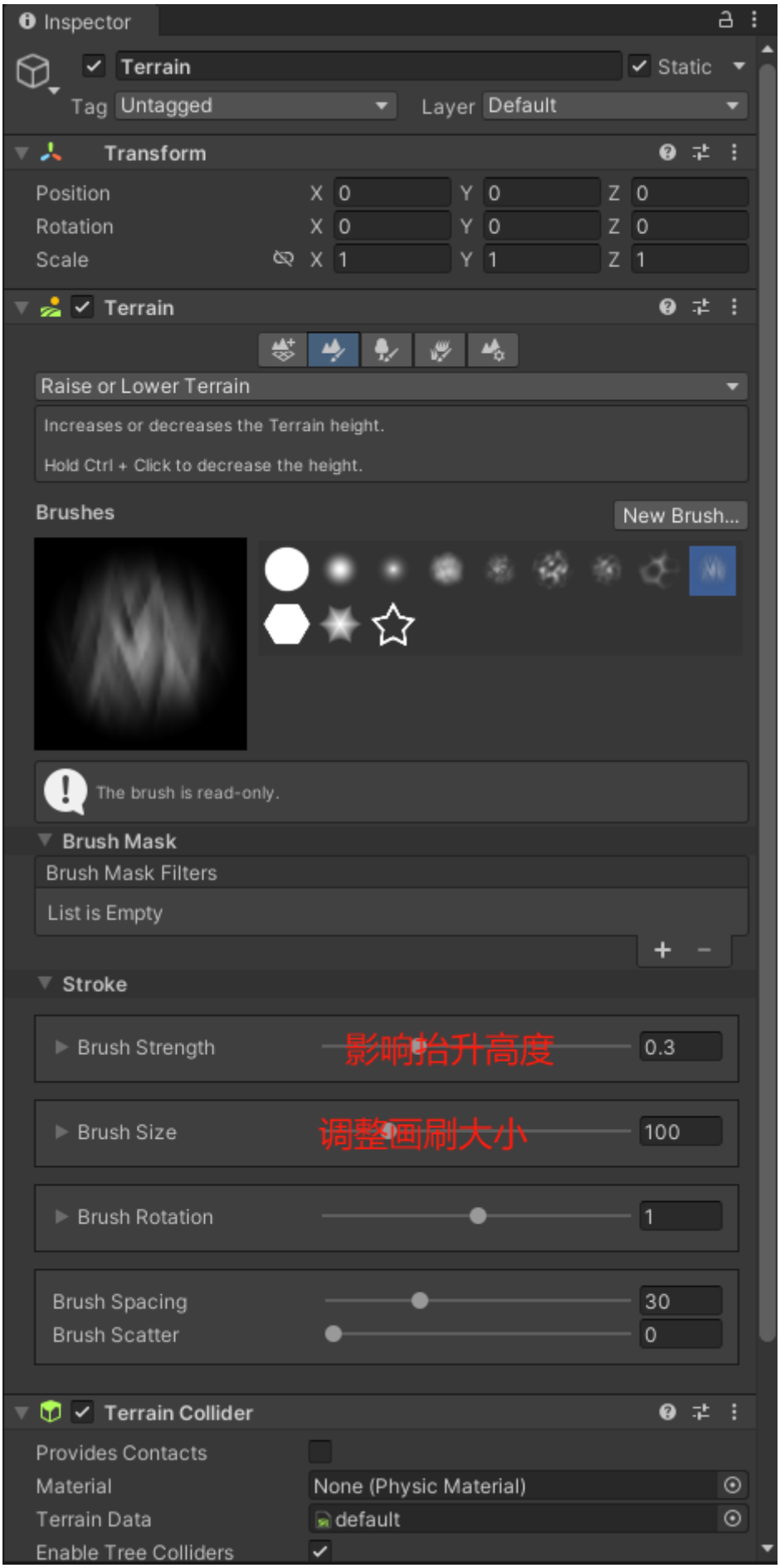
- Set Height□□□□□□□□□□□□□□□□□□□□□□□□□20□□□□□□□□□□□□□□
- Raise or Lower Terrain□□□□□□□□□□□□□□□□shift□□□□□□□□□□□□□

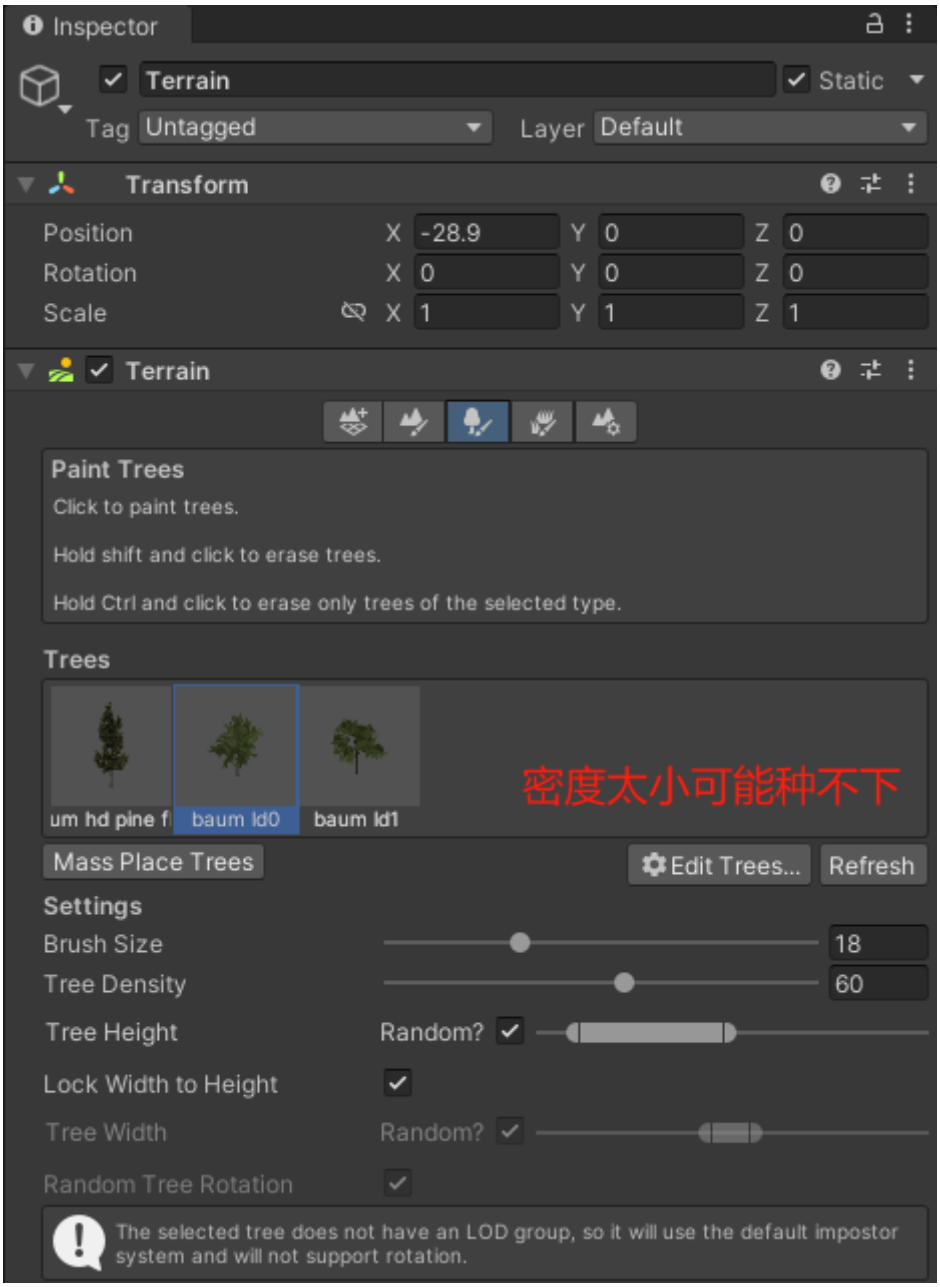

Inspector
Terrain
Static
Tag Untagged
Layer Default
Transform
Position X 0 Y 0 Z 0
Rotation X 0 Y 0 Z 0
Scale X 1 Y 1 Z 1
Terrain
Raise or Lower Terrain
Increases or decreases the Terrain height.
Hold Ctrl + Click to decrease the height.
Brushes
New Brush...
The brush is read-only.
Brush Mask
Brush Mask Filters
List is Empty
Stroke
Brush Strength
影响抬升高度
0.3
Brush Size
调整画刷大小
100
Brush Rotation
1
Brush Spacing
30
Brush Scatter
0
Terrain Collider
Provides Contacts
Material
None (Physic Material)
Terrain Data
default
Enable Tree Colliders

- Paint Holes□□□□□□□□□□□□□□□□□□□□□

Smooth Height：平滑高度贴图以柔化地形特征。
Paint Texture：应用表面纹理
第一张贴图是作用域全部，所以一般第一张选择沙石或者草地，后面张才可以自己绘制 Stamp Terrain：在当前高度贴图之上标记画笔形状。

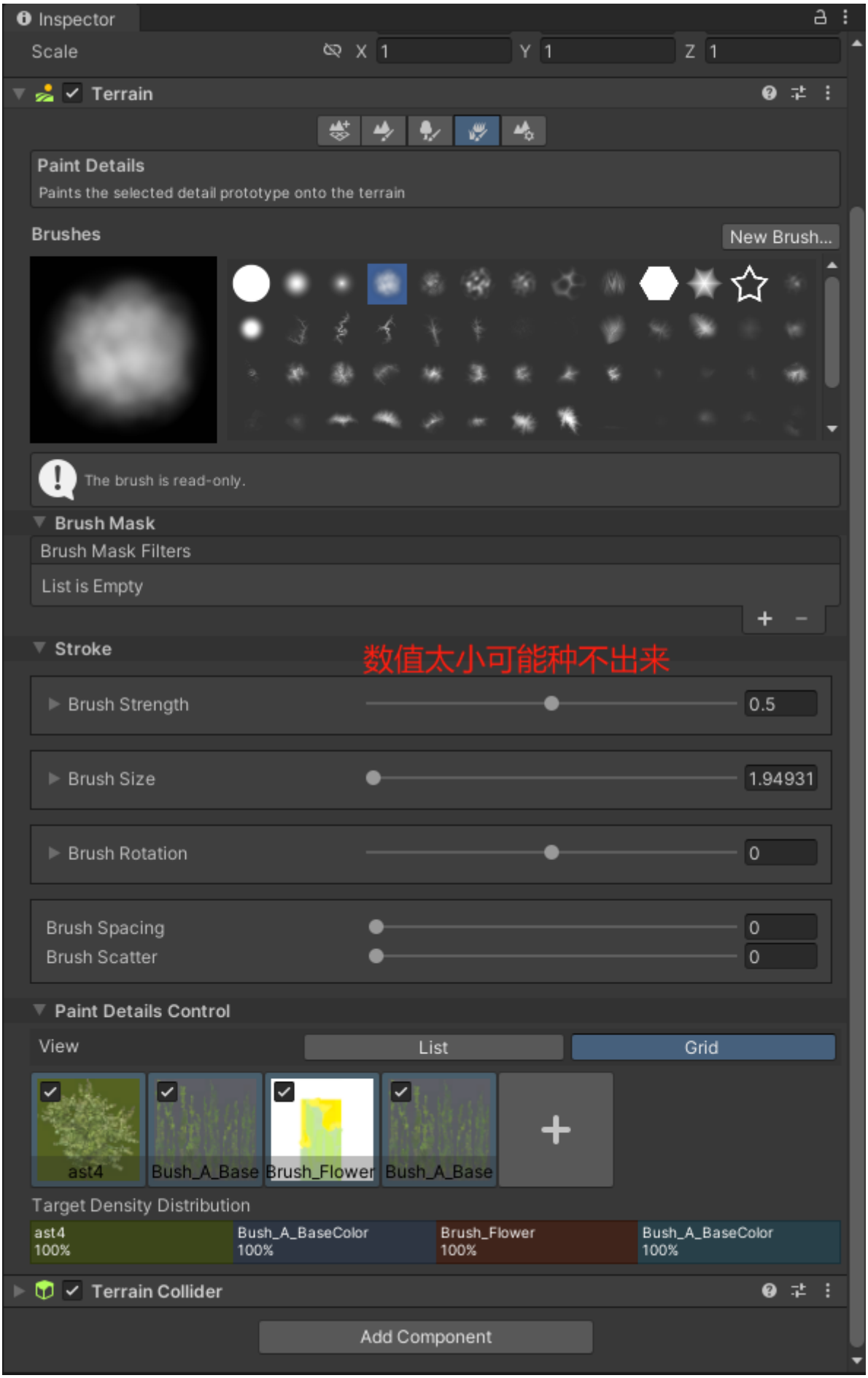
植树

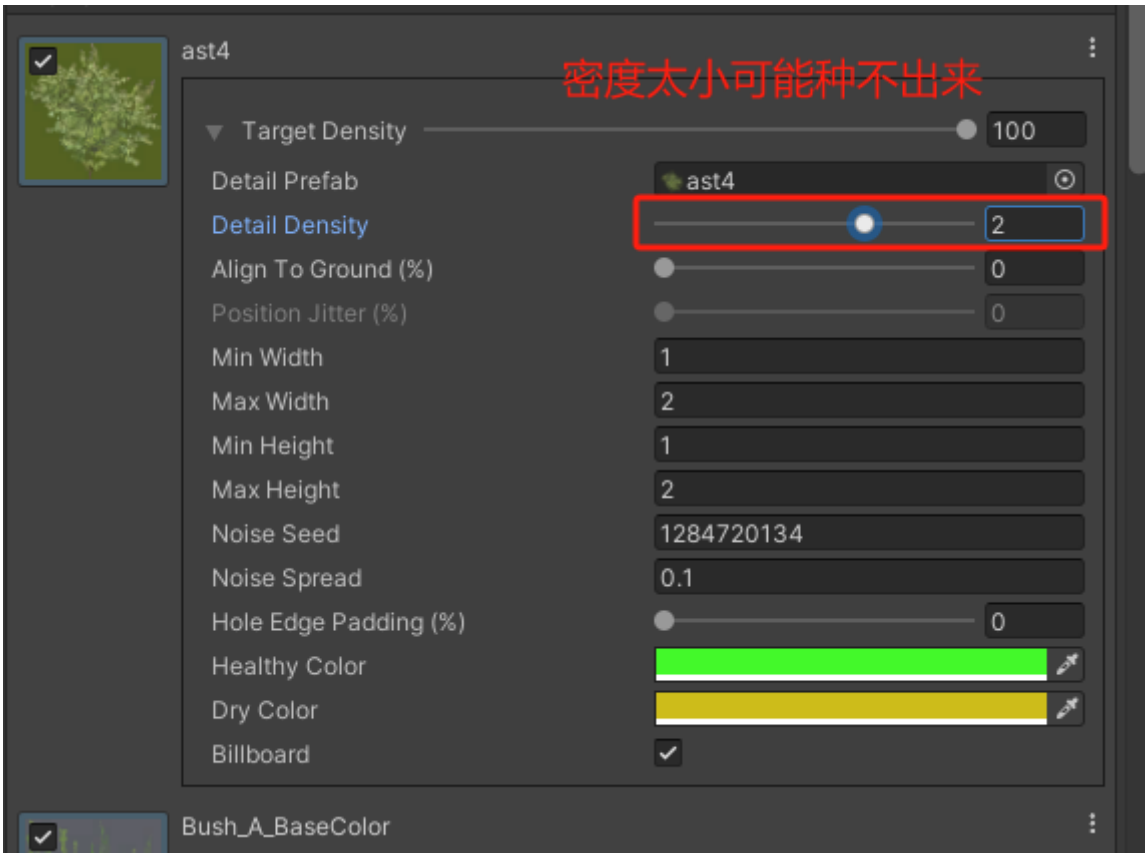
调整画刷大小和密度，密度太小可能种不下去，密度太大会选的很杂乱



种花

与植树大同小异，好处是可以同时种几种


Inspector
Scale
X 1
Y 1
Z 1
Terrain
Paint Details
Paints the selected detail prototype onto the terrain
Brushes
New Brush...
The brush is read-only.
Brush Mask
Brush Mask Filters
List is Empty
Stroke
数值太小可能种不出来
Brush Strength
0.5
Brush Size
1.94931
Brush Rotation
0
Brush Spacing
0
Brush Scatter
0
Paint Details Control
View
List
Grid
ast4
Bush_A_Base
Brush_Flower
Bush_A_Base
Target Density Distribution
ast4
100%
Bush_A_BaseColor
100%
Brush_Flower
100%
Bush_A_BaseColor
100%
Terrain Collider
Add Component



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