




**Window > Package Manager > Terrain Tools**

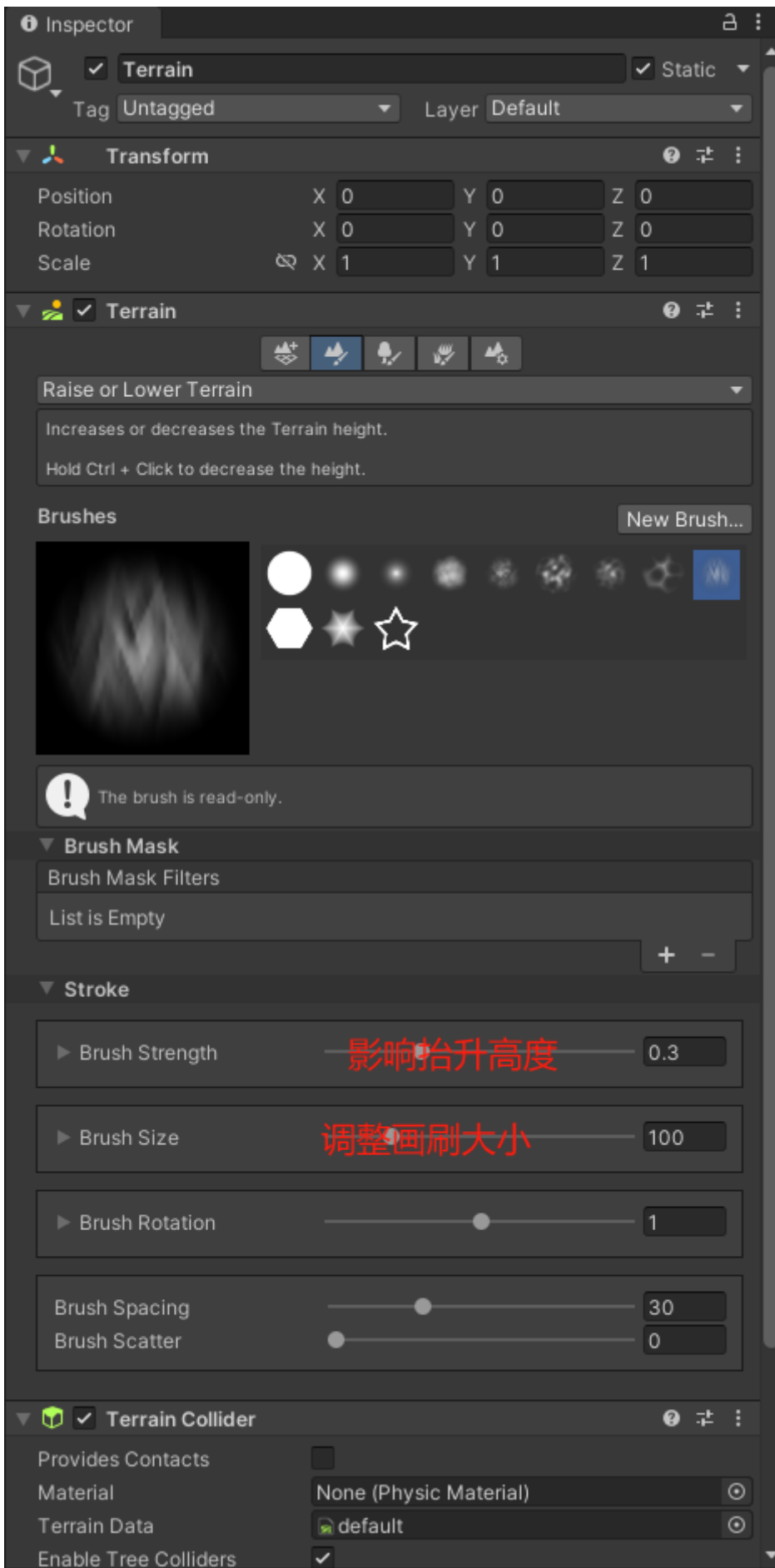
- 
  - <https://assetstore.unity.com/packages/3d/environments/landscapes/terrain-sample-asset-pack-145808>
  - <https://assetstore.unity.com/packages/2d/textures-materials/nature/grass-flowers-pack-free-138810>



**GameObject > 3D Object > Terrain**







- Paint Holes

- Smooth Height [Progress Bar]
- Paint Texture [Progress Bar]
- Stamp Terrain [Progress Bar]



Inspector

Terrain Static

Tag Untagged Layer Default

Transform

Position X -28.9 Y 0 Z 0

Rotation X 0 Y 0 Z 0

Scale X 1 Y 1 Z 1

Terrain

Paint Trees

Click to paint trees.

Hold shift and click to erase trees.

Hold Ctrl and click to erase only trees of the selected type.

Trees

um hd pine f baum ld0 baum ld1

Mass Place Trees Edit Trees... Refresh

Settings

Brush Size 18

Tree Density 60

Tree Height Random? [checked]

Lock Width to Height [checked]

Tree Width Random? [checked]

Random Tree Rotation [checked]

The selected tree does not have an LOD group, so it will use the default impostor system and will not support rotation.



Inspector

Scale



X

1

Y

1

Z

1

Terrain

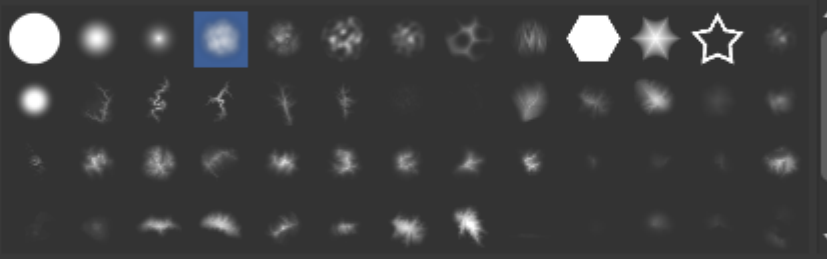
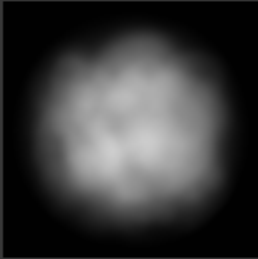


### Paint Details

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

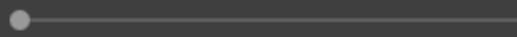
数值太小可能种不出来

Brush Strength



0.5

Brush Size



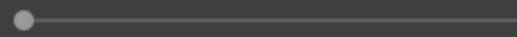
1.94931

Brush Rotation



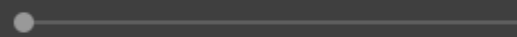
0

Brush Spacing



0

Brush Scatter



0

### Paint Details Control

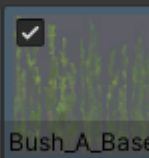
View

List

Grid



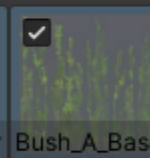
ast4



Bush\_A\_Base



Brush\_Flower



Bush\_A\_Base



Target Density Distribution

ast4  
100%

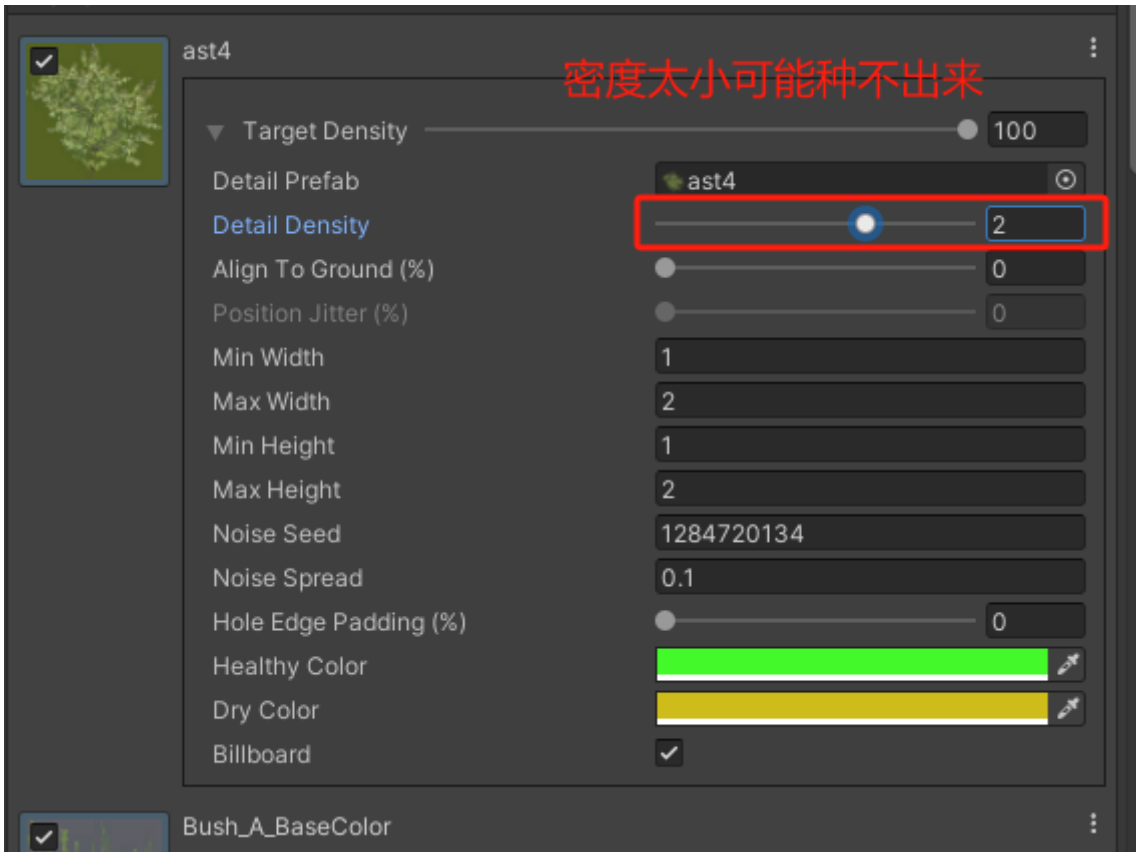
Bush\_A\_BaseColor  
100%

Brush\_Flower  
100%

Bush\_A\_BaseColor  
100%

Terrain Collider

Add Component



## #5

## ## 6 ## 2024 18:10:13

## ## 9 ## 2025 05:08:03