

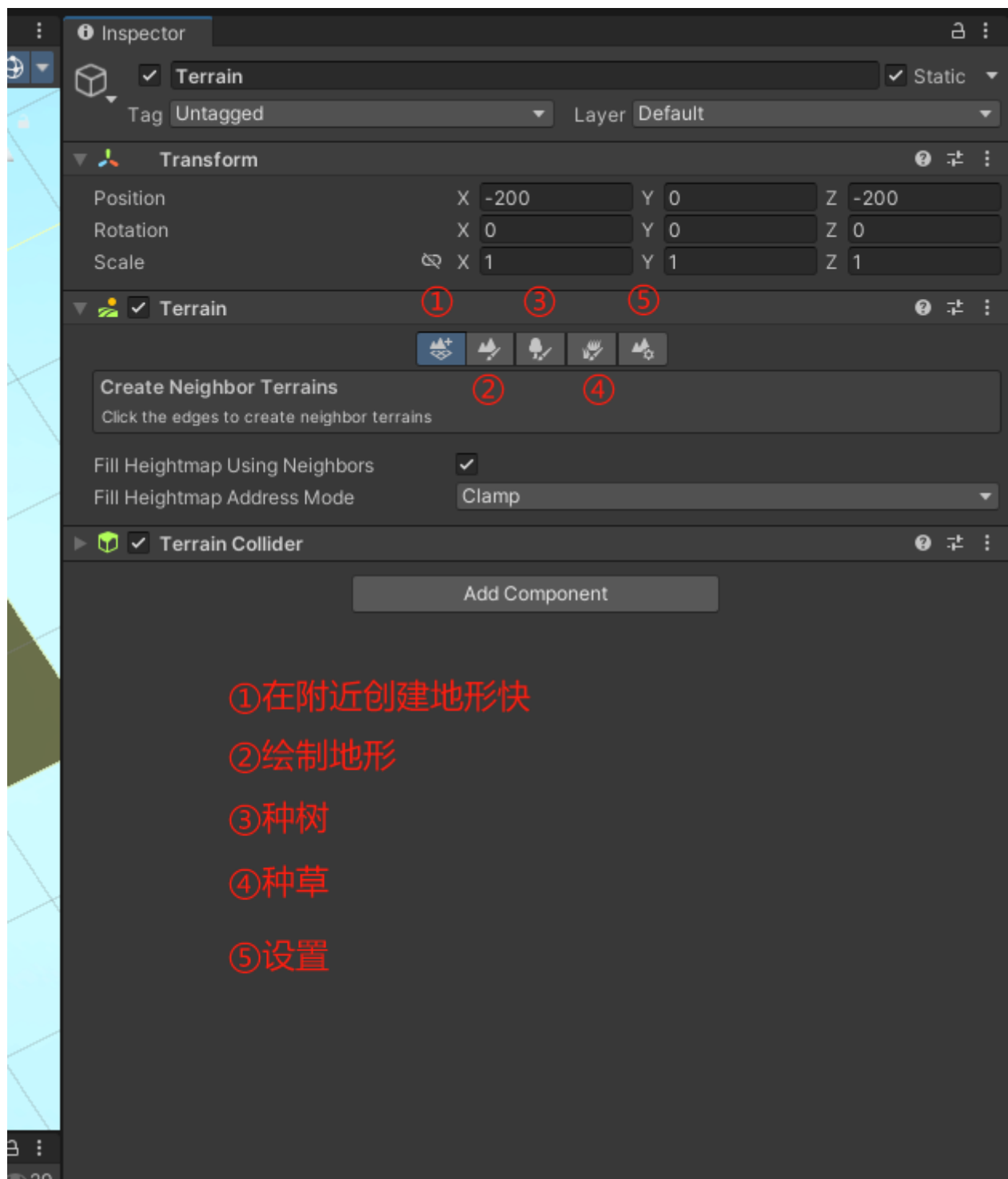


Window > Package Manager > Terrain Tools

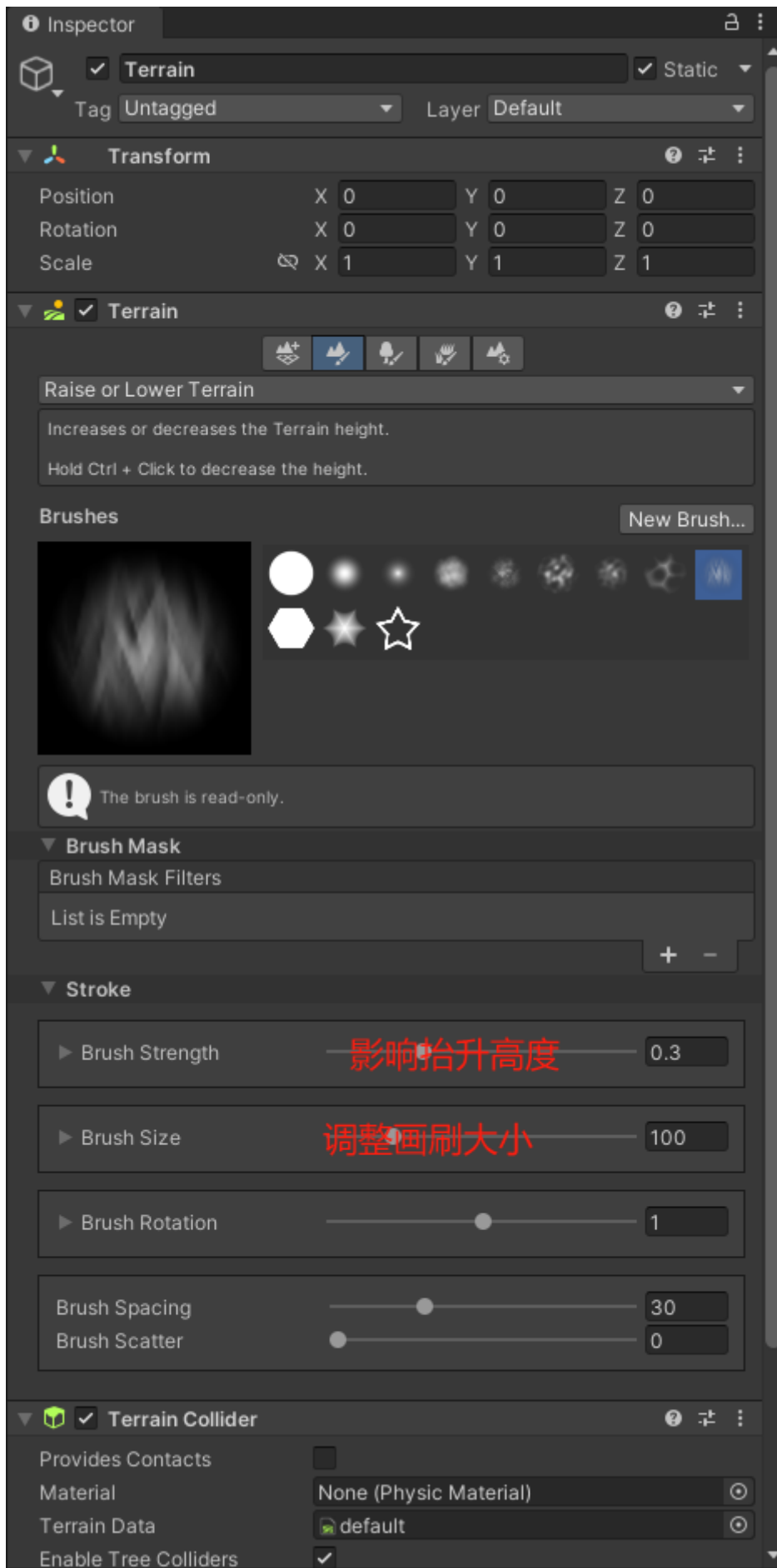
- - <https://assetstore.unity.com/packages/3d/environments/landscapes/terrain-sample-asset-pack-145808>
 - <https://assetstore.unity.com/packages/2d/textures-materials/nature/grass-flowers-pack-free-138810>



GameObject > 3D Object > Terrain



3d[]1[]2[]1000[]



- Paint Holes

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



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?

✓

Lock Width to Height

✓

Tree Width

Random?

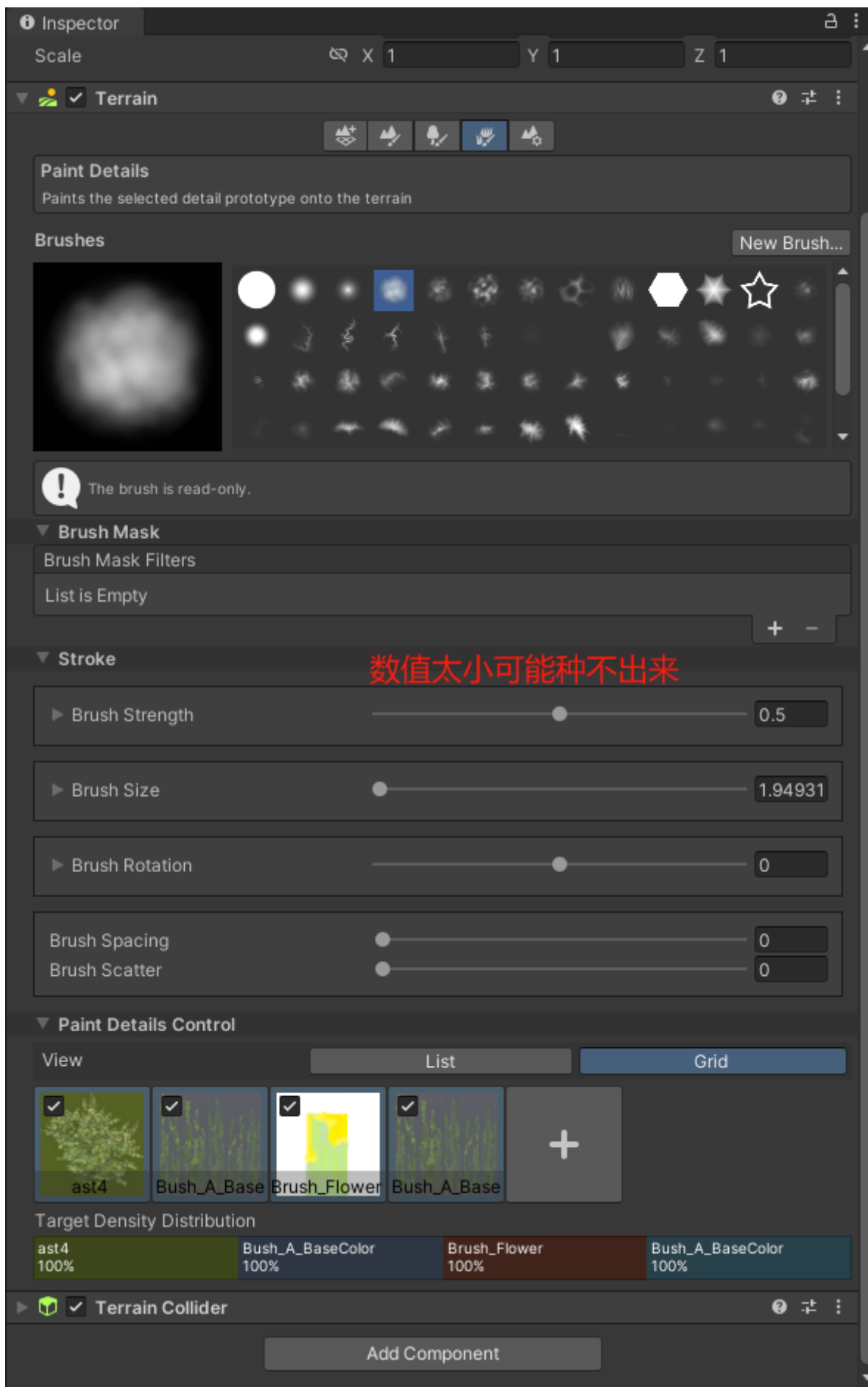
✓

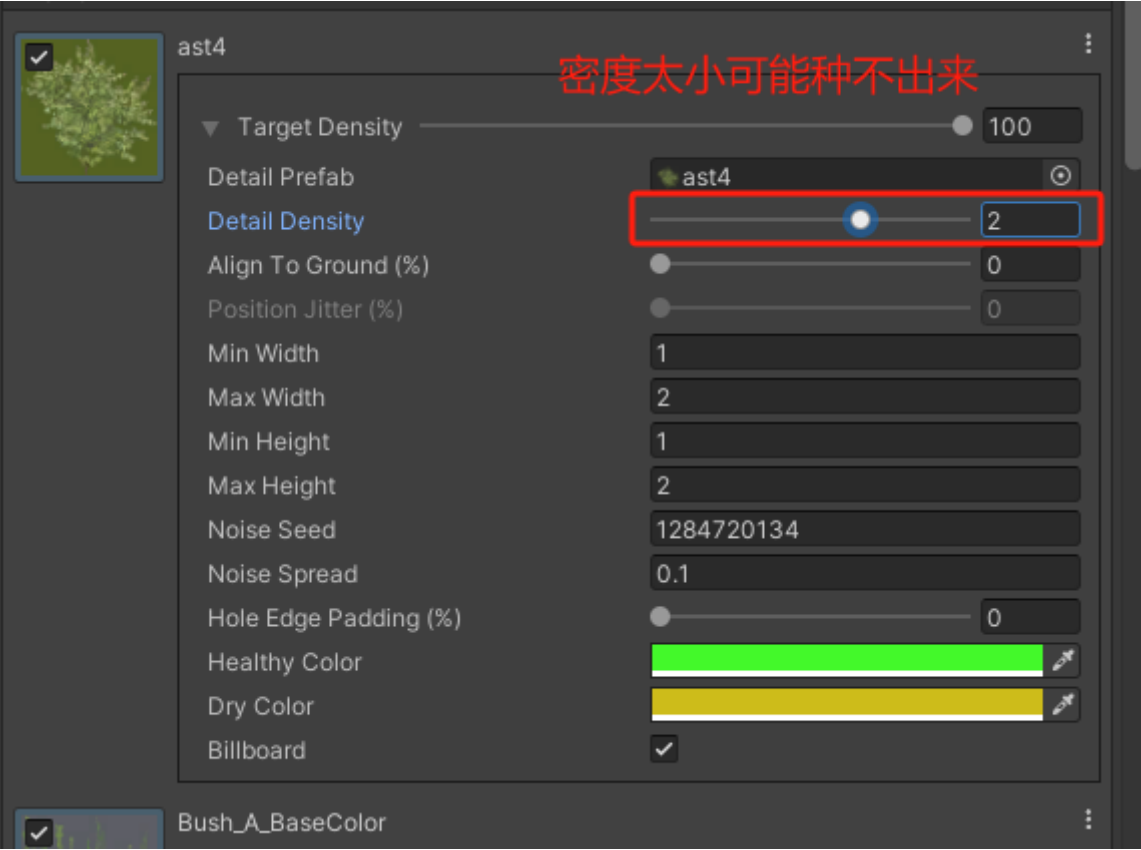
Random Tree Rotation

✓

!

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





#5
6 2024 18:10:13
9 2025 05:08:03