

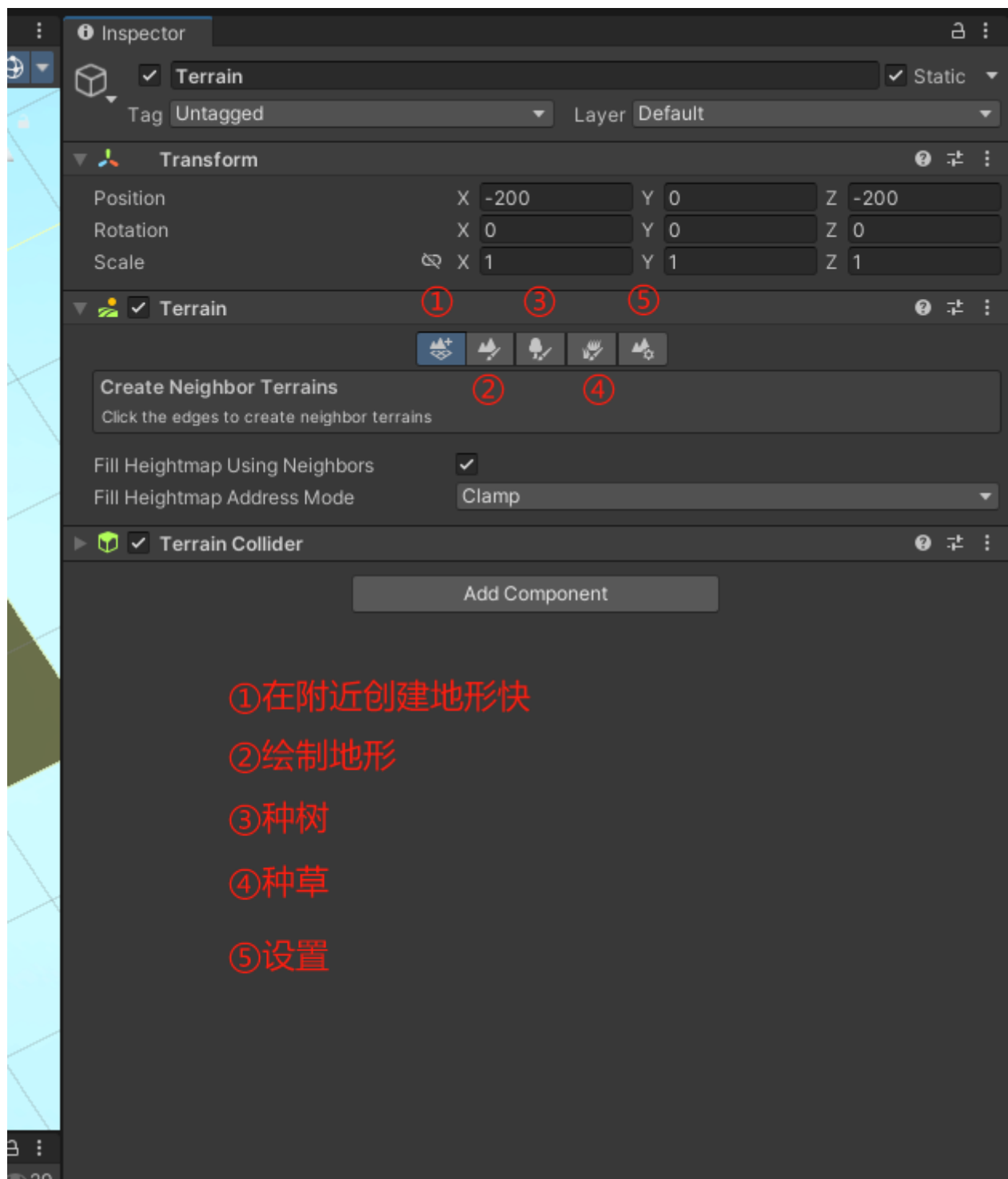


**Window > Package Manager > Terrain Tools**

- - <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>

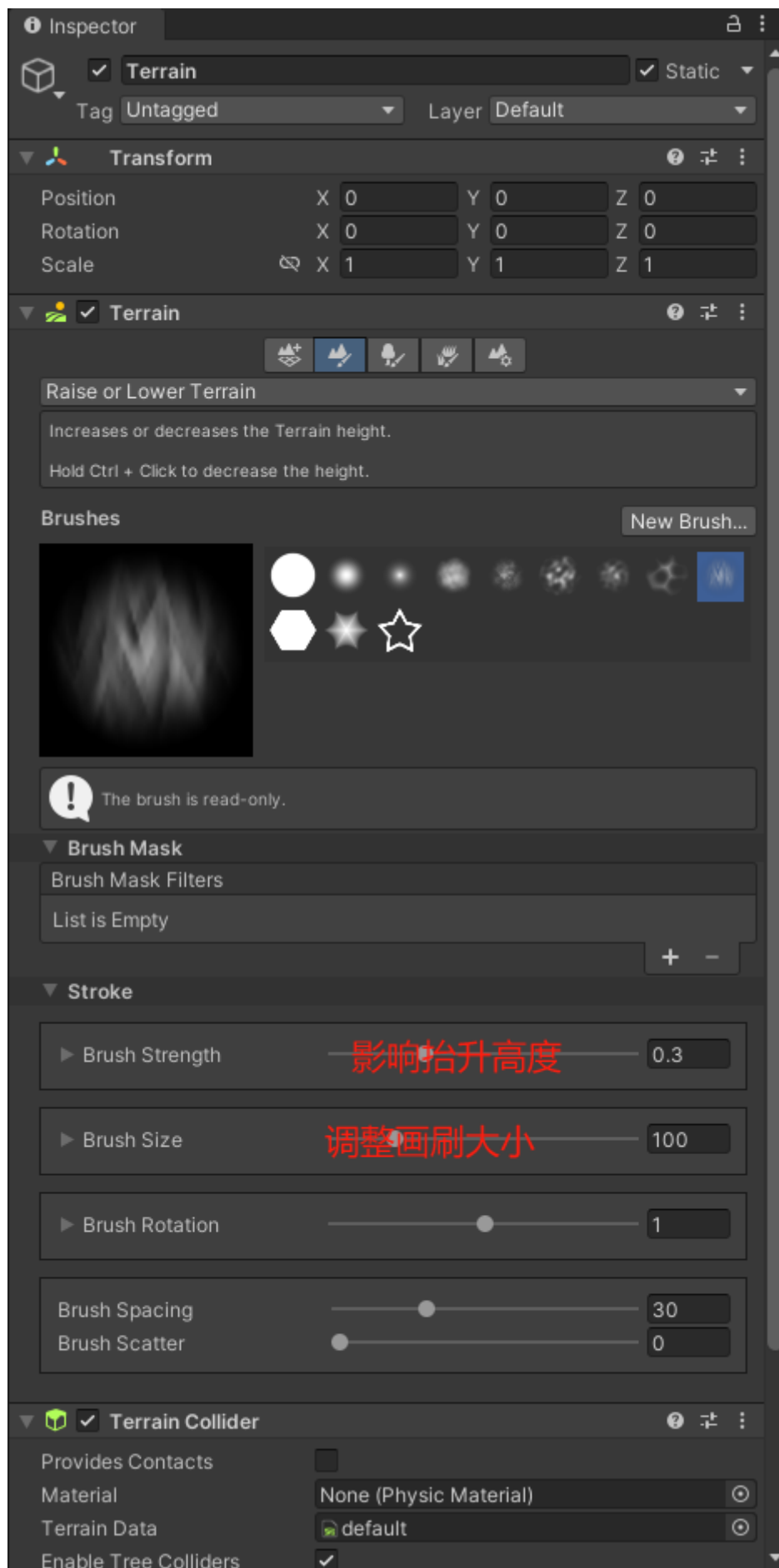


**GameObject > 3D Object > Terrain**



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





- Paint Holes

- [illegible]



Inspector

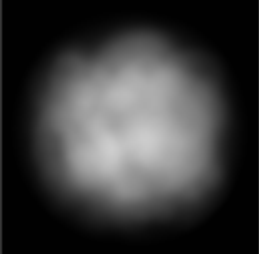
Scale X 1 Y 1 Z 1

Terrain

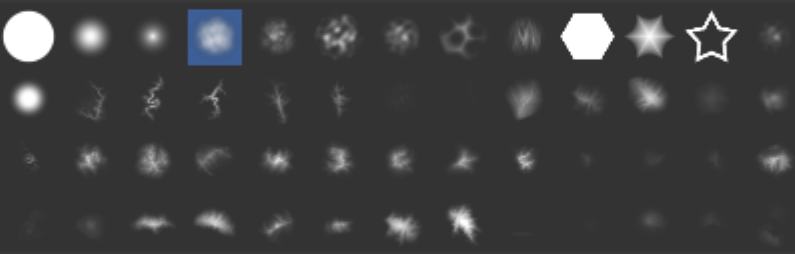
Paint Details

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

ListGrid

ast4

Bush\_A\_Base

Brush\_Flower

Bush\_A\_Base

+

Target Density Distribution

ast4100%

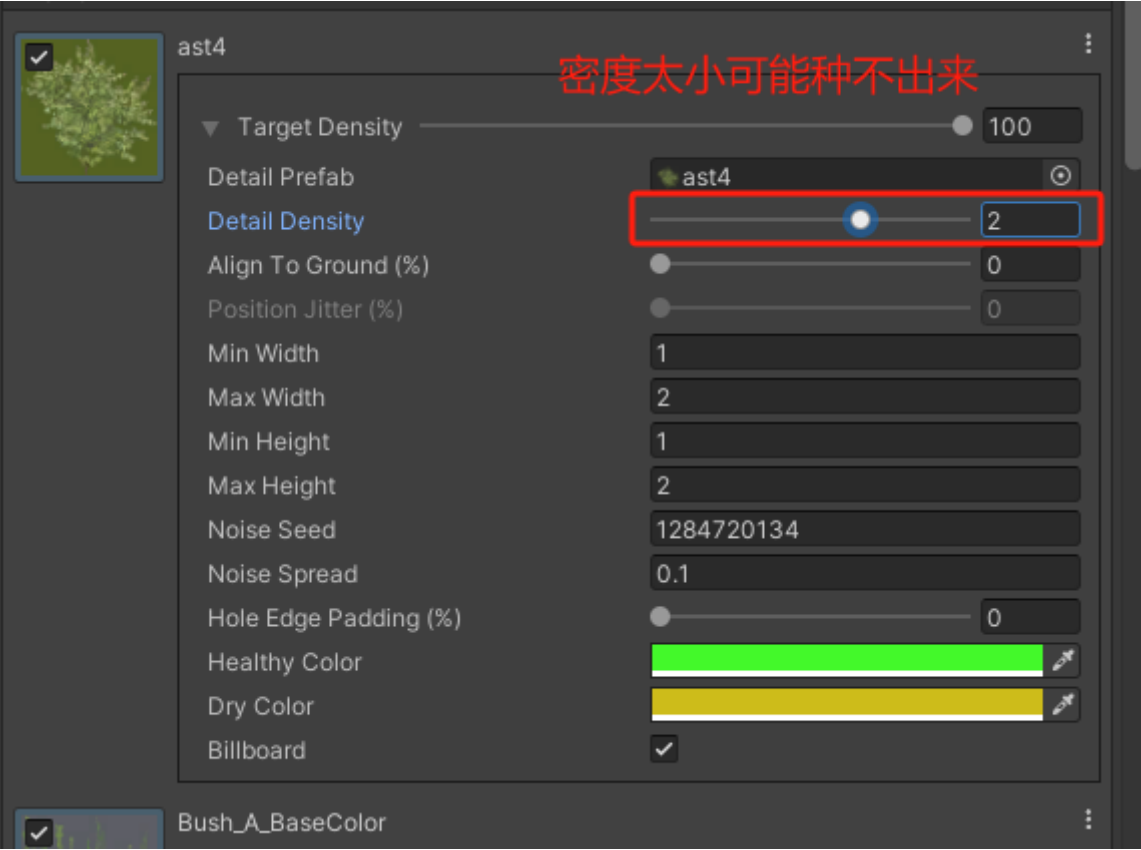
Bush\_A\_BaseColor100%

Brush\_Flower100%

Bush\_A\_BaseColor100%

Terrain Collider

Add Component



#5

6 2024 18:10:13

9 2025 05:08:03