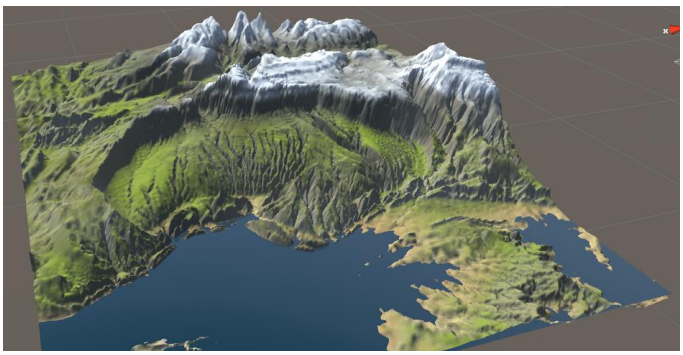
TerraTex Documentation



Here is an example of a texture created with this tool in less than 3 minutes from an empty scene.
There are 4 texture layers:

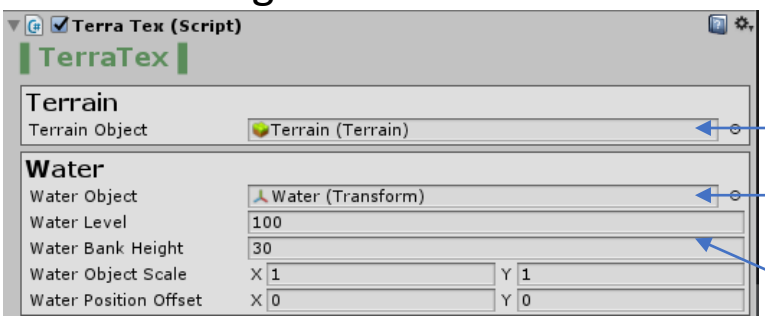
Rock
The rock layer is the layer that will be visible on mountains and cliffs. You can configure how visible the rock is based on how steep a slope is and the height of the terrain.

Grass
The grass layer is the base layer. This will mostly be applied on flatter terrain above sea level – though this can be customised. (Note: you can put sand, snow etc. textures in this layer if you want though you can also adjust the settings to give you a fully snow/sand texture if you want)

Sand
The sand layer is the layer that is drawn below the water level (and on the water bank) – again this doesn't have to actually be a sand texture, you could use a rocky texture if you prefer

Snow
The snow layer is the layer that can be applied like snow, it goes on top of every other layer and the height/slope limits can be configured

Global Settings

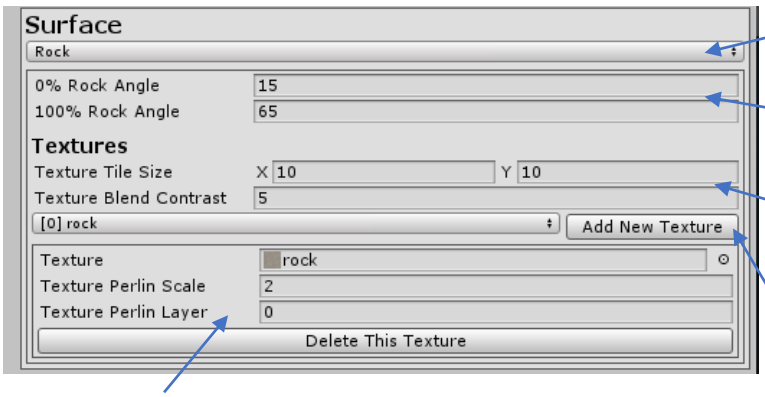


The terrain you want to apply the texture to

Your water object if you want one – this will automatically be scaled and centred and raised to the water level height. You can further adjust the scale and offset if you want with the settings below

The water level is the height at which the water will be. Below this height 'grass' will be replaced with 'sand'. Note: just because the layer is called grass/sand doesn't mean you can't put in a rock texture, a wood texture, bark etc.
The bank height is the height above the water that the sand will fade to grass.

Rock Settings



This dropdown lets you chose which layer you're adjusting the settings for. The layers are explained at the top of this page.

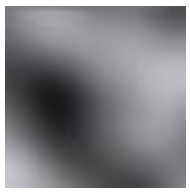
The two angles can be adjusted to control when grass/sand will be replaced with rock – i.e. on a mountain/cliff. Below the 0% angle there will be no rock, above the 100% there will be full rock and no grass/sand. In-between will be interpolated. E.g. in this example at 5° there will be no rock, at 80° the texture will be 100% rock and at 40° it would be 50/50.

Texture tile size determines the scale of your textures on the terrain. Texture blend contrast controls how much contrast there is between the different textures for a layer. E.g. if you have 3 rock textures and a contrast of say 20 then they will be very defined; if you set the contrast to something lower like 3 then they will be more blended together. These settings affect all 'rock' textures but not grass, sand or snow – they have their own.

The dropdown here lets you select which texture you would like to edit; you can also add a new one by pressing the button.

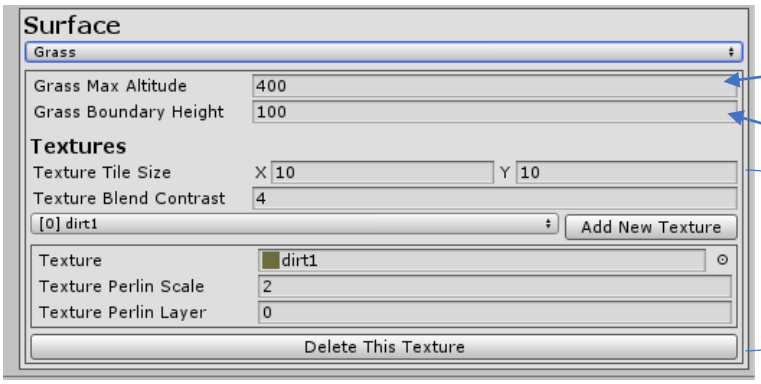
These are the settings which are different for each individual texture that you add, you can have as many textures per layer as you like. The 'Texture' box is where you put the texture, e.g. a .png or .jpg
Texture Perlin Scale controls the scale of the perlin map used for sampling the textures. If set low you will have a very patchy texture – sort of like camouflage – whereas as a higher scale will create a more even distribution. The perlin layer decides which part of the perlin map is used (there are infinite layers). If you set two texture to the same layer they will have the same distribution (providing the scale is also the same)
The button at the bottom allows you to remove a texture.

Example of small scale perlin



Example of large scale perlin

Grass Settings

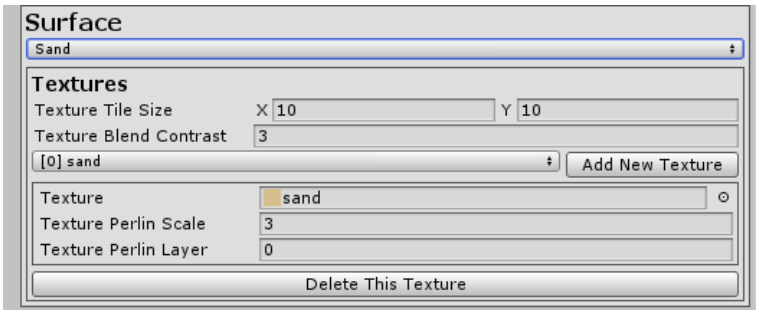


This is the maximum altitude that grass can be, useful for mountain peaks if you just want them to be rocky. If you don't want a limit just set it to something very high like 99999.

Similar to the water bank height, this is just the height over which grass will blend to rock at the max altitude boundary. E.g. in this example above 400m there would be no grass, from 300m-400m would gradually blend from grass to rock.

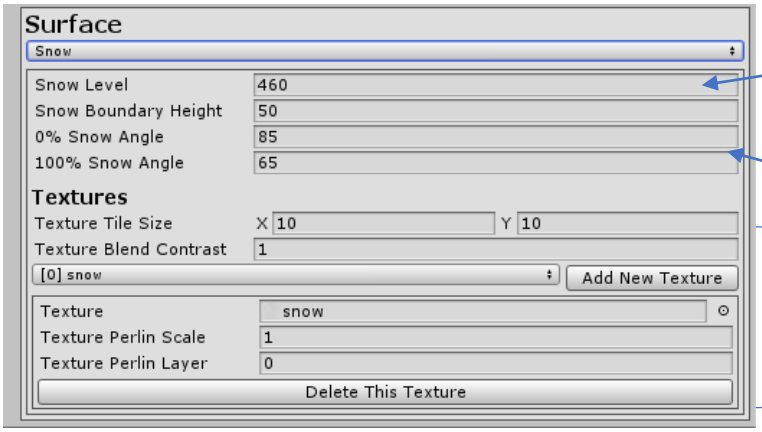
These all have the same purpose as with the rock settings, only they apply to the grass textures instead

Sand Settings



The sand layer does not have any specific settings other than the texture settings already explained

Snow Settings



Snow will be added when the height is above this threshold. The boundary height works the same as the water bank height and grass boundary height.

Similar to the way sand/grass fades away at steeper angles you can also do the same with snow. In this example above 85° there will be no snow and below 65° there will be full snow – with interpolation in between.

These all have the same purpose as with the rock, grass and sand settings, only they apply to the snow textures instead