

1 Terrain and Levels

In this lesson, we'll be making a simple outdoor level that the player can walk through. We'll be putting various objects that are typical in a video game. We'll put trees, hills, a campfire, and some music. Basically you'll go through the things in Unity that are already there. This is so you would know that you don't need to create source code for these things from scratch anymore.

Now go to **GameObject > 3D object > Terrain > Create Terrain**. You should see a large flat platform appear. This is your terrain.

2 Making Mountains: The Raise Terrain Tool

In the Inspector View, you'll see a new kind of component, the Terrain component. Look at the row of buttons in your Terrain component. These are tools that will help you spice up your ground terrain.

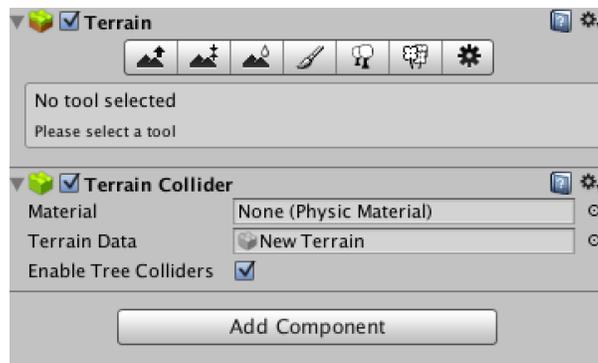
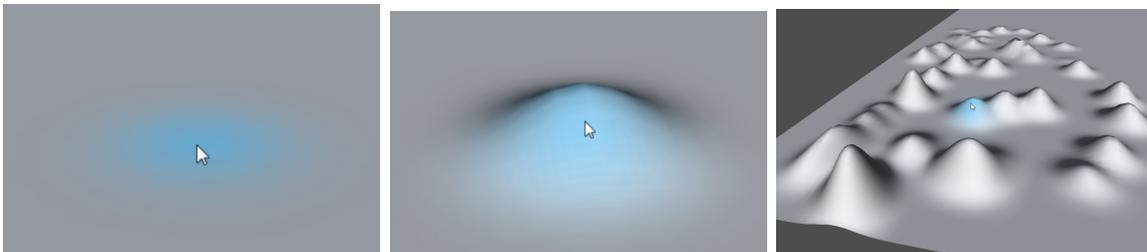


Figure 1: Terrain Component.

Go ahead and click the leftmost button. This is the Raise/Lower Terrain tool. Now move your mouse cursor to that flat land in the Scene View. You'll see a blue glow following your mouse. This is your terrain brush.

Go ahead and left-click. You'll see a mound form up. Just imagine as if you are painting, but



instead of putting in colors, you'll be putting in mountains!

Feel free to create mountains in any way you want. If you make a mistake, you can undo it with **Ctrl + Z**.

Further down the terrain component, you'll see a selection of brush shapes. Go ahead and try them.

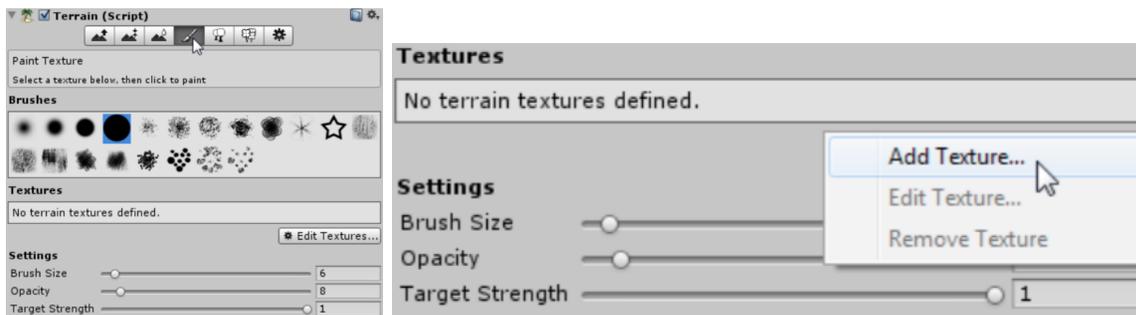
3 Adding Texture

Our terrain is looking pretty bare with all that gray color. We'll make use of an image to give better color to our terrain.

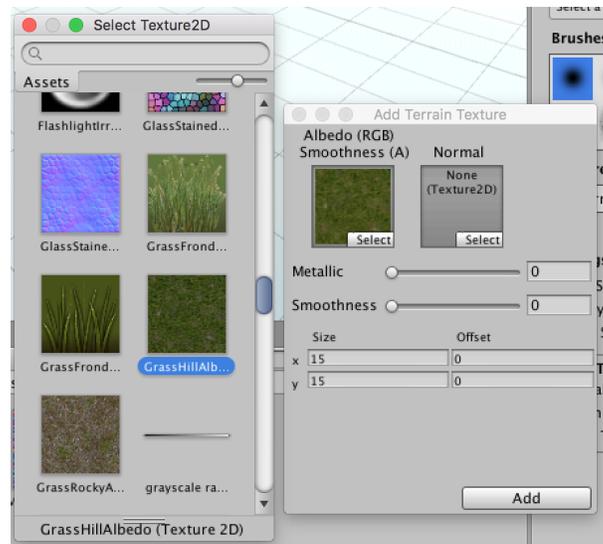
Now you'll see the Project View has a new folder called "Standard Assets". Inside this are a few files that we'll be using.

Click on the fourth button on the terrain tools. This is the Paint Texture tool.

Add the grassy hill texture to the albedo component. Now you'll see that image used on the



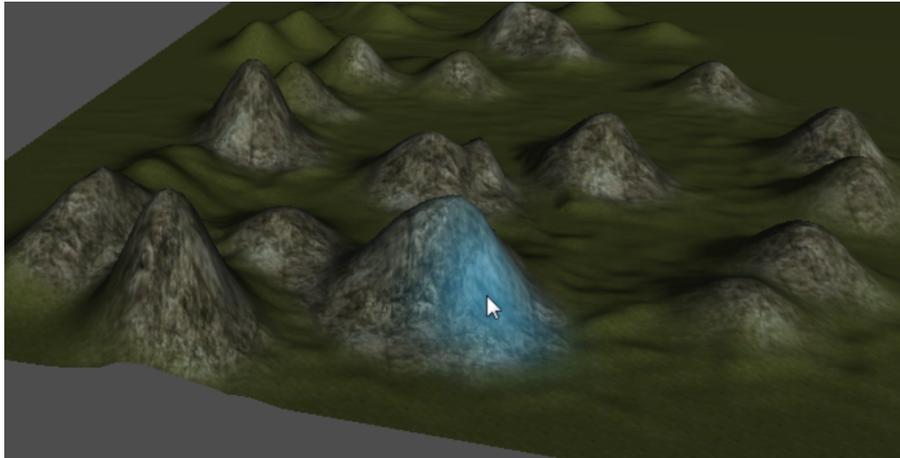
terrain.



4 Adding more texture

You can add another "texture" the same way. Choose Rock texture this time. Use 50 for the "Tile Size X" and "Tile Size Y" values.

Now go ahead and paint on your mountains.
You can add as many new “textures” as you want and paint with them.



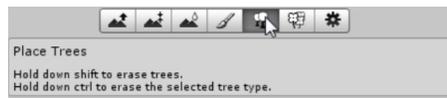
5 Adding Trees

Now let’s add trees. It works the same way. We specify which tree we will use, then “brush” it on the terrain.

Click the Place Trees Tool.

Like before, we go to “Edit Trees” and choose “Add Tree”:

You’ll be greeted with a window that looks familiar.



This looks almost the same as the “Add Terrain Texture” window. And in fact, you can assign the tree in the same way we did before (dragging and dropping). But here’s a different way to do it. Click on the small circle next to “None (Game Object)”.

You’ll see another window pop up. This window lets you select the 3d objects you have in your project. Right now, we only have a palm tree. (It came from the Terrain Assets package we imported earlier.)

Go ahead and double-click on it.

Then finally click “Add” on the “Add Tree” window. Now you can go painting trees on the terrain!

