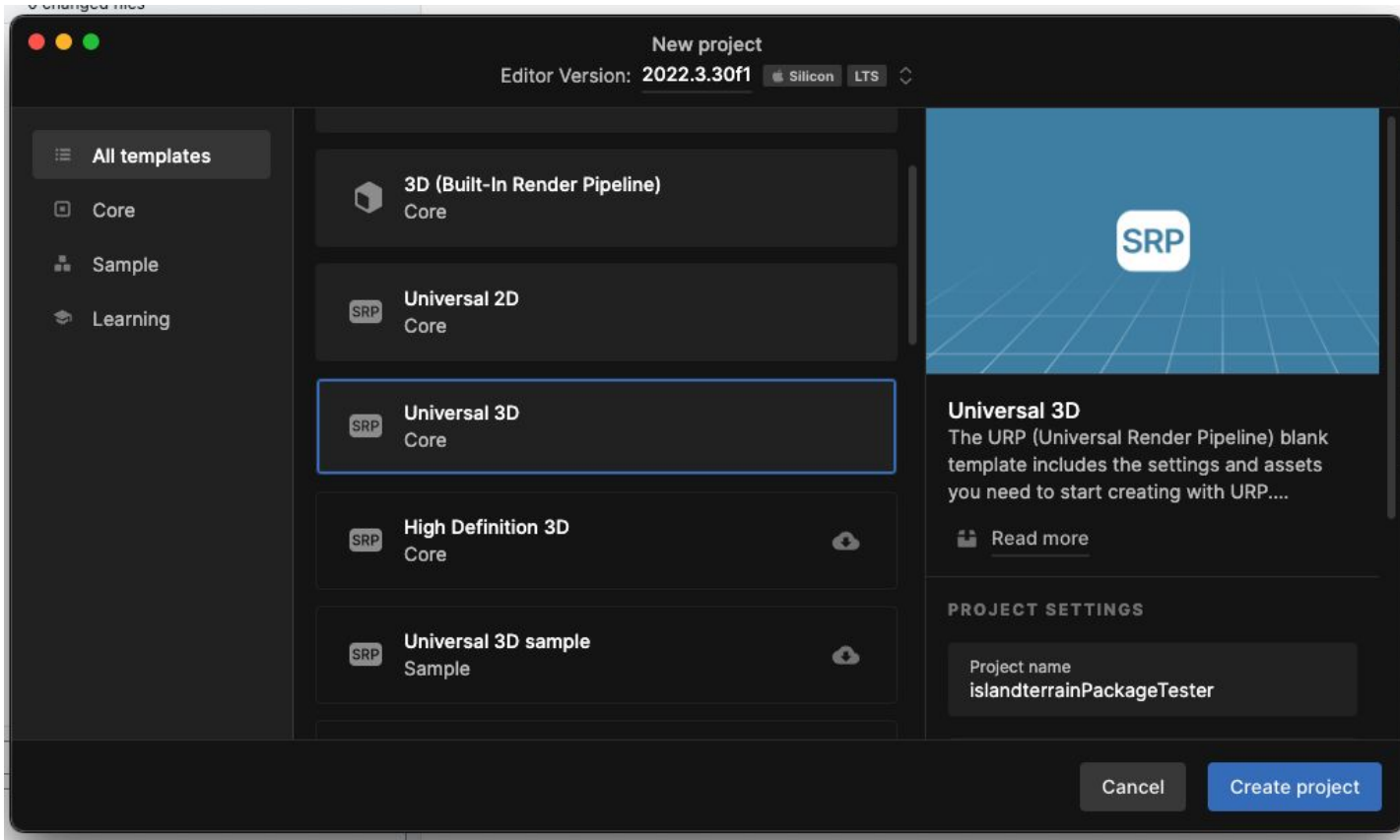


# Package User Manual

## Gad176

Reuben Poole

# Step 1

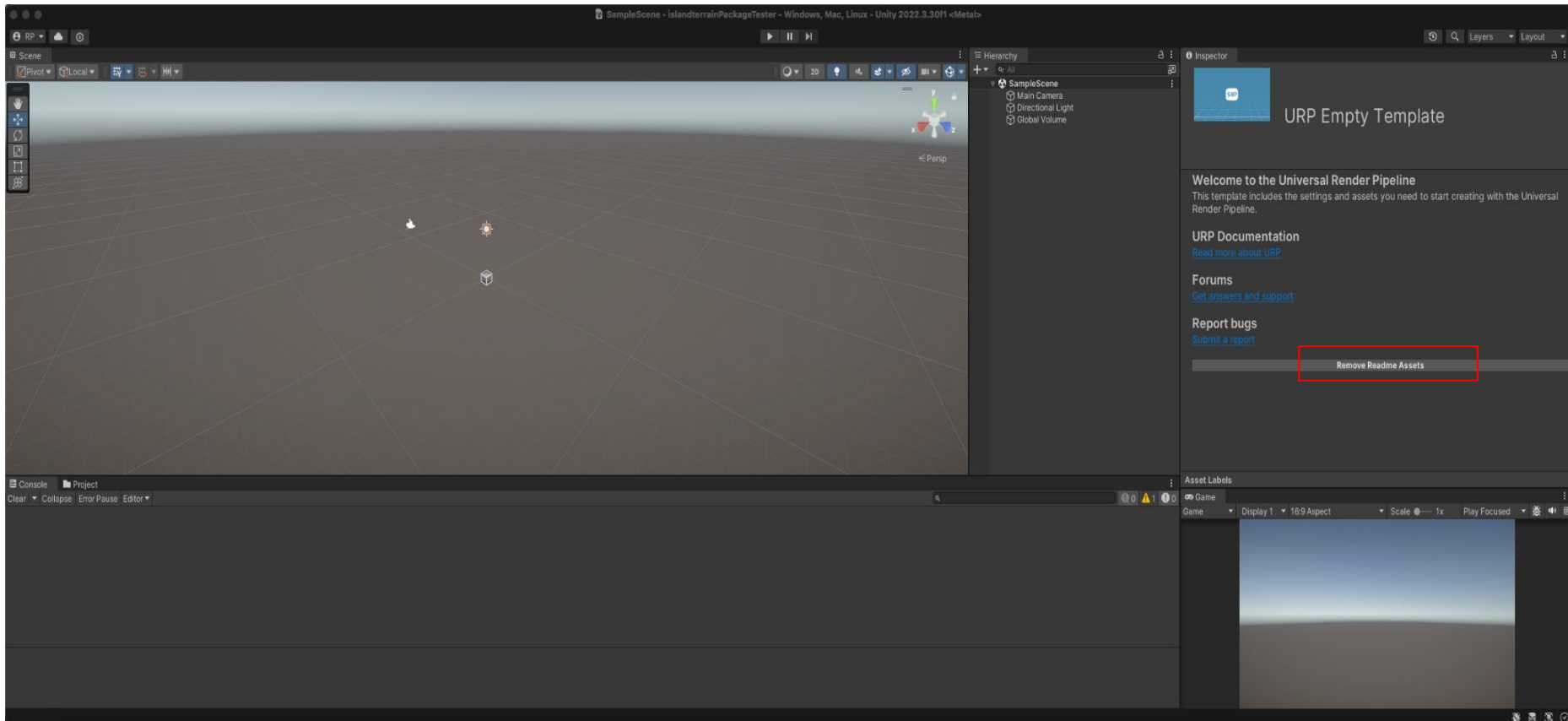


Create a new Unity project.

Make sure to select Universal 3D.

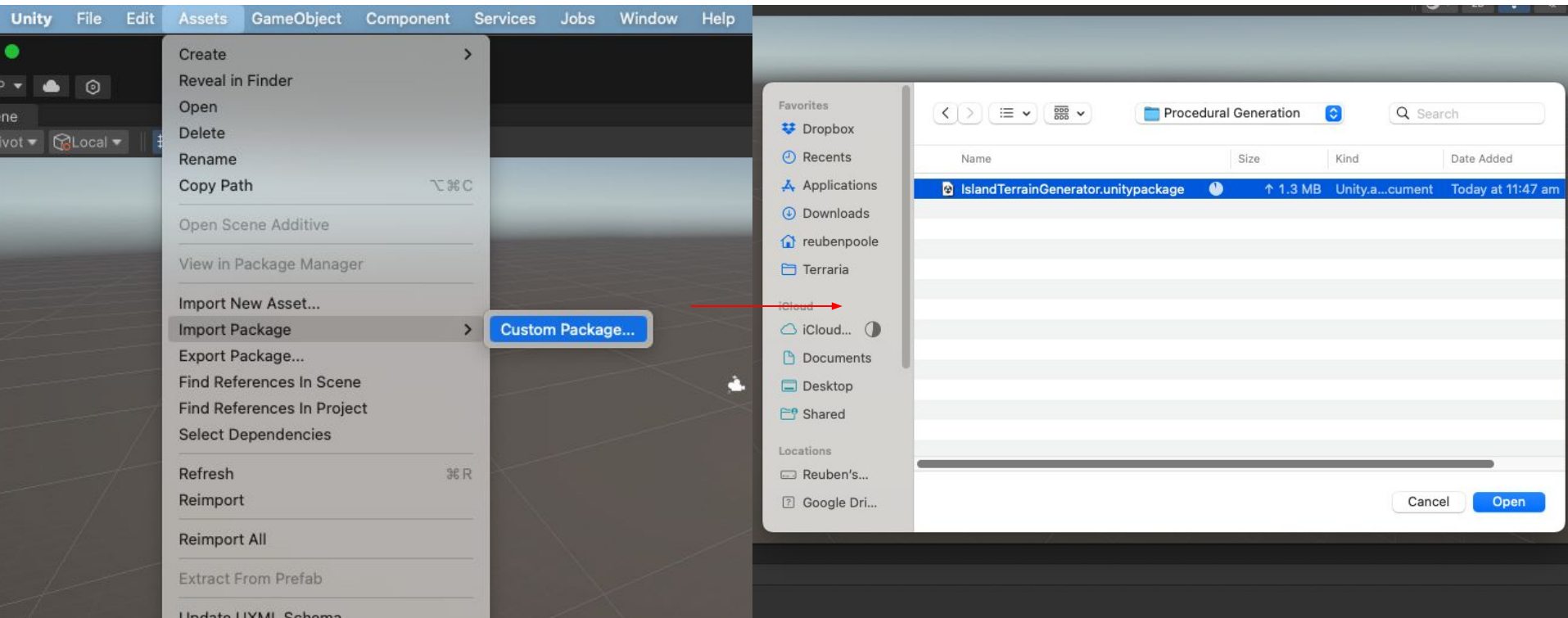
(Universal Render Pipeline Project)

## Step 2



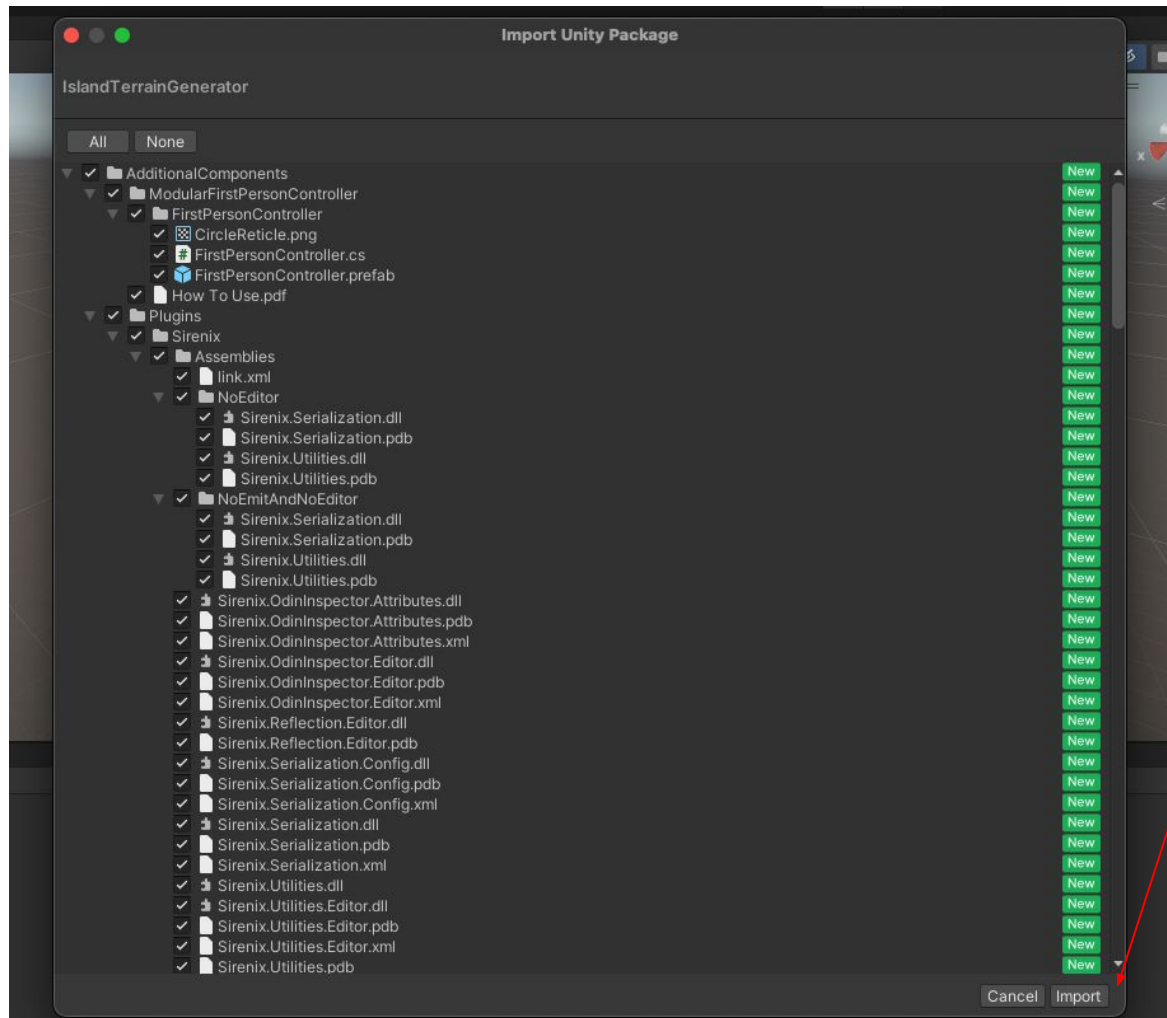
When your project starts it should look like this, feel free to press Remove Readme Assets.

# Step 3



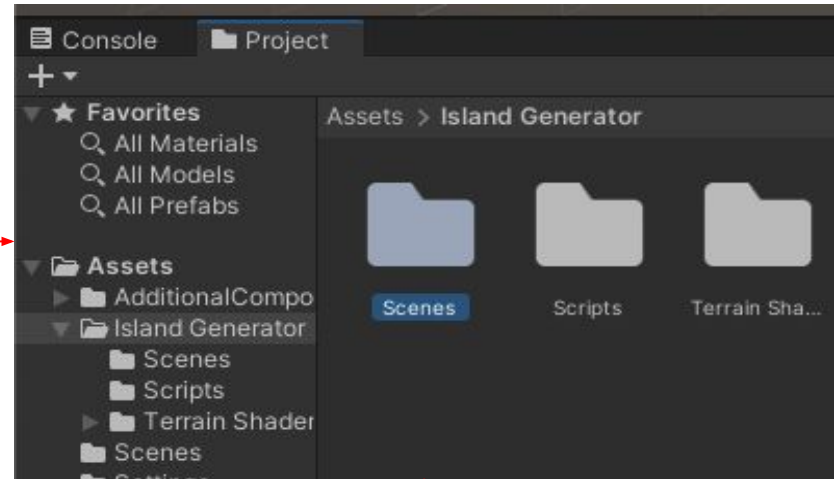
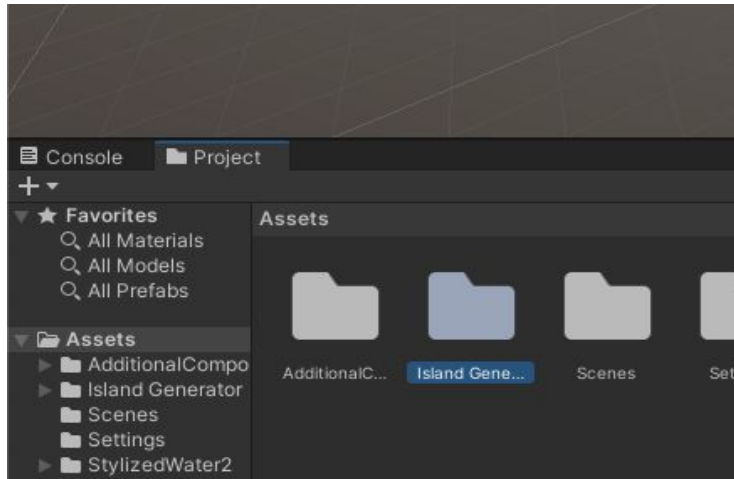
Go to Assets/ImportPackage/CustomPackage...  
And then select the “IslandTerrainGenerator” package from your files.

## Step 4

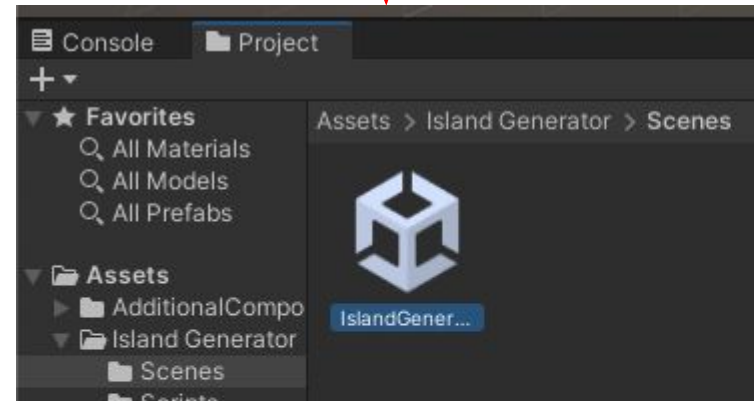


This importer window will show up. Click on the Import button at the bottom of the window.

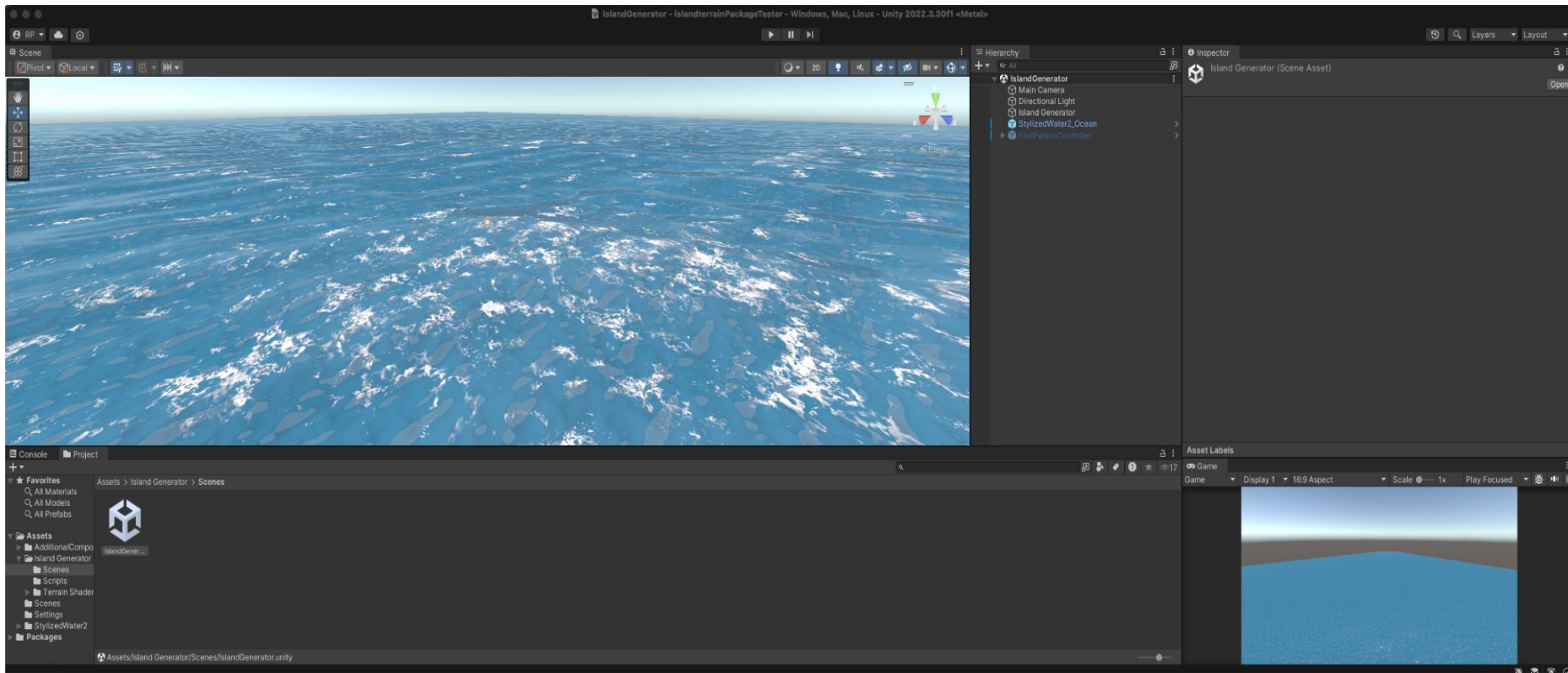
## Step 5



In the project window go to:  
IslandGenerator/Scenes and double  
click on the IslandGenerator Scene.



# Step 6



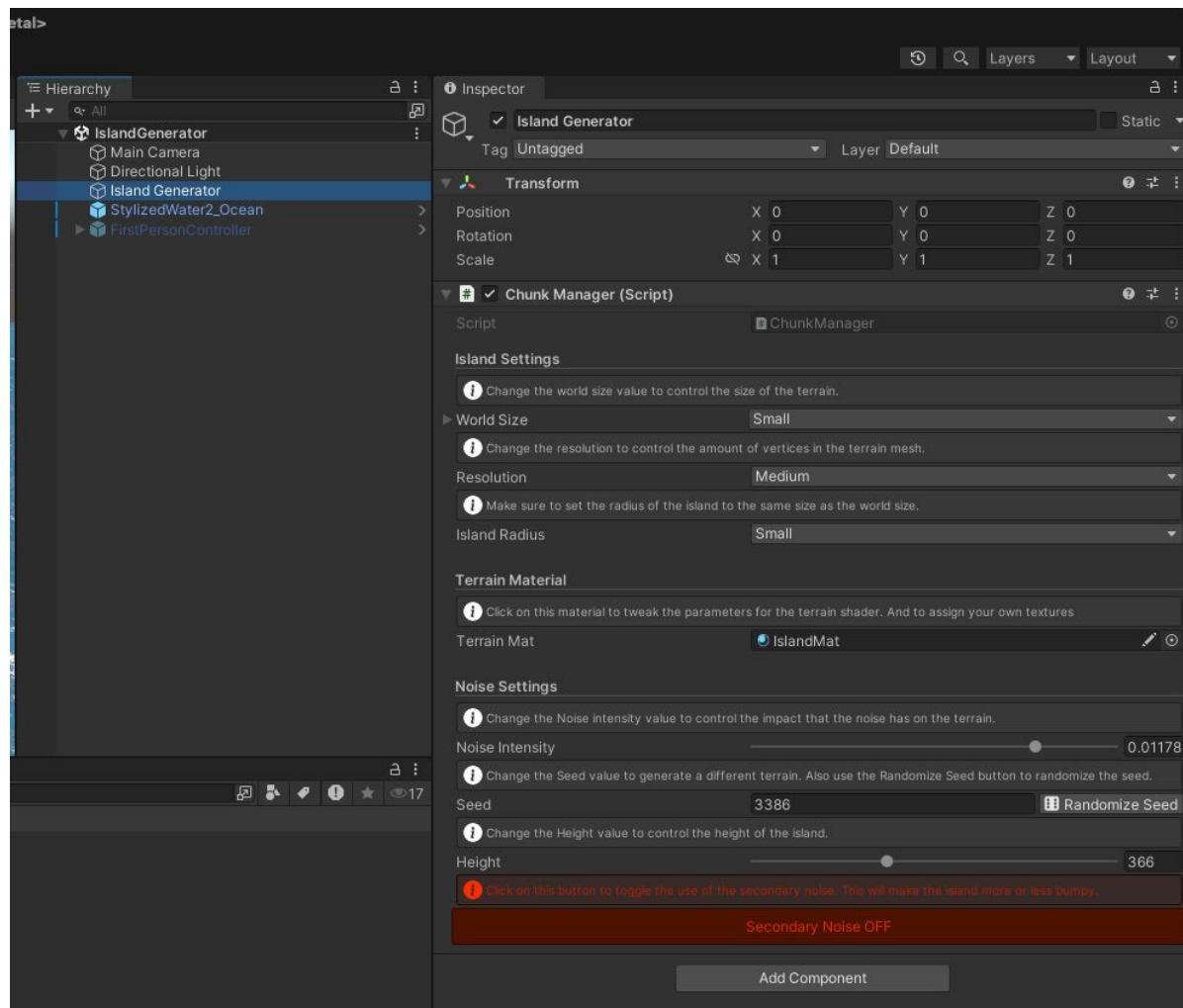
The island generator scene should look like this.

## Step 7

In the Hierarchy click on the Island Generator game object, this will bring up the inspector window.

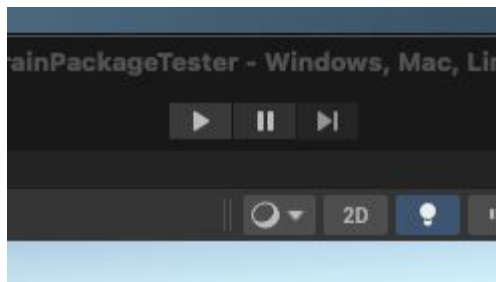
You can now play around with and tweak all of the different settings for generating the terrain.

Make sure to read and follow the instructions in the inspector to avoid confusion, and unwanted generation results.

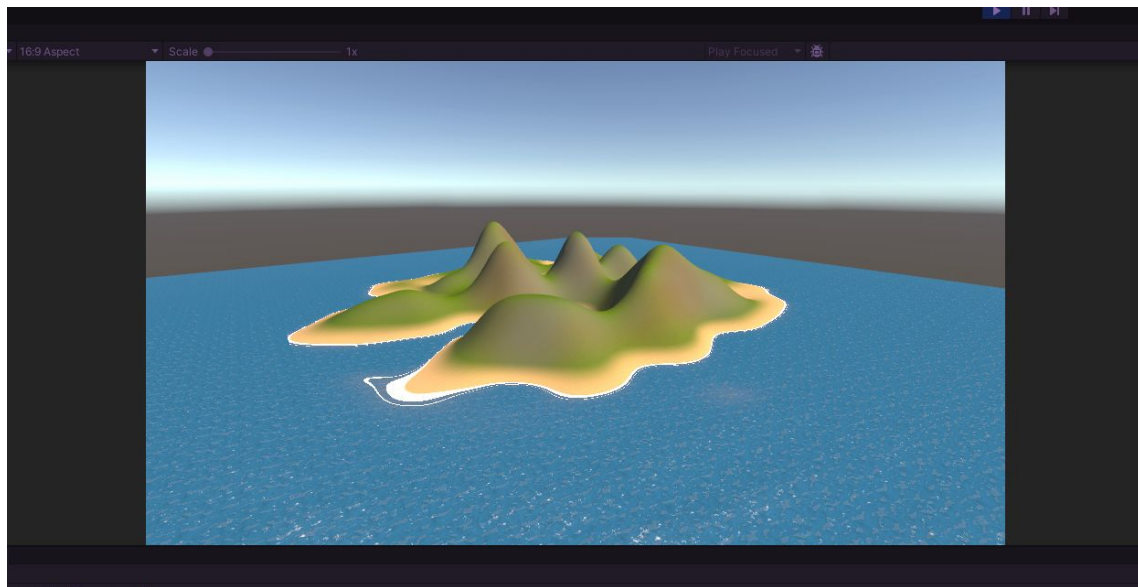




## Step 8

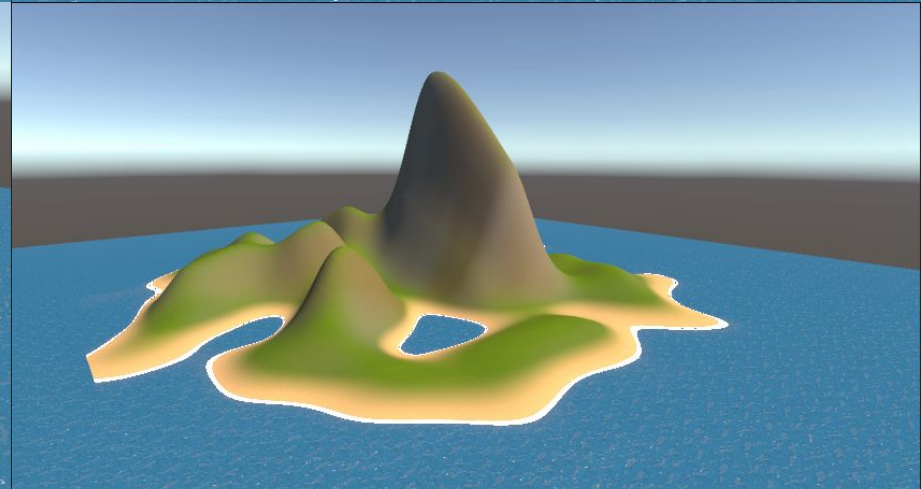
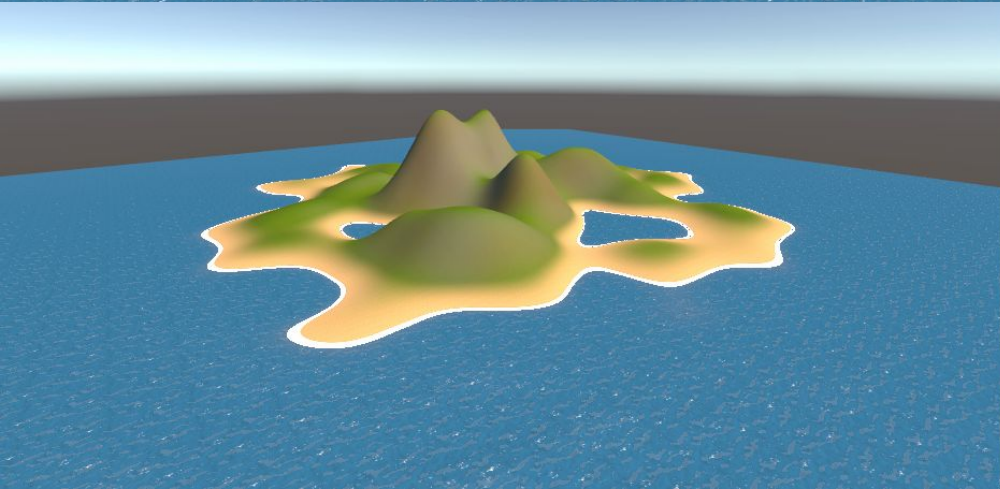
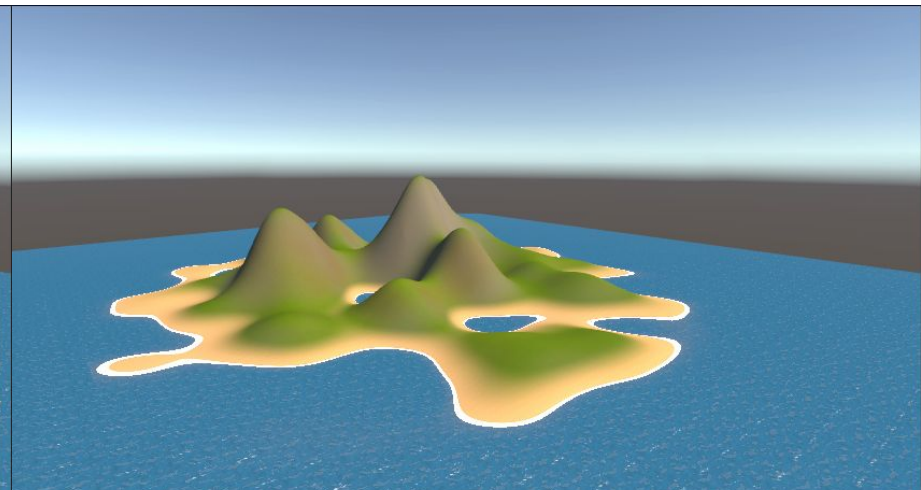
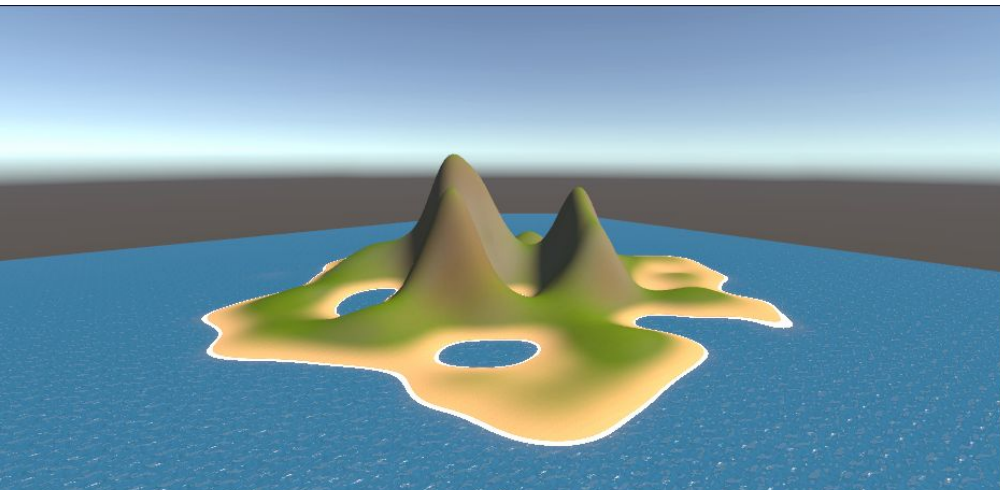


Once you are happy with the parameters set in the inspector press on the play button and the island will generate.



Fix issues with the water:  
If the water doesn't line up with the the island you can move and scale its transform so that it is in the right place when the terrain generates. Make sure to never change the y location of the water as this can mess up the generation.

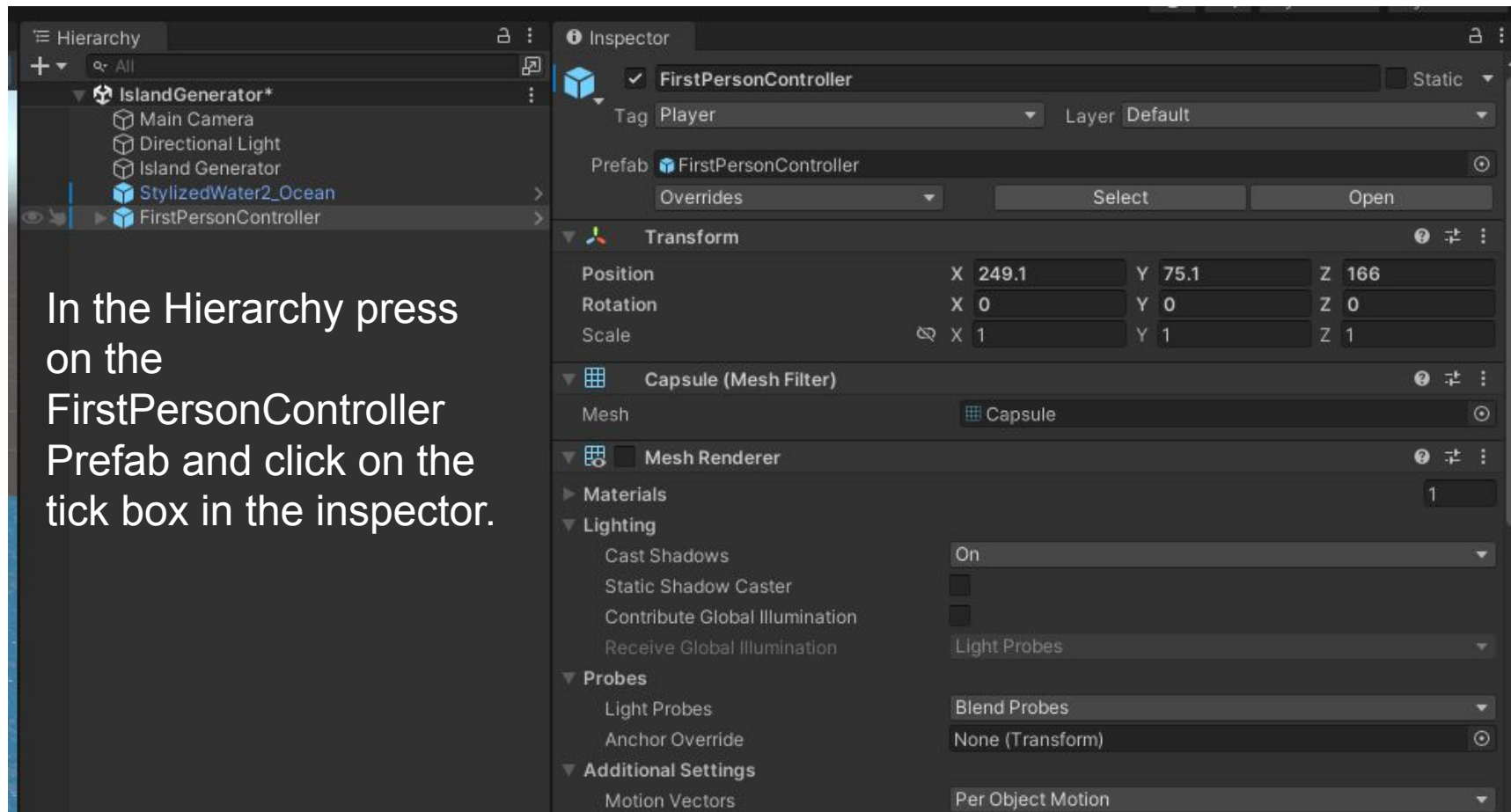
Here are some examples of different island generated using this package:



Optional: Enabling the player controller

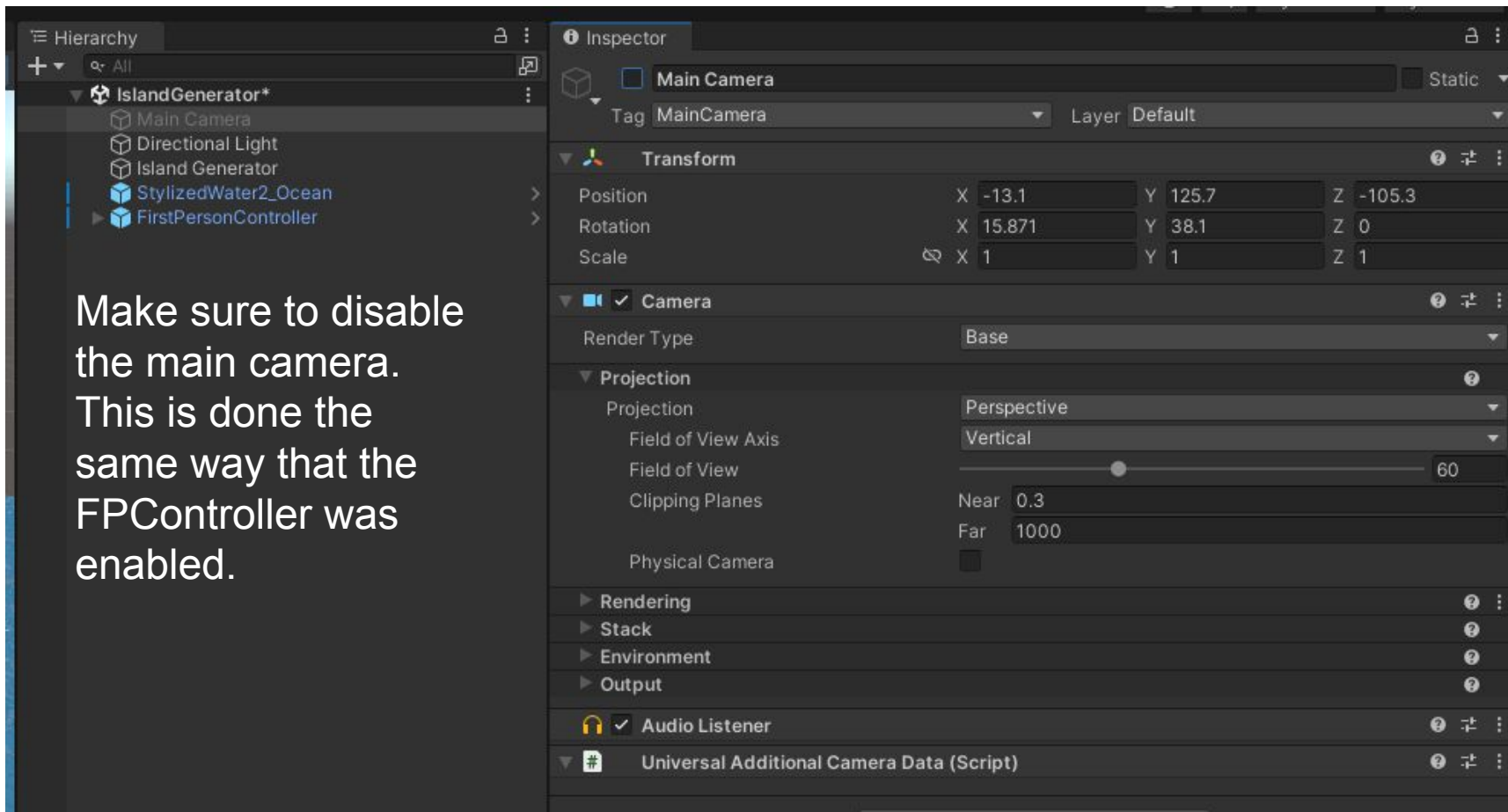
# Step 1

In the Hierarchy press on the FirstPersonController Prefab and click on the tick box in the inspector.

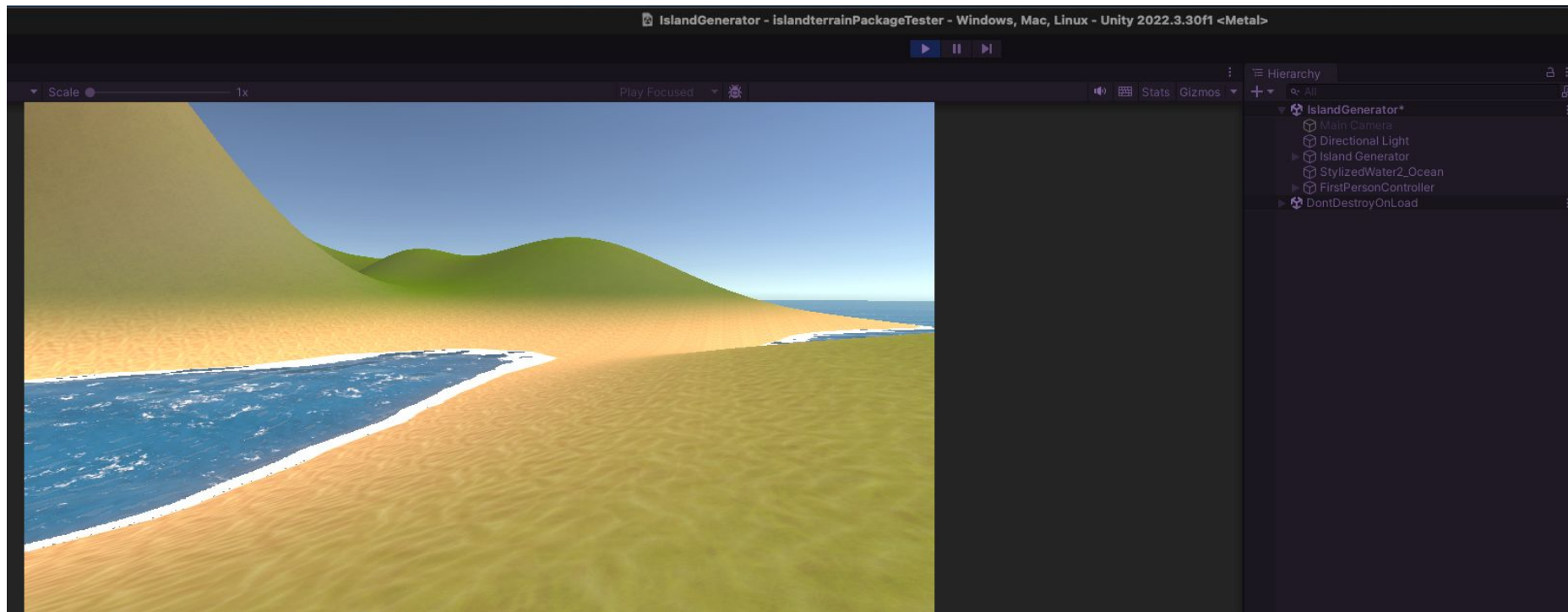


## Step 2

Make sure to disable the main camera. This is done the same way that the FPController was enabled.



## Step 3



Now when the game loads you will be able to look around and explore the island. Move with WASD and look around with the mouse.

(Important) If the controller drops through the island when it is generated simply move the player controller to a location where they will be above the mesh, this will fix that problem.