

TERRAIN DETAIL IMPORTER

The terrain detail importer is designed to help you set up a terrain with grass and plants that uses the detail distribution of the original terrain.

It will not import actual instances of grass from the terrain but use the terrain detail info in the terrain as a density mask.

By pressing import all the grass/plant textures will be added as separate VegetationItems in the vegetation package. Each of them with a DetailDensityMask rule set to the index of the Texture in the terrain.

You can now adjust sample distance, rotation, scale until you get the look you are looking for.

