



Unity Asset - Digger - Terrain caves & overhangs v6.0

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Digger is a versatile tool for Unity terrains, empowering you to carve out caves and overhangs directly within the Unity editor. With its voxel-like capabilities, it transforms Unity terrains, giving them depth and complexity.

Compatibility with various render pipelines:

- Built-in Render Pipeline: Unity's default pipeline with limited customization options.
- Universal Render Pipeline (URP): A customizable Scriptable Render Pipeline for optimized graphics across platforms.
- High-Definition Render Pipeline (HDRP): Enables high-fidelity graphics on high-end platforms.
- Easy setup
- Digging and adding material directly onto terrains
- Texture painting on cave meshes
- Painting and removing holes on cave meshes for seamless integration of underground assets
- Automatic collision resolution
- Automatic LOD (Level of Detail) group generation
- Support for multiple terrains
- Full compatibility with NavMesh
- Compatible with any Unity terrain, regardless of the creation tool used (e.g., Gaia, MapMagic)
- Digger PRO exclusive features:
 - Real-time digging during runtime
 - Runtime NavMesh updates
- Advanced Operations module for enhanced functionality
- Integration with PolyTerrain for creating blocky or low-poly style terrains, fully compatible with Digger.



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