Unity Asset - Landscape Builder v2.4.7

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Introducing Landscape Builder, a professional Unity editor extension compatible with versions 2020.3.25+, 2021.x, 2022.x, 2023.1, and 2023.2. Seamlessly blend procedural algorithms with hand-placed prefabs on one or multiple terrains, all within Unity's rendering pipelines.

Crafted to deliver realistic, detailed, and cohesive landscapes, Landscape Builder empowers you to shape entire worlds tailored to your game's needs effortlessly. With intuitive controls and a comprehensive feature set, you can precisely manage every aspect of your landscapes: from topography and texturing to vegetation, lighting, and water elements.

Whether you're an artist or programmer, a hobbyist or seasoned professional, Landscape Builder provides the ultimate landscape design and creation tool for Unity developers of all levels. Experience the perfect fusion of procedural generation and manual control, elevating your game environments to new heights.

- **Topography:** Landscape Builder offers a dynamic topography layers system, merging procedural generation techniques with precise manual control. Utilize noise layers for procedural generation alongside the image modifier layer for direct terrain feature placement. Import real-world heightmap data or from existing Unity terrains for ultimate flexibility in shaping your landscape.
- **Texturing, Trees, and Grass:** Texture your terrains and populate them with trees and grass seamlessly using intuitive rules and workflows. Easily import texture, tree, and grass data from existing Unity terrains to maintain consistency in your environment.
- **Object Placement:** Populate your landscape with the groups system, facilitating natural and intuitive object placement. The modular design of the groups system simplifies the process of adding various objects to your landscapes. Whether visually designing rules in the Unity scene window or utilizing editor fields for precise control, Landscape Builder caters to both artists and programmers alike.
- **Stencils:** Directly paint regions onto your landscape using stencils to exert control over landscape elements such as topography, texturing, trees, grass, and object placement.
- **Extras:** Landscape Builder includes a built-in lighting editor for atmosphere and time of day adjustments, facilitates the generation of normal-map and height-map textures, offers weather image effects for accelerated game development, and more. These additional components address common game design challenges, enhancing the process of creating immersive game worlds.
- **Integration:** Seamlessly integrate Landscape Builder with high-quality assets from the Unity Asset Store, including EasyRoads3D, Relief Terrain Pack, AQUAS Water Set, Vegetation Studio, and more.
- **Ease of Use:** Enjoy a streamlined workflow with artist-friendly in-scene design editors and tooltips for all variables. Comprehensive documentation, video tutorials, and developer support ensure a smooth experience, allowing you to focus on game development rather than navigating complex interfaces.
- **Runtime Generation Option:** Landscape Builder offers the flexibility to create terrains, generate paths, and place prefabs in scenes at runtime. Simplify scripting with in-editor script generation and access sample scripts for reference.

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