



Unreal Engine -Procedural Terrain Generator v2

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Procedural Terrain Generator (PTG) v2 is an editor code plugin designed to streamline the process of creating terrains with various shapes (plane, sphere, or cube). This tool facilitates the rapid generation of landscapes, populating them with numerous nature meshes, and actors, all utilizing your custom assets. Within seconds, users can leverage the plugin's features to produce diverse terrains while incorporating thousands of Hierarchical Instanced Static Meshes (HISMes). Additionally, PTG v2 offers modifiers and settings, enabling users to establish exceptions in terrain generation. For instance, it allows the configuration to exclude specific areas or heights from hosting certain assets, providing flexibility in the placement of elements such as trees and grass.

- Procedural Terrain Mesh Creation: Utilize various noise algorithms for the dynamic generation of terrain meshes.
- Procedural Water Mesh Creation: Customize water meshes with adjustable height parameters.
- Diverse Terrain Shapes: Choose from three distinct terrain shapes - plane, cube, and sphere.
- Tisible Terrains: Exclusive to plane terrains, create seamlessly tisible landscapes.
- Nature and Actor Placement: Procedurally position a multitude of nature elements and actors using your own assets, above and below the earth's surface.
- Modifiers for Precision: Employ modifiers to prevent asset placement in specific areas, enhancing precision in terrain generation.
- Height Range Control: Set height ranges to control asset placement at different elevations on the terrain.
- Optimization through Cull Distance: Easily optimize the generated nature by adjusting the cull distance of the assets.
- Blueprint-Friendly Library: Access a library that is blueprint-friendly, enabling the generation of various shapes and compatibility with UE4 ProceduralMeshComponent.
- Static Mesh Asset Creation: Generate Static Mesh assets directly from the procedurally created terrain meshes.
- Heightmap Support: Generate heightmaps in the form of PNG images specifically for Plane terrains.
- These features collectively empower users to efficiently and creatively design terrains with diverse shapes, realistic water bodies, and populated with customized nature assets.



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