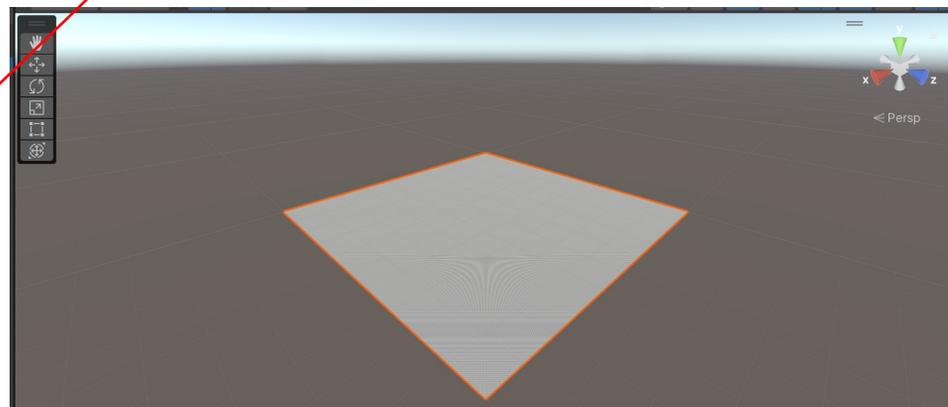
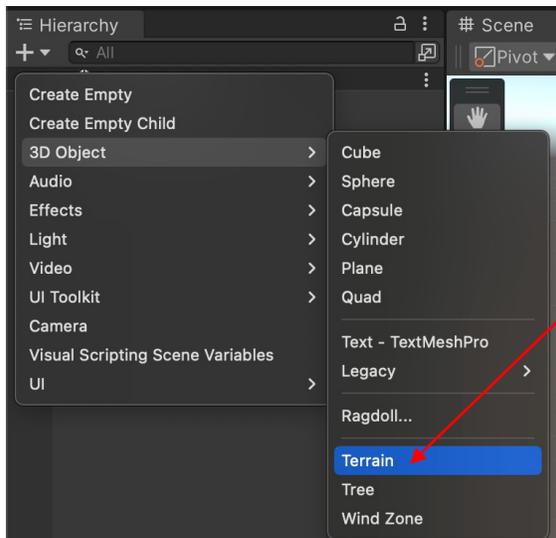
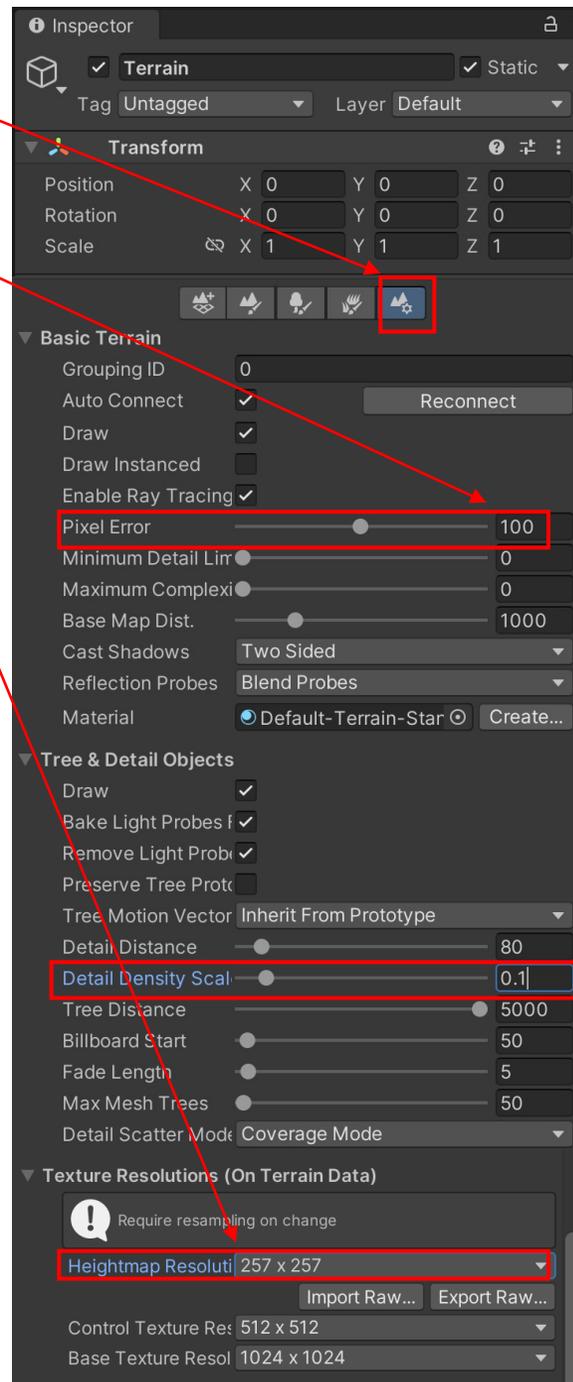


①unity起動→Hierarchy+▼→3D Object→Terrain



②Inspector →Terrain Settingをクリック  
→負荷を抑えるために解像度下げる



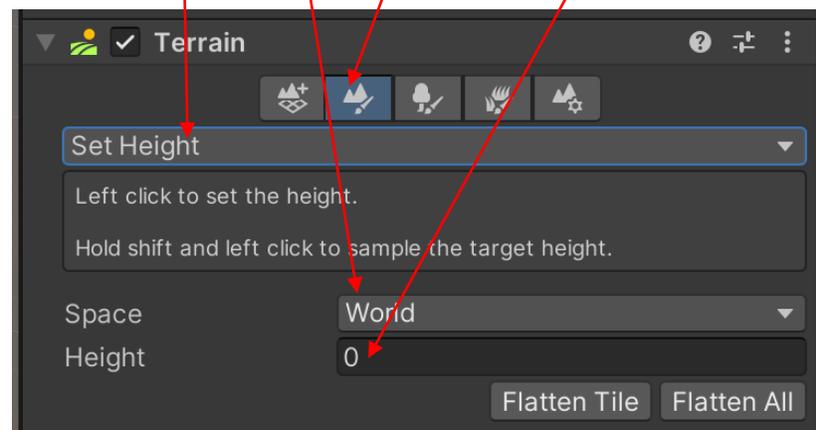
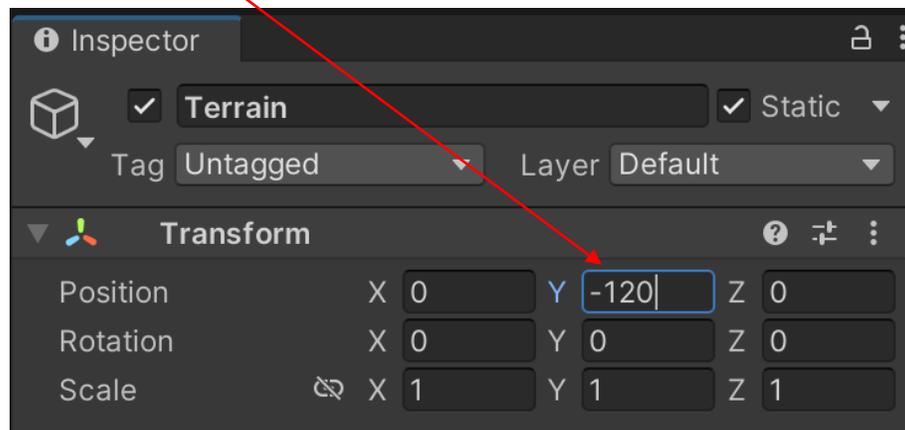
④Inspector →Paint Terrainをクリック

→Set Height

→SpaceをWorld、Heightを0



③Y=-120にすることで、垂直方向に穴が掘れる

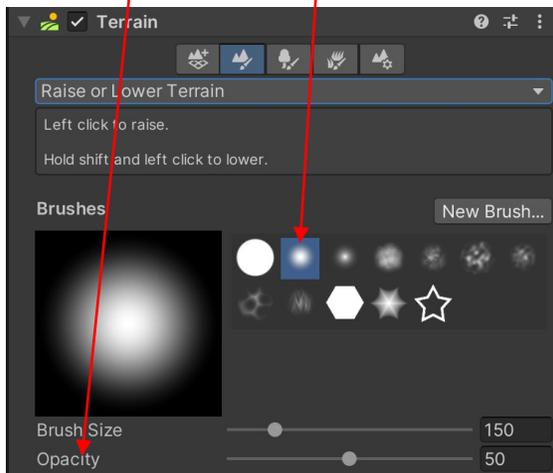


平面位置0ですが、-120の深さまでOK

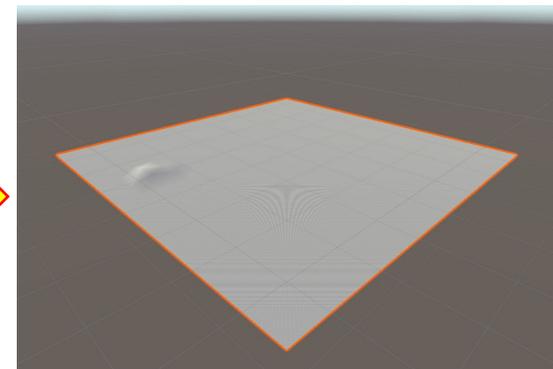
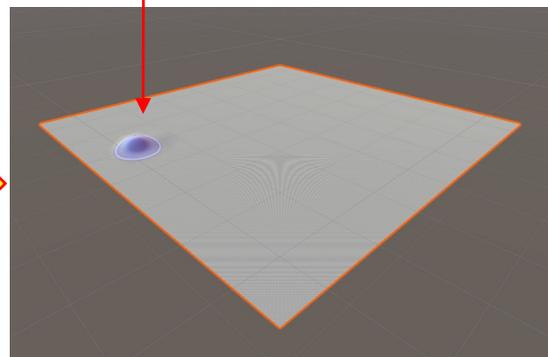
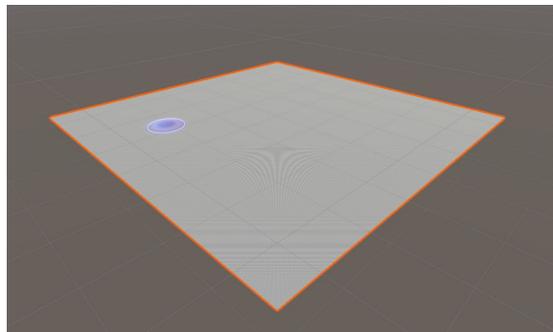
⑤ Raise or Lower Terrain

→ブラシのサイズ選択

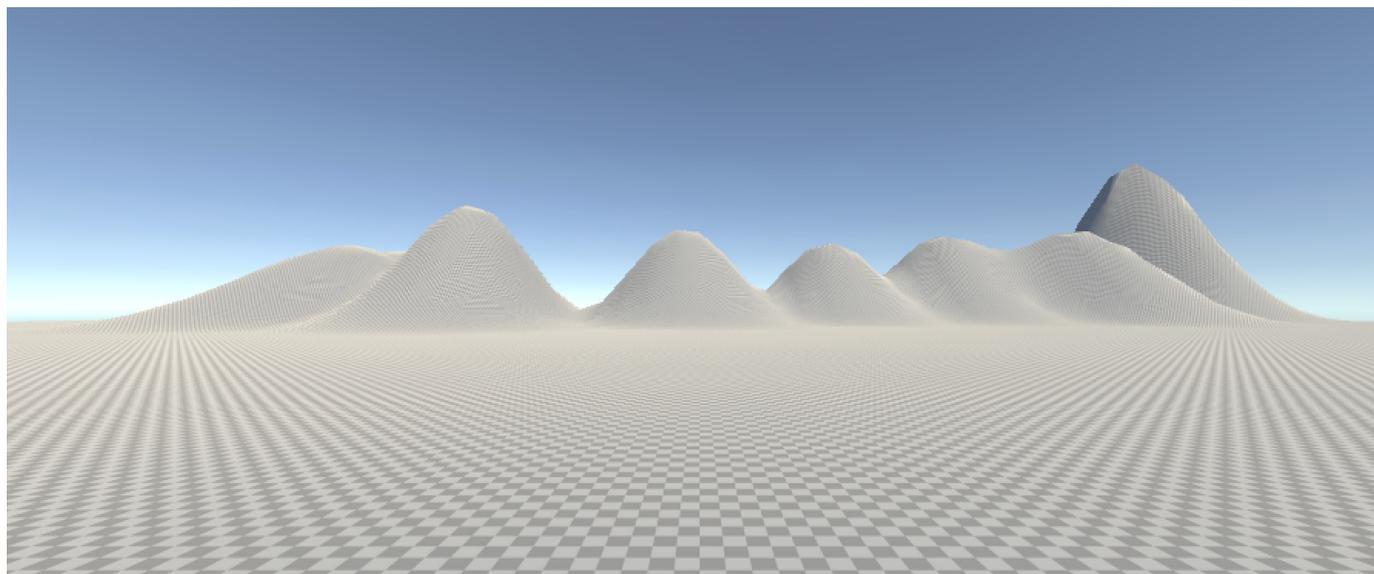
Opacityが大きいほど起伏が激しい



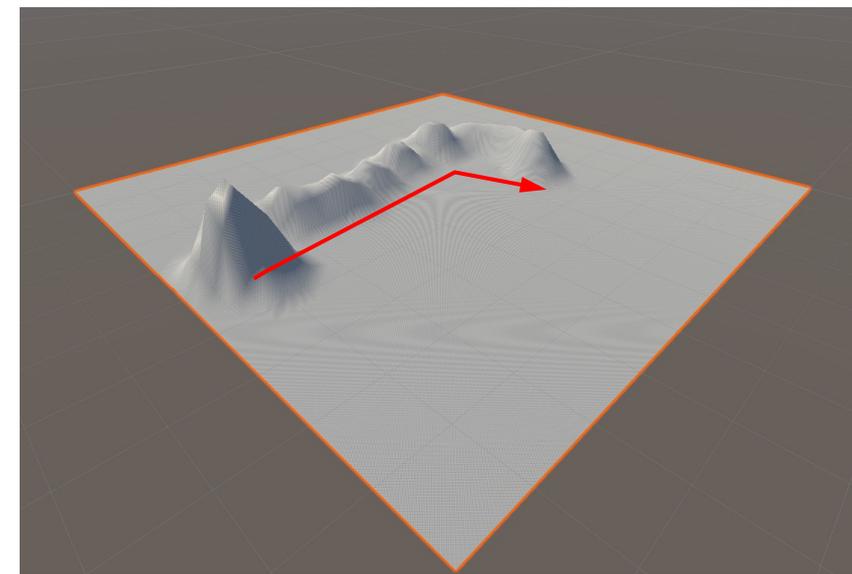
⑥ ブラシサイズのカーソルを起伏させたい場所に置き  
クリックすると地面が盛り上がる



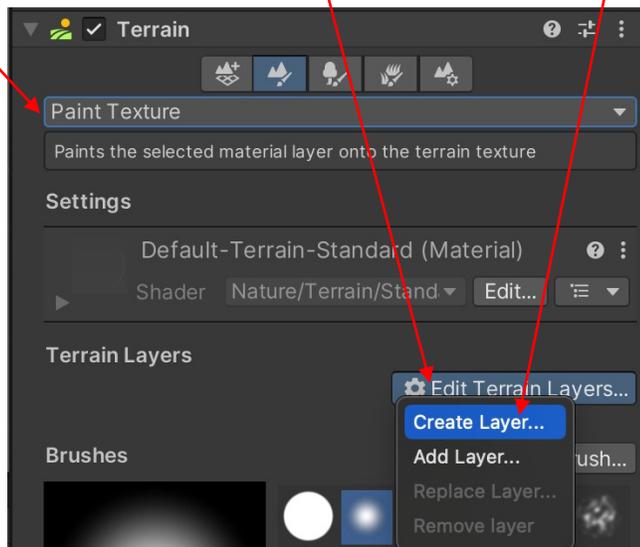
⑧ ゲーム画面にする



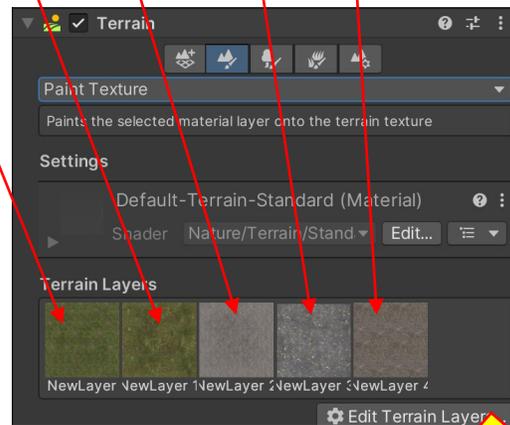
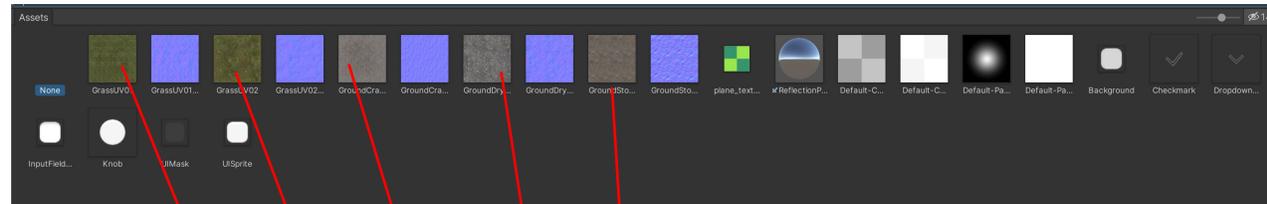
⑦ カーソルをドローすると連続的に  
地面が盛り上がる



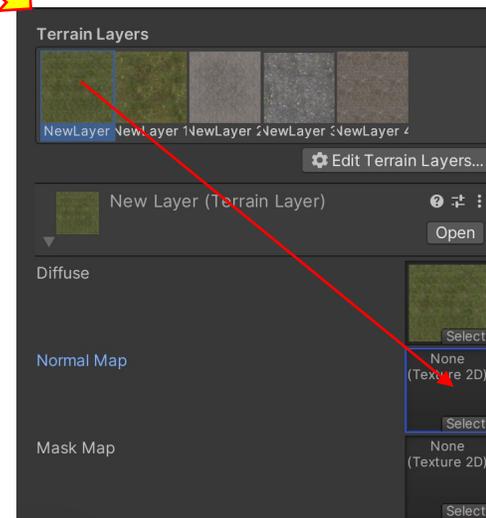
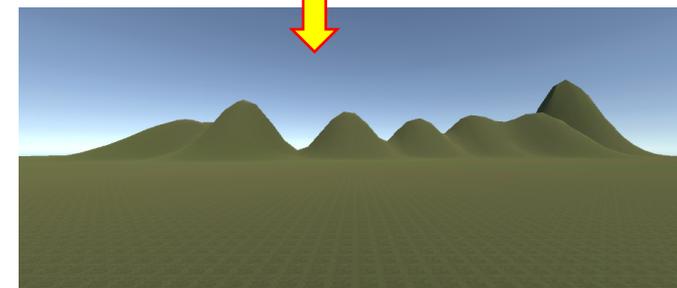
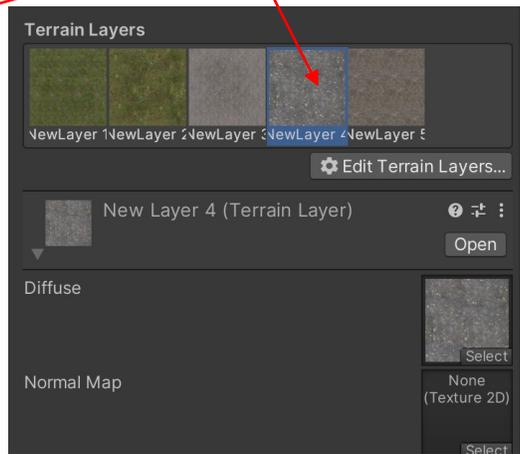
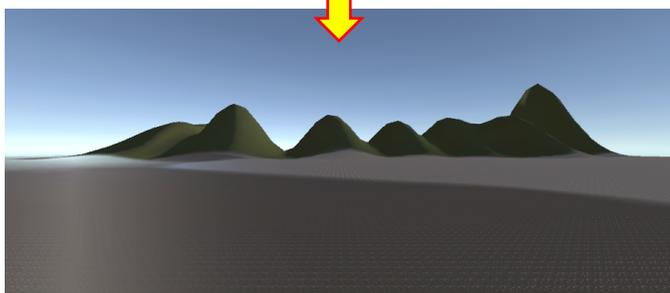
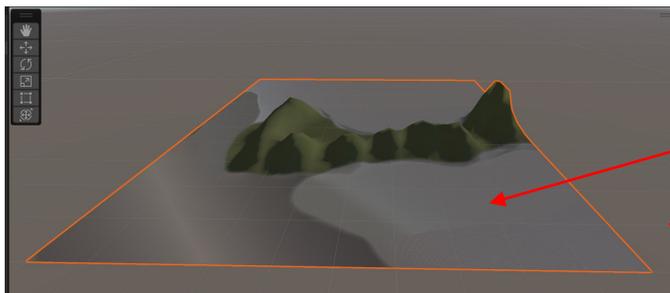
⑨Paint Texture → Edit Terrain Layers → Create Layer



⑩assetの中から使用するものをクリック



⑫別のテクスチャを選択し  
ブラシで塗り替える



⑪Normal にいれる