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Nota di contenuto	Cover; Preface; Copyright; Credits; About the Author; About the Reviewers; www.PacktPub.com; Table of Contents; Chapter 1: Creating Virtual Landscapes; Describing a world in data; Heightmaps are common ground; Texture sizes; The huge world problem; Floating point precision; Depth buffer precision; Planning our first project - the brief; Starting GROME; Summary; Chapter 2: GROME Workspace; Viewports; Selecting objects; Workspace panel; Workspace tab; Scene tab; Layer stack; Layer type selector; Selection filter; Tools panel; Workflow/creation path; Zones; Know the dimensions; Zone splitter Example - volcano islandSplitting zones; Creating a simple procedural heightmap; Summary; Chapter 3: Heightmaps; Modifier toolsets; Heightmap toolset; Elevation; SurfInfo; Erosion and FLErosion; HmapImport; Resampler; HSmooth; HmapStamp; ObjLevel; Simplify; Heightmap Brush toolset; Elevation; Smudge; Smooth; Clone; Fractals, Hills, Mountains, and Dunes; Procedural Heightmap toolset; PDeposition; FractalNoise and FractalDunes; Example - the Heightmap layer stack; Heightmap layer operations; Merging a heightmap; Flatten down; Selection masks; Example - putting it together; Our initial work plan Now to apply the River featureBrushing the shoreline; Summary; Chapter 4: Textures and Lighting; Performance consideration for mobiles; Working with material layers; Assigning zones to a layer; Color

textures; Ground holes; Masked textures; The texture toolset; ColorGen tool; Distribution Mask component; Layers and Layers in use; Shadowmap tool; MaskFilter tool; MaskGen tool; The Base layer; The 01 layer; Arm 02 Texture layer; Final Detail layer; All done; Vertical texture mapping; ColorBake tool; NormalMap tool; Let it snow; The brush tools; The package browser; Decals; Summary
Chapter 5: Bring Me a ShrubberyExportability of vegetation; GROME detail objects and billboards; The Detail layer stack; Adding grass billboards; Adding 3D Object details; The Detail toolset; Brush tool; Mask tool; Procedural tools; 3D Objects in detail layers; Summary; Chapter 6: Water, Rivers, and Roads; Water layers; Creating a new water layer; Masks; Global settings; Waves; Coloring; Lighting; Shadows on water layers; Water toolset; Generator tool; Shoreline tool; Creating rivers; Creating a small stepped river feature; Roads; Create tool; Adding more roads to create a network
Adjust toolConfigure tool; Texturing the road; Real road data; Summary; Chapter 7: Exporting to Unity, UDK, and Ogre 3D; Unity; Desktop PC/Mac; Export RAW terrain; Exporting from GROME; Importing into Unity; Importing Unity Splatmaps; Convert texture to ARGBA32 format; Unity editor script to replace splatmaps; Mesh terrain export; Mesh export from GROME; Unreal Development Kit; GROME export plugin for UDK; Ogre3D; OgreGraphite engine; Exporting with GraphiTE; Compiling the code; Deleting zones; Going further - the edge of forever; Summary; Index

Sommario/riassunto

This book is a practical guide with examples and clear steps to explain terrain modeling with Grome.If you're a developer or artist looking for a guide to walk you through GROME 3.1, then this book is for you. This book will help you from the first step to exporting a terrain as a workable art asset in a game engine