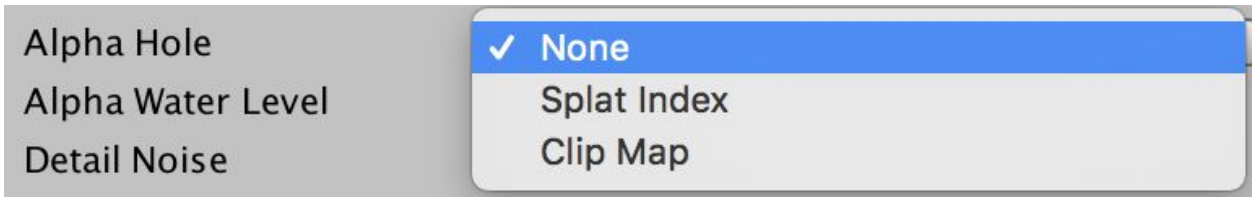
MicroSplat

Alpha Hole, Documentation

Overview

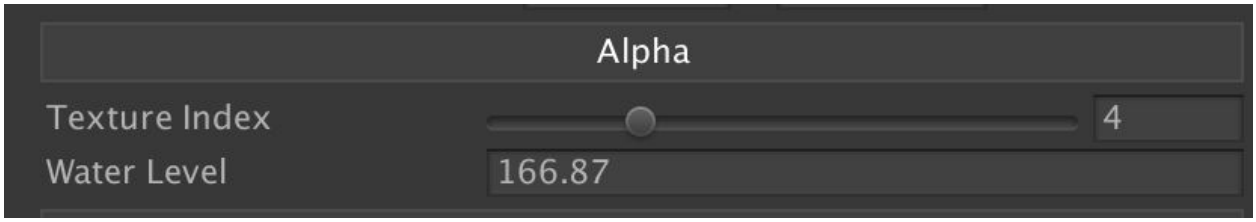
The Alpha Hole module adds features allowing you to clip out areas of your terrain. You may designate one of your textures for “Paintable” holes, or use a world height and clip everything below that height.

Shader Features



Alpha Hole can be set to None, Splat Index, or Clip Map. When Splat Index is used, a texture index can be set and where ever that index is painted, the hole will appear. In Clip Map mode, a texture can be used to determine where the terrain is clipped. The texture’s Red channel is read, and when it’s value is above 0.5 the terrain will be solid, and clipped when the value is below 0.5.

Alpha Water Level allows you to clip the terrain based on a height, such that areas under the water line are automatically clipped. On some GPUs, this can help performance.



When either or both features are enabled, a Alpha section is added to the UI. You can select the index of the texture which will be transparent (Splat Index Mode), set a texture for the clip map (Clip Map mode),, or adjust the “water level” for clipping here. Note that when Clip Map mode is enabled, the clip texture can also be set on the MicroSplatTerrain component, allowing each terrain to have it’s own clipmap instead of sharing them.

Physics Handling

MicroSplat does not provide scripts for handling physics. For most people’s projects, this is simply a matter of creating a trigger which disables collisions between objects and the terrain while in the trigger area. A user posted an example of how to set this up, which is included on my gist:

https://gist.github.com/slipster216/f5caba13260b26f49242192b29983d86