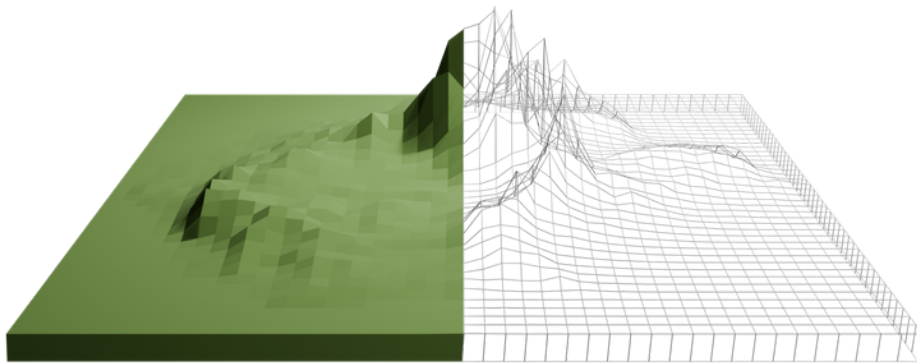


Terrain Exporter Pro

User Guide



Terrain Exporter Pro is a Unity Editor tool for exporting Unity Terrain objects to OBJ, MTL, baked basemap, texture masks, terrain layer textures and heightmap files.

It is designed for artists, level designers and developers who want to move Unity Terrain data into external 3D software such as Blender, Maya, 3ds Max or other terrain editing workflows.

REQUIREMENTS

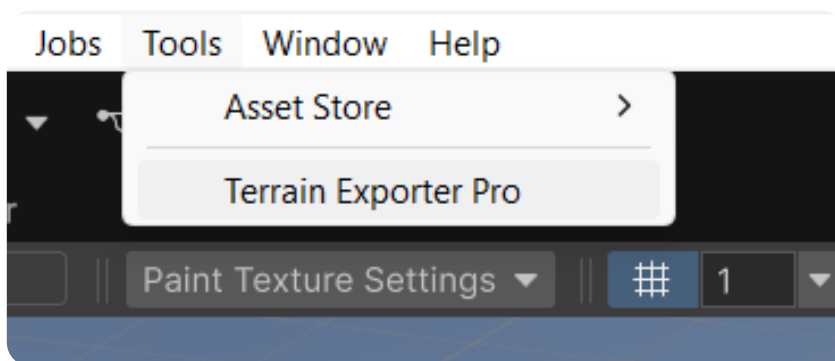
- Unity 6 or newer
- Unity Terrain system

INSTALLATION

Import the package into your Unity project.

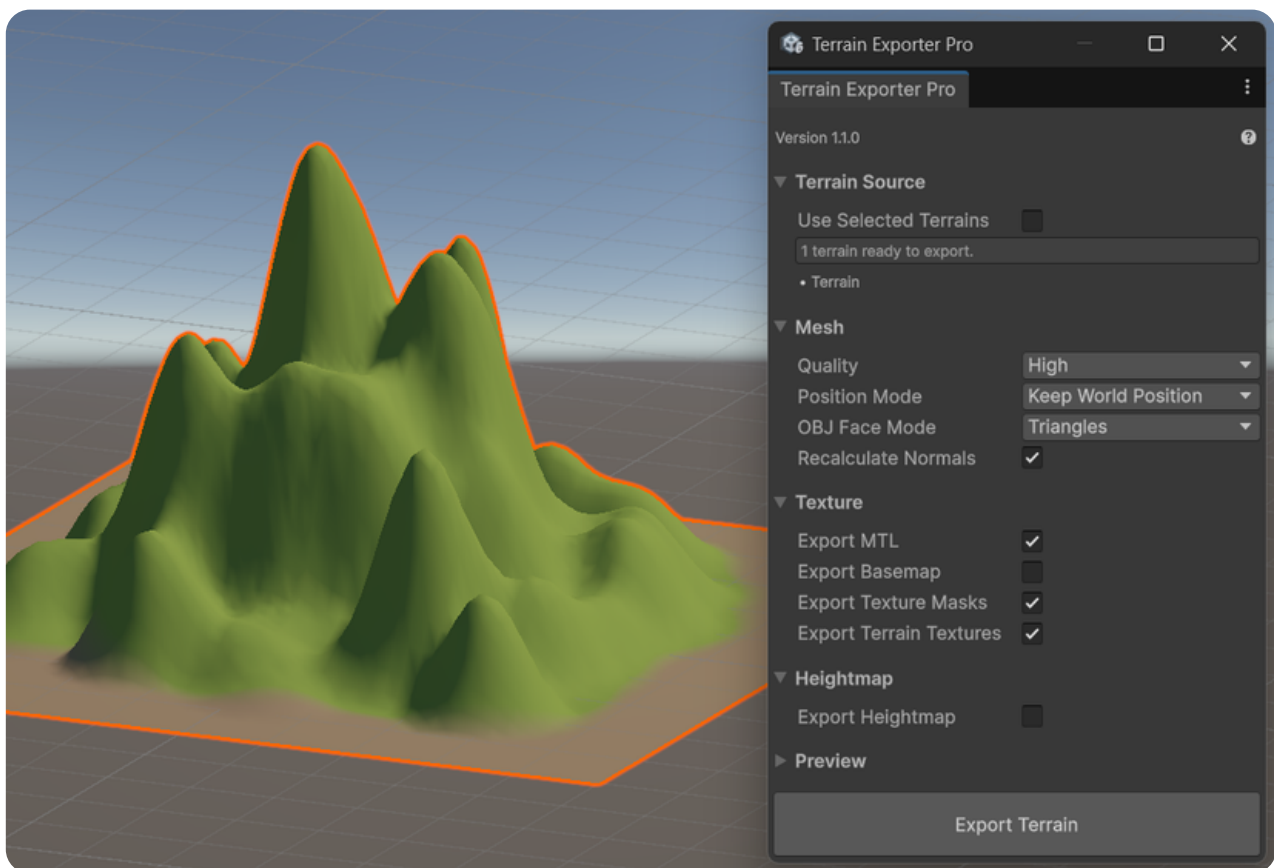
The tool is available from:

- Tools > Terrain Exporter Pro



QUICK START

1. Select one or more Terrain objects in the Hierarchy.
2. You can also select a parent GameObject containing Terrain objects.
3. Open *Tools > Terrain Exporter Pro*.
4. Choose the export settings.
5. Click *Export Terrain*.
6. Choose the destination OBJ file.
7. The exported files will be created in the selected folder.



INTERFACE SECTIONS

Terrain Source

- **Use Selected Terrains**
 - Exports selected Terrain objects from the Hierarchy. You can also select a parent GameObject containing Terrain objects.

Mesh

- **Quality**
 - High: exports the highest mesh resolution.
 - Medium: exports a reduced mesh resolution.
 - Low: exports a lighter mesh resolution.
- **Position Mode**
 - Keep World Position: keeps the terrain position from the Unity scene.
 - Center Mesh: centers the exported terrain around the origin.
- **OBJ Face Mode**
 - Triangles: exports OBJ faces as triangles.
 - Quads: exports OBJ faces as quads where possible.
- **Recalculate Normals**
 - Recalculates mesh normals before export.

INTERFACE SECTIONS

Texture

- **Export MTL**
 - Creates an MTL material file.
- **Export Basemap**
 - Creates one baked PNG texture per terrain. When MTL export is enabled, the basemap is linked to the MTL file.
- **Export Texture Masks**
 - Exports one grayscale PNG mask per terrain texture layer. These masks are also known as splatmaps.
- **Export Terrain Textures:**
 - Exports terrain layer textures when available, including diffuse textures, normal maps and mask maps.

Heightmap

- **Export Heightmap**
 - Exports the terrain heightmap.
- **Format**
 - PNG: creates a grayscale image that is easy to preview.
 - RAW: writes 16-bit unsigned height data.

Preview

The preview section shows:

- Vertex count
- Unity mesh triangle count
- OBJ face mode
- OBJ face count

OUTPUT FILES

Terrain Exporter Pro can generate:

- .obj terrain mesh
- .mtl material file
- .png baked basemap
- .png texture masks / splatmaps
- .png terrain layer textures
- .png heightmap
- .raw heightmap

NOTES

The baked basemap is a flattened PNG texture created from the terrain layers and texture masks. It is useful for quickly previewing the exported terrain in external 3D software.

Texture masks / splatmaps and terrain layer textures are exported separately for advanced material workflows.

Terrain Exporter Pro is an Editor-only tool.
It does not add runtime components to your game.

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