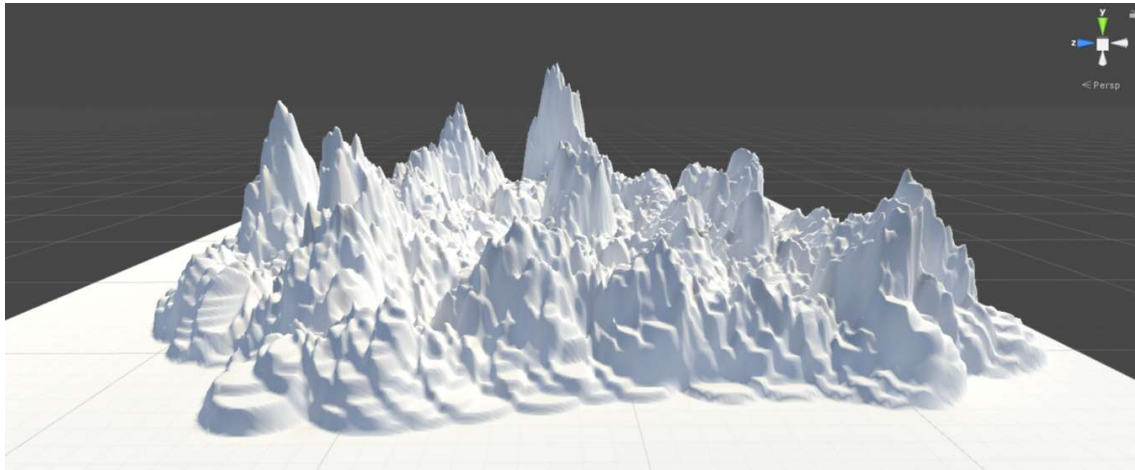


Terrain Fbx Exporter

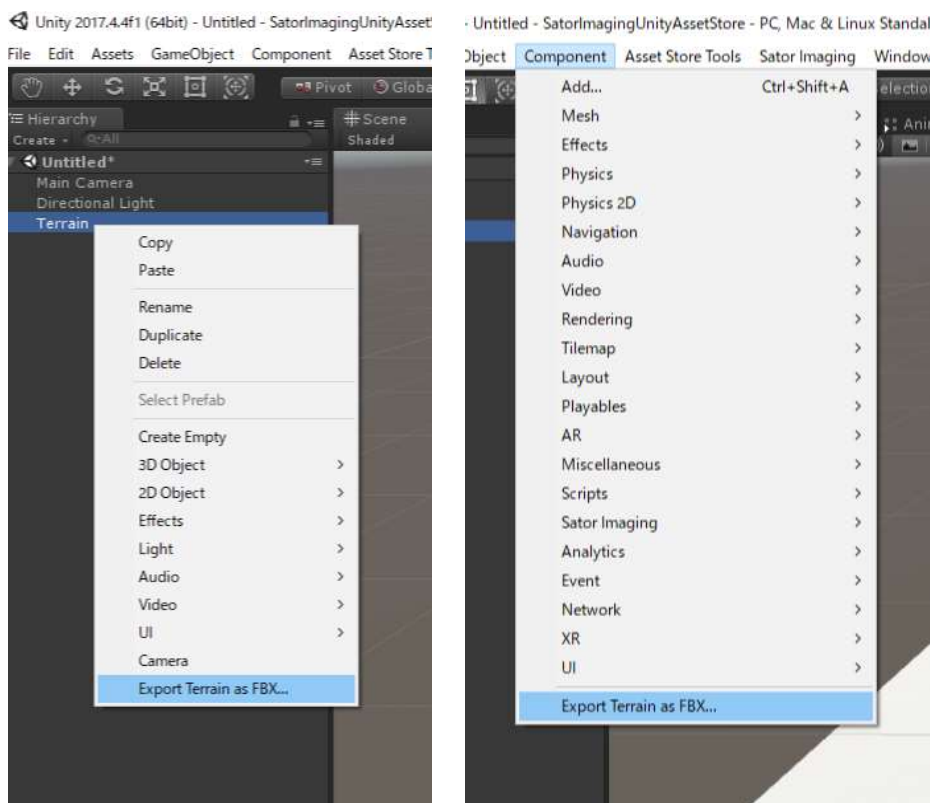


Introduction

This tool exports selected terrain object as an ascii FBX format.

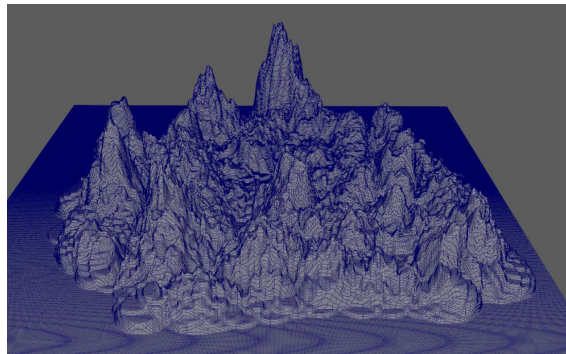
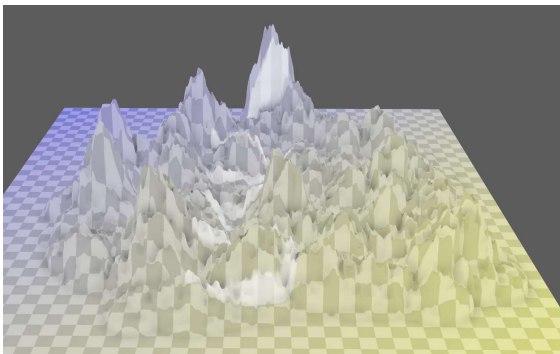
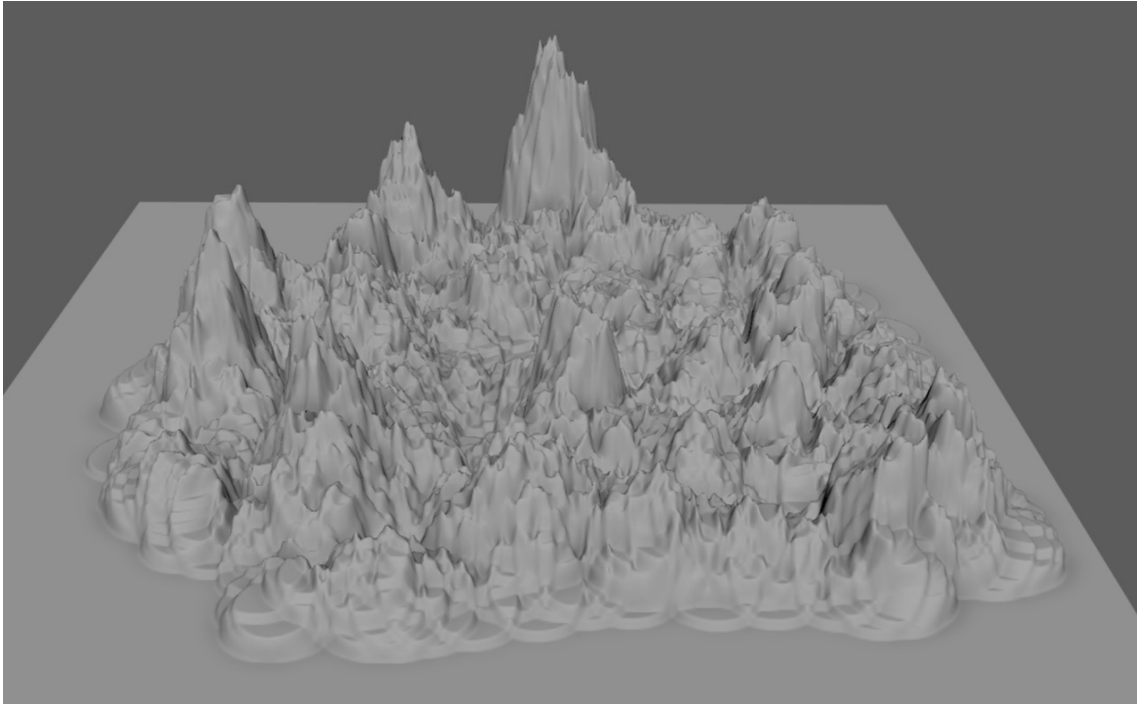
How to use

Select a terrain object and choose “Export Terrain as FBX...” from right-click menu in Hierarchy panel, or Component menu in Unity’s main window.



Supported DCC Tools

Autodesk products and ZBrush can read polygon meshes, UVs, and normals in FBX file from this tool.



FBX Converter required

Blender and Substance Painter won't read FBX files from this tool.

You can find Autodesk FBX Converter 2013.3 here (still exists as archive):

<https://www.autodesk.com/developer-network/platform-technologies/fbx-converter-archives>