

## Official BF Editor Forums

Existing user? Sign In ▼

Sign Up

Browse

Activity

Leaderboard

Search...

**Forums**

Staff

Online Users

Home > Public Tutorials > BF2 Community Tutorials >  
Doing Overgrowth and Undergrowth the editor way

All Activity

## Announcements

**Site Relunched** 10/13/2016

Welcome back to BFEEditor.org! We've upgraded the forum software, removed the spammers, and improved security. Apologies for the downtime! Det



## Doing Overgrowth and Undergrowth the editor way

Sign in to follow this

Followers

0

Started by Titch2349, June 10, 2006

13 posts in this topic

**Titch2349**

Member



Members



0

135 posts

Gender: Male

Location: Lincoln, UK

Posted June 10, 2006 (edited) · [Report post](#)

There is (2 if i am right) topics around about how to do undergrowth and overgrowth with terragen and all these other dandy 3rd party programs, but as my tutorial on 'what do i need to do to complete my map' still doesnt have half the links, i am going to do make the tutorials i can't find, and get them out of the way...

/intro over

### OVERGROWTH

Once you have loaded the editor and loaded the level....

- 1) Go into terrain editor.
- 2) Click on 'Overgrowth'

- 3) In the resources bar, right click on 'Material' and choose 'Add Material'



-----

- 4) Type a name for the Material (anything you want.... i called mine 'forest')
- 5) Give the Material a colour code- When you paint the overgrowth in 'Overgrowth Mode' the editor uses colours to show where each type of overgrowth/ undergrowth is.

- 6) Click ok



-----

- 7) Expand the 'Material' Folder in the resources bar.
- 8) Right click on the Material you have just created
- 9) Choose Add Type'



-----

- 10) Type a name for the Type (This will be the type of overgrowth that will go with the Material)
- 11) Press Okay



-----

- 12) Expand the Material you created back in steps 4, 5 & 6.
- 13) Click on the Type you have just created. The Tweaker Bar should spring into life...
- 14) Click on the empty box next to geometry.
- 15) Choose the type of overgrowth that you want.
- 16) Change the density to a number.... (you can experiment later.... try between 10 (not dense) to 50 (forest))
- (a) You can choose the Minimum distance that this type should be from any other type in the material...

(🤖) You can choose the Minimum distance that this type should be from any tree in its type.

(repeat 12 - 16 + a + b as many times as you want to add a variant for types of trees in this material)



-----

17) Click render, and choose Overgrowth Mode

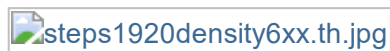
18) Click render, and choose Toggle Draw Overgrowth Mode (do NOT choose if using a low performance PC...)



-----

19) Choose the size of the brush, and the Strength of the brush you want to paint the overgrowth with (same effects as when painting the terrain...)

20) Paint the overgrowth onto the terrain! use the left mouse button to add, and the right mouse button to take away...



-----

21) By repeating these steps, you can add multiple materials, with multiple types....



-----

Then, by click render, then selecting toggle draw overgrowth if you haven't already, then clicking Generate all (bottom right) if the overgrowth doesn't appear, hopefully, you should see all of the overgrowth we have just added...

-----  
-----

## UNDERGROWTH

NOTE- The first 13 steps are largely copied from the OVERGROWTH tutorial, as the steps are exactly the same, so bear in mind that although 'Overgrowth' is selected... the same steps apply for 'Undergrowth'

-----  
-----  
Once you have loaded the editor and loaded the level....

1) Go into terrain editor.

2) Click on 'Undergrowth'

3) In the resources bar, right click on 'Material' and choose 'Add Material'



-----  
4) Type a name for the Material (anything you want.... i called mine 'forest'

5) Give the Material a colour code- When you paint the undergrowth in 'Undergrowth Mode' the editor uses colours to show where each type of overgrowth/ undergrowth is.

6) Click ok



-----  
7) Expand the 'Material' Folder in the resources bar.

8) Right click on the Material you have just created

9) Choose Add Type'



-----  
10) Type a name for the Type (This will be the type of undergrowth that will go with the Material)

11) Press Okay



-----  
12) Expand the Material you created back in steps 4, 5 & 6.

13) Click on the Type you have just created. The Tweaker Bar should spring into life...

14) Click on the empty box next to 'Mesh'

15) Choose the mesh you want, then choose OK



-----

16) Click on the empty box next to 'Texture'

17) Choose the 'Texture' you want then press okay

18) Choose the density that you want the undergrowth to be (you can experiment later.... try between 10 (not dense) to 50 (dense))



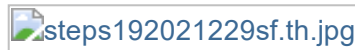
-----

19) Click render, and choose Undergrowth Mode

20) Click render, and choose Toggle Draw Undergrowth Mode (do NOT choose if using a low performance PC...)

21) Choose the size of the brush, and the Strength of the brush you want to paint the undergrowth with (same effects as when painting the terrain...)

22) Paint the undergrowth onto the terrain! use the left mouse button to add, and the right mouse button to take away...



Edited June 10, 2006 by Titch2349

**Rhino**

Expert



Members



1,107 posts

Gender: Male

Location: UK

Posted June 11, 2006 · [Report post](#)



im pretty sure there is a tut for this somwehre allready, i learnt this ages ago from somewhere....

any ways nice tut 😊

**Titch2349**Posted June 11, 2006 · [Report post](#)

Member



Members



135 posts

Gender:Male

Location:Lincoln, UK

▼ **Rhino said:**

im pretty sure there is a tut for this somwehre allready, i learnt this ages ago from somewhere....

any ways nice tut 😊

more than likely... but i couldnt find it, and wanted to get my tutorial 'what do i need to do to complete my map' out of the way.... and this was one of the tutorials that i couldnt find... so just did it 😊

**jeffreymichey**Posted June 20, 2006 · [Report post](#)

Member



Members



328 posts

Gender:Male

Location:Camp Pendleton, CA

Interests:Game Design,  
Mapping, Enviromental Artist

thanks man, Ive been wondering this actually because it seems to have disappeared from every tutorial I could find! A bunch of stuff about doing it with terragen and such but nothing if you want to do it with the editor!

**ubiquitous**Posted July 4, 2006 · [Report post](#)

Newbie



Members



2 posts

Thanks Titch, just downloaded the editor this afternoon and this was just the tutorial I was looking for.

**sniperwolf**Posted July 14, 2006 · [Report post](#)

Newbie



great tut, first time i have ever used the editor to make it...



less multi-tasking! 😊

Members

● 0

14 posts

## Titch2349

Member

● ●



Members

● 0

135 posts

Gender: Male

Location: Lincoln, UK

Posted July 14, 2006 · [Report post](#)



ive only ever done it the editor way... it does a perfect job, so what is the point in using terragen etc....

btw... sorry about the popups you get from imageshack... will use another image hosting site in future 😊

## killinscuds

Member

● ●



Members

● 0

77 posts

Posted July 14, 2006 · [Report post](#)



✓ Titch2349 said:

so what is the point in using terragen etc....

For the same reason that people use BF2\_Tpaint... to save some time and put undergrowth/overgrowth over the entire map instead of painting it all by hand. I use a few channels from L3DT to put "basic" layers in (i.e. Grass or Trees) and then tweak by painting more complex under/overgrowth where you need/want them.

## Haxy

Newbie

●



Members

● 0

Posted October 17, 2007 (edited) · [Report post](#)



Is it a way to see the overgrowth before clicking Generate all?

BTW Great tut. 😊

**Edited October 17, 2007 by Haxy**

29 posts

**Catbox**

Expert



Moderators



4,912 posts

Gender:Male

Location:USA

Posted October 18, 2007 · [Report post](#)

you can generate it... then right click to erase... the opposite of painting the over/undergrowth

**[SG:BFM-Dev]Hangman**

Newbie



Members



44 posts

Posted January 26, 2008 · [Report post](#)

is there a way to make it so that overgrowth does not rotate with the ground underneath, so it always goes strait up. I have it running along slight hills and it looks very funny when the trees grow out at an angle

**Catbox**

Expert



Moderators



4,912 posts

Gender:Male

Location:USA

Posted January 26, 2008 (edited) · [Report post](#)

change the normal scale in tweaker bar to 0 or .1

**Edited January 26, 2008 by Catbox**

**turnpipe**

Newbie

Posted July 9, 2008 · [Report post](#)





Members

● 0

4 posts

Any one know how to fix this.

I tried every thing and still wants to suck off the old dragon valley map.

<http://i250.photobucket.com/albums/gg253/t...pg?t=1215635907>

## Create an account or sign in to comment

You need to be a member in order to leave a comment

### Create an account

Sign up for a new account in our community. It's easy!

Register a new account

### Sign in

Already have an account? Sign in here.

Sign In Now



**GO TO TOPIC LISTING**

BF2 Community Tutorials



[Home](#) > [Public Tutorials](#) > [BF2 Community Tutorials](#) >  
Doing Overgrowth and Undergrowth the editor way

[All Activity](#)

### Contact Us

BF Editor

Community Software by Invision Power Services, Inc.