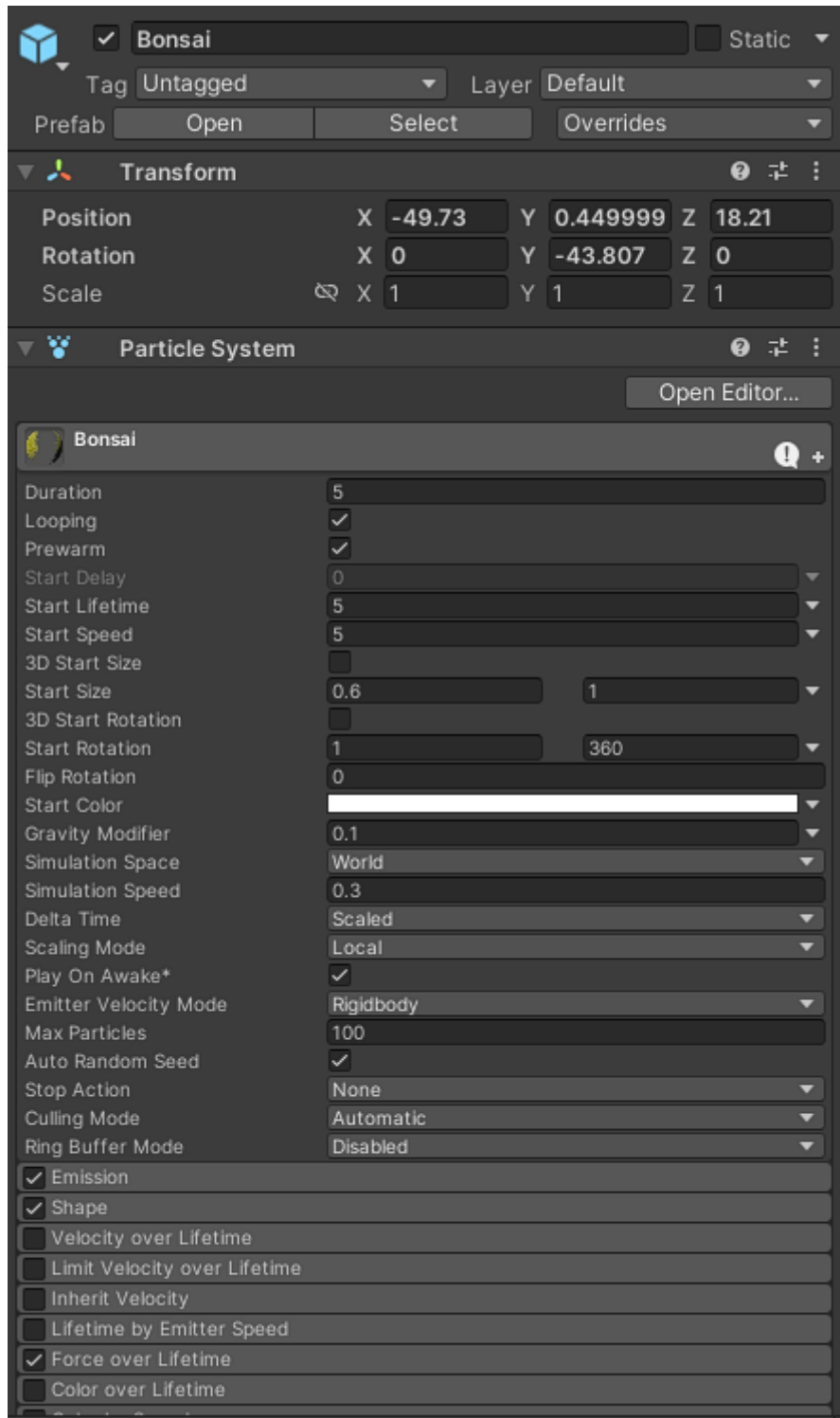


Thank you for trying out my first tree asset!

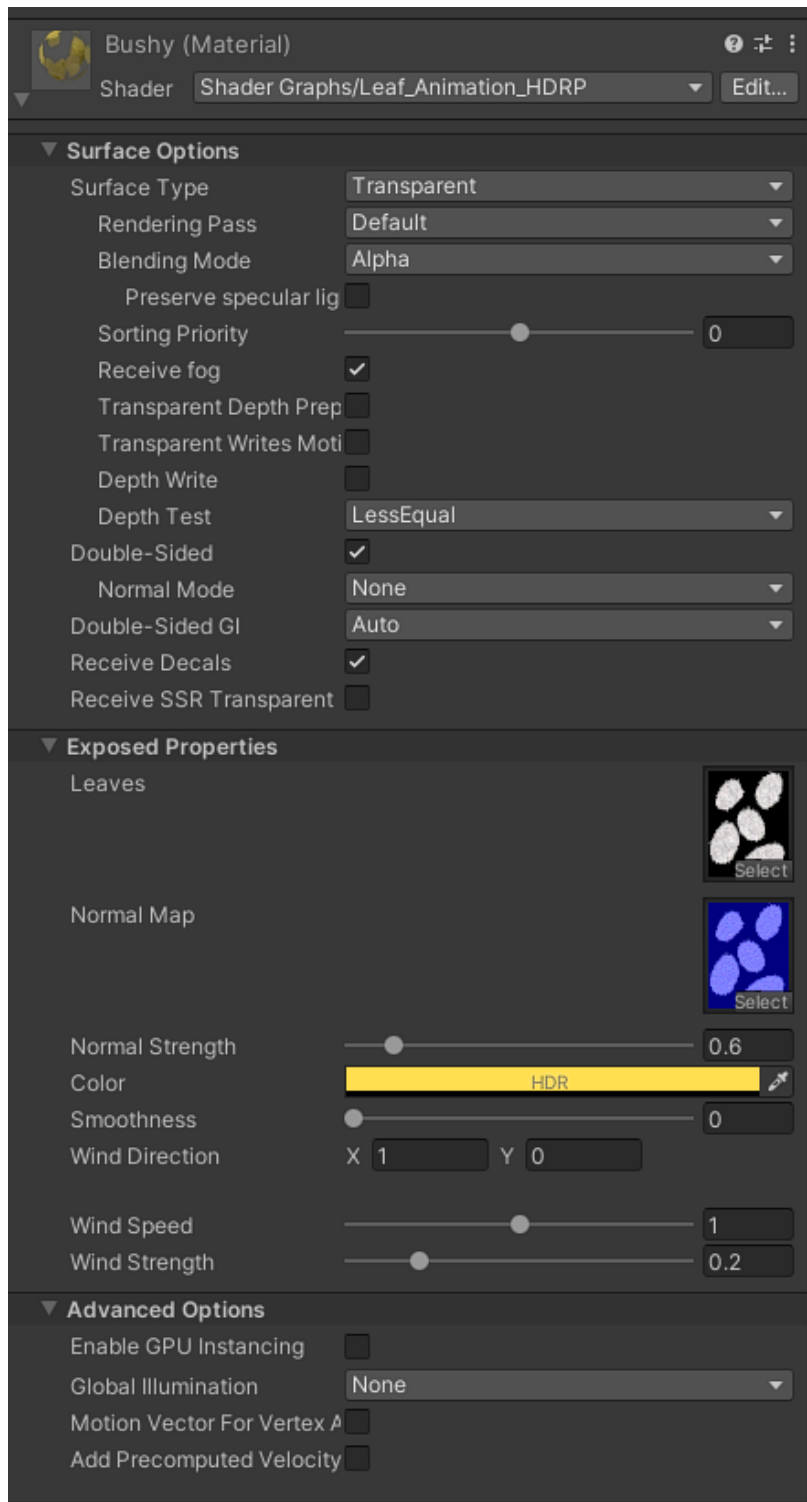
This is a quick guideline on how to use this asset.

Drag a prefab from the tab “Prefabs” onto your scene and click on it. You should be presented with an option to change the falling leaves particles.



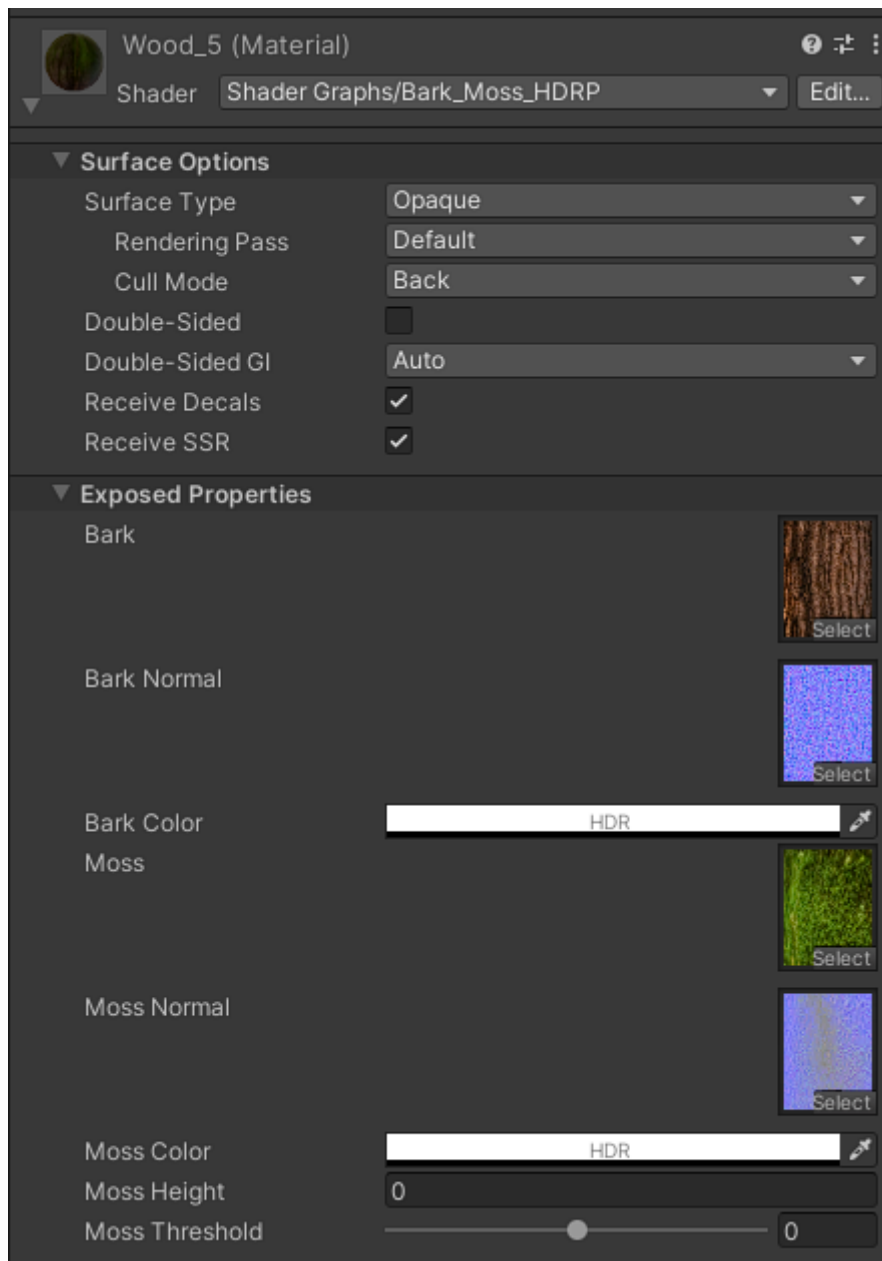
If you want to change the falling leaf itself you find several different falling leaves under Source and your corresponding render pipeline tab. Then you need to drag the material in the render option of the Particle System.

If you want to change the looks, animation etc. of the leaves attached to the tree you can either go in the materials tab under source or directly click onto your dragged prefab in your scene and click on the leaves itself. You should be presented with a settings tab looking like this:



In “Exposed Properties” you can see the leaves itself with their normal maps and the different settings for the leaves. If you want to change the leaf structure you can either chose to drag on of the 30 different textures into the “Leaves box” or drag an entire different material onto the leaves in your scene. The rest of the options are pretty self explanatory. Having chosen one of the white textures gives you more freedom in your choice of different colours. Anyways Ive added some textures with different colours, giving the trees a more “natural” look.

Last but not least you can change the look of the bark. Ive added 5 different bark textures which can be somewhat customized like the leaves.



You are able to increase the normal maps, change the bark color and even add a different strength of moss, giving the trees a more used look. In addition you can change the height of the moss, meaning from which point it should start!

If you have any further questions feel free to contact me or leave me a feedback. Thanks in advance!