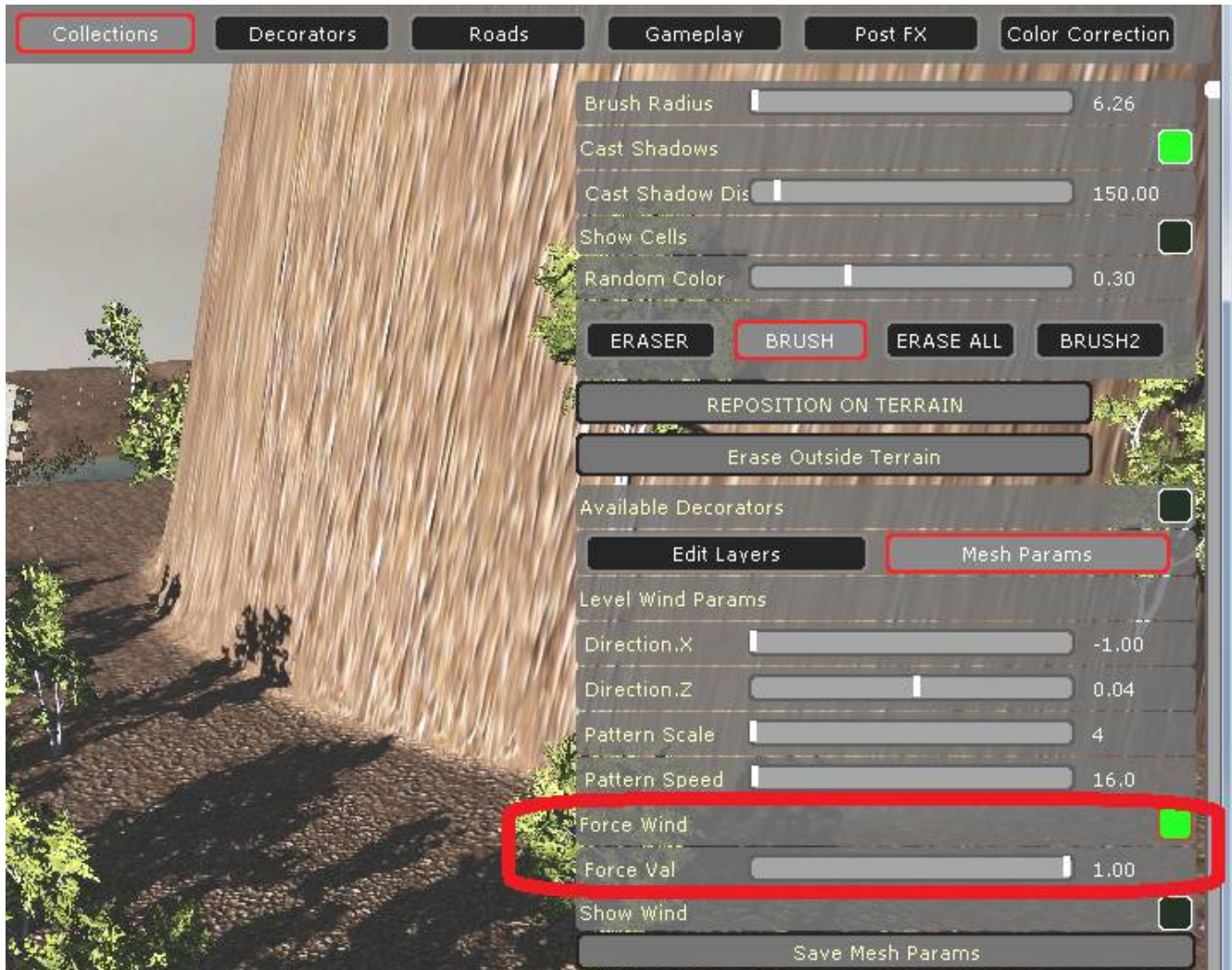


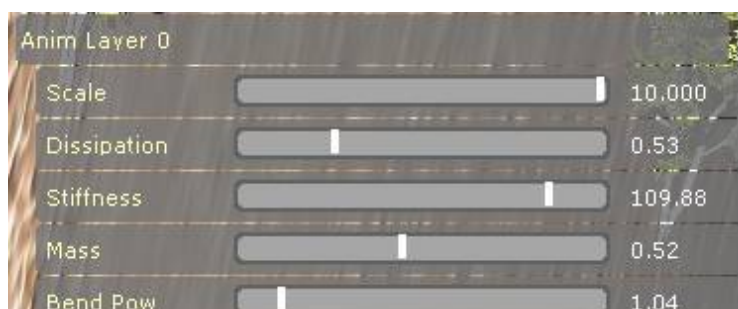
## Setting up wind animation parameters.

- 1) Put the wind into “Force Mode” and set it's value to 1.0 ( the maximum wind value )



- 2) Setup mesh animation parameters at full wind strength

**Aim Layer 0** is a layer for stem and runs a physical simulation of tree bending.



**Scale** – sets up the maximum bending of the tree

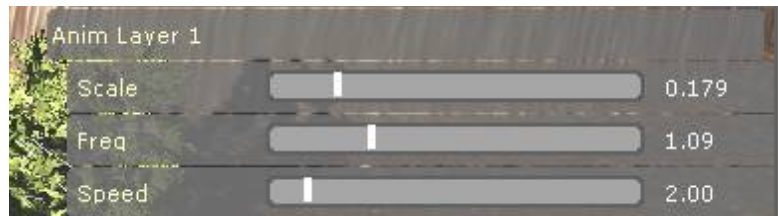
**Dissipation** – defines how tree movement energy gets dissipated. The more the value, the faster the tree stem will slow down its movement.

**Stiffness** – defines the force with which the tree stem tries to restore itself to neutral position

**Mass** – defines the mass of the stem ( the more the mass, the less the tree stem gets accelerated )

**Bend Pow** – defines the curvature of the tree stem bending.

**Anim Layer 1** is a layer for branches.

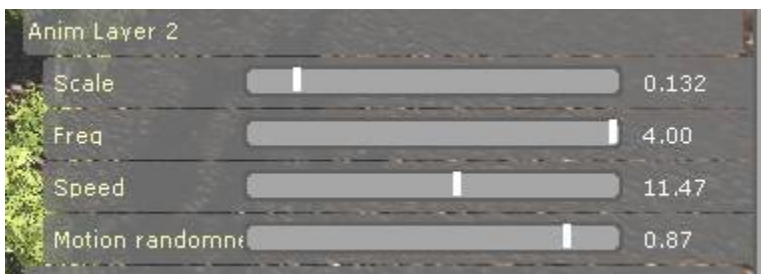


**Scale** - affects the amplitude of the branches animation.

**Freq** – affects the spatial frequency of the branch animation ( the bigger the number, the smaller the “waves” of the branches become )

**Speed** – affects the speed of the branches animation.

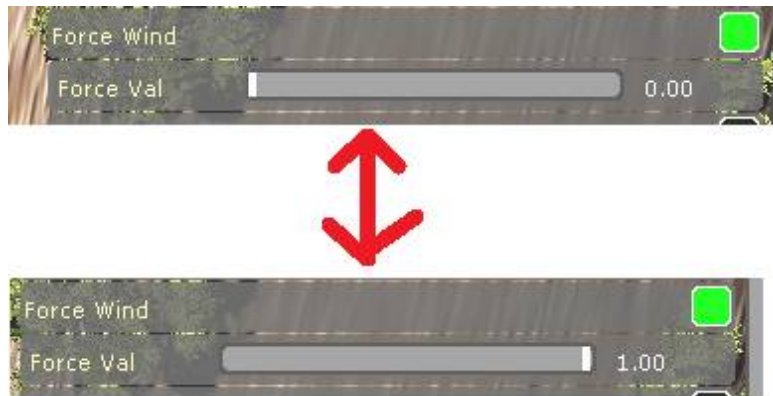
**Anim Layer 2** is a layer for leaves



**Scale**, **Freq** and **Speed** function as in the animation layer 1.

**Motion randomness** - defines the randomness of leaves animation direction. In case of 0 value, movements of the leaves coincide with the wind direction. In case of 1 value, movements of the leaves are completely random.

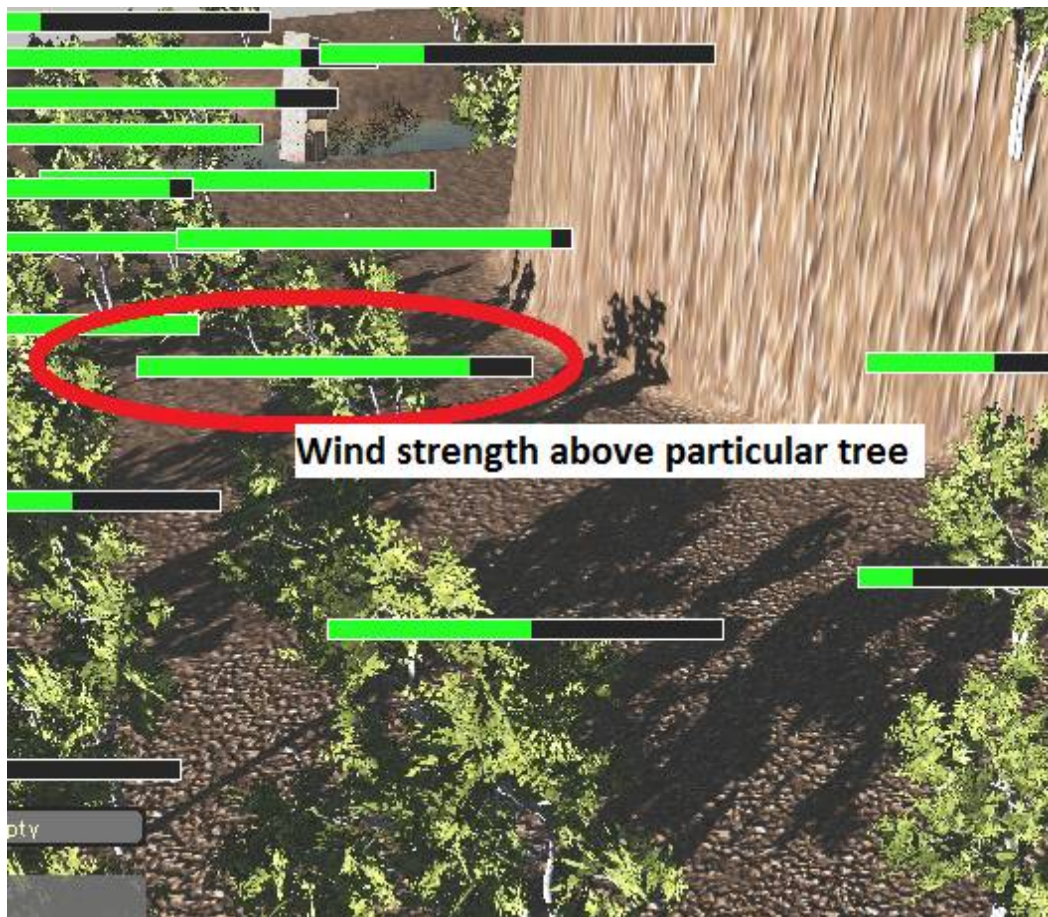
- 3) Move “Force Val” slider from 0 to 1 several times and adjust **Anim Layer 0** parameters to make the stem react to the wind change naturally.



- 4) Disable “Force Wind” and enable “Show Wind” to see how wind pattern affects the level:







5) Adjust level wind parameters while being in “Show Wind” mode.



**Direction.X, Direction.Z** - setup level wind direction.

**Pattern Scale** - defines the scale of the noise texture, which adjusts wind speed at particular level spots. This texture is tiled over the level.

**Pattern Speed** – defines how fast the wind noise texture is scrolled over the level