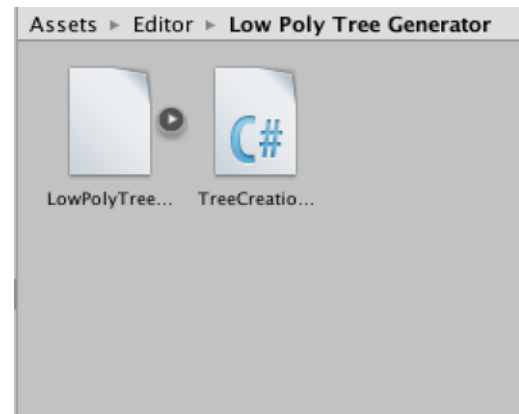


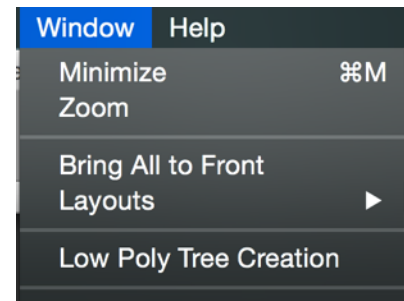
Low Poly Tree Generator

To use the tree generator:

Place the dll and accompanying script into the editor folder in your Unity project.



From the menu bar open the Low Poly Tree Creation under the Window menu item



It should open a window looking like:

Name: Name of the base Game Object

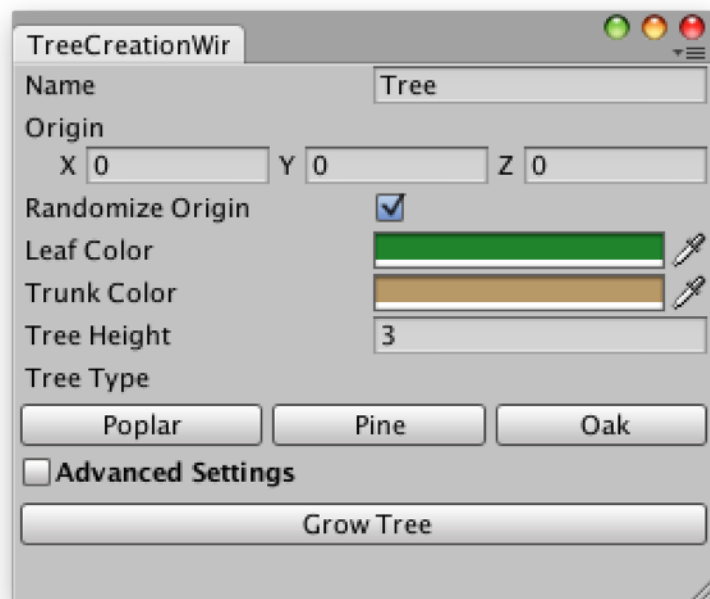
Origin: Bottom Center of the trunk

Randomize Origin:
If selected after placing a tree it will shift the origin in a random direction.

Leaf Color: Color of the top part of the tree

Trunk Color: Color of the trunk

Tree Height: Rough height of tree in standard Unity units, so if set to 1 it will roughly be the size of a unit cube

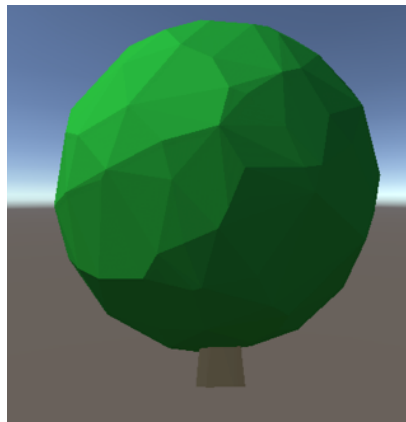


Tree Type: The rough type of tree desired. They are as follows

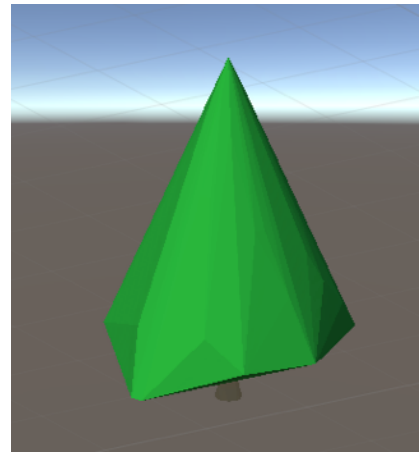
Poplar:



Oak:



Pine:



Advanced Settings:

Use Mesh Colors: Embed the colors into the mesh. It uses Color32 property on the mesh.

Top Radius: radius for the top of the tree

Bottom Radius: Radius for the bottom of the tree

Branch Height: Height of the top (green) part.

Number Of Points: The number of points on each generation iteration. The **higher** the number the smoother the “sphericalness” of the tree will be. The **Lower** the number the more abstract it will be.

Number of points on Trunk: Similar as above only relating to the trunk sections.

Pointy Top: ensures there is a tip top point on the tree

Apply Noise: This applies noise to the mesh after generation. This can lead to some very cool trees but can also cause completely messed up trees which is why it is off by default. Currently this is experimental and works the best for very large trees (radius > 10).

| | |
|--|--------------------------|
| <input checked="" type="checkbox"/> Advanced Settings | |
| Use Mesh Colors | <input type="checkbox"/> |
| Top Radius | 0.8836867 |
| Bottom Radius | 2.350864 |
| Branch Height | 2.7 |
| Trunk Height | 2.650864 |
| Number of Points | 16 |
| Number of Points on Trunk | 10 |
| Pointy Top | <input type="checkbox"/> |
| Apply Noise | <input type="checkbox"/> |
| <input type="button" value="Grow Tree"/> | |

Support:

If you have comments, questions, or requests please let me know! You can reach me at:

balanceoni@gmail.com

Or visit

<http://datumapps.com/support>