First, **take the "Trees" folder and add it to this folder after cloning from github**

I set default numbers in the CLI but these are values you can change:

1.**num_trees** = the number of trees generated o the terrain

2.**fire_iteration** = the tree number that will be set on fire (the chosen one)

3.**output** = the output file name.

to gen with this type of tree:

run this command:

$ python final.py --terrain terrain.blend --tree Trees\\Tree1\\Tree1.blend --name tree.001 --num_trees 50 --output output11.blend --fire_iteration 10

to gen with this type of tree:

run this command:

```
$ python final.py --terrain terrain.blend --tree Trees\\Tree1\\Tree1.blend --name tree.002
--num_trees 50 --output output11.blend --fire_iteration 10
```
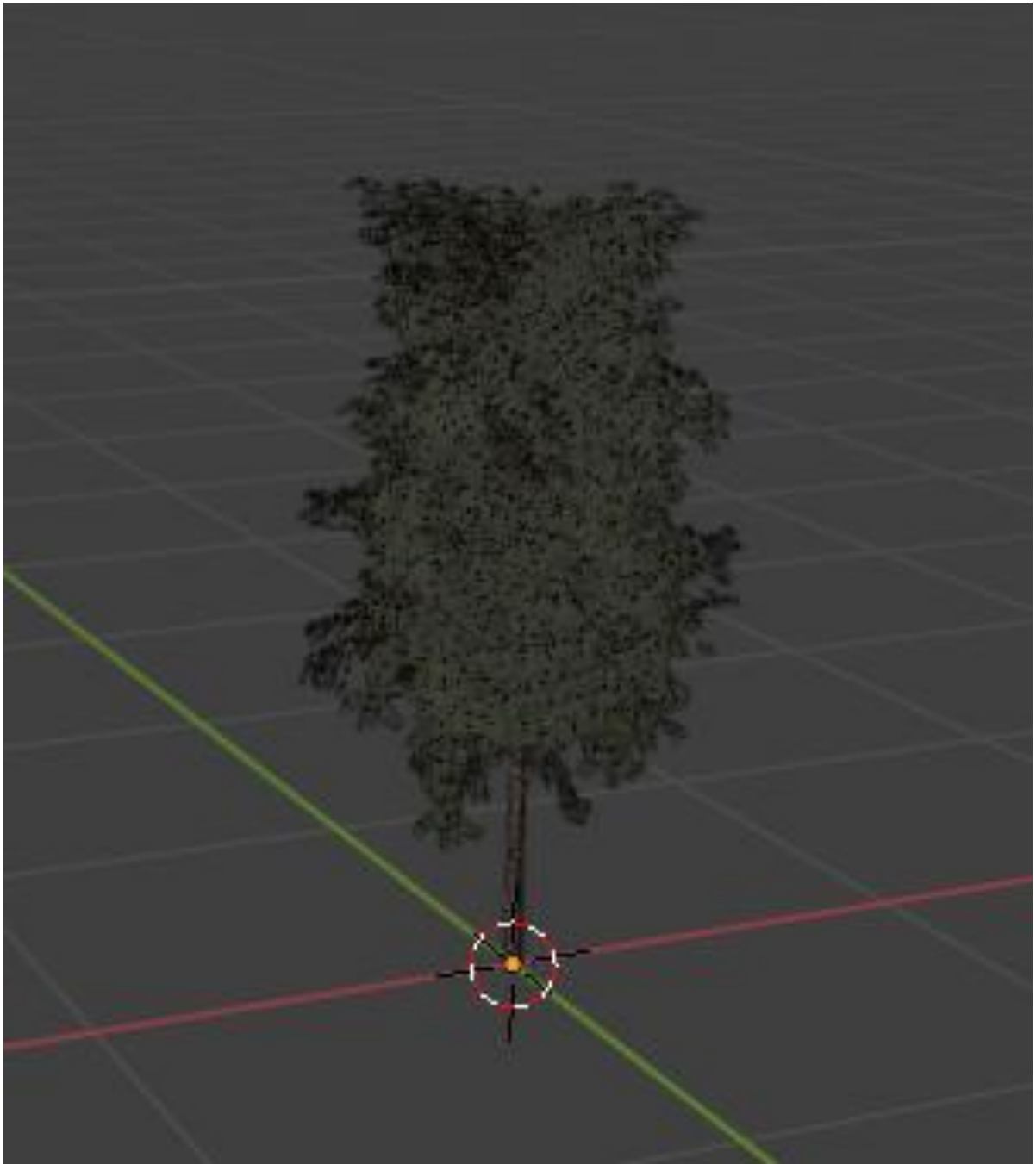
to gen with this type of tree:

run this command:

```
$ python final.py --terrain terrain.blend --tree Trees\\Tree1\\Tree1.blend --name tree --num_trees 50 --output output11.blend --fire_iteration 10
```

to gen with this type of tree:

run this command:

```
$ python final.py --terrain terrain.blend --tree Trees\\Tree2\\tree.blend --name tree.001 --num_trees 50 --output output11.blend --fire_iteration 10
```

to gen with this type of tree:

run this command:

$ python final.py --terrain terrain.blend --tree Trees\\Tree3\\tree.blend --name tree.001 --num_trees 50 --output output11.blend --fire_iteration 10

to gen with this type of tree:

run this command:

```
$ python final.py --terrain terrain.blend --tree Trees\\Tree4\\tree.blend --name tree.001 --num_trees 50 --output output11.blend --fire_iteration 10
```

to gen with this type of tree:

run this command:

```
$ python final.py --terrain terrain.blend --tree Trees\\Tree4\\tree.blend --name tree.002 --num_trees 50 --output output11.blend --fire_iteration 10
```

to gen with this type of tree:

run this command:

```
$ python final.py --terrain terrain.blend --tree Trees\\Tree4\\tree.blend --name tree --num_trees 50 --output output11.blend --fire_iteration 10
```