

# GROWING PLANTS TUTORIAL

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Bloody Dusk Team

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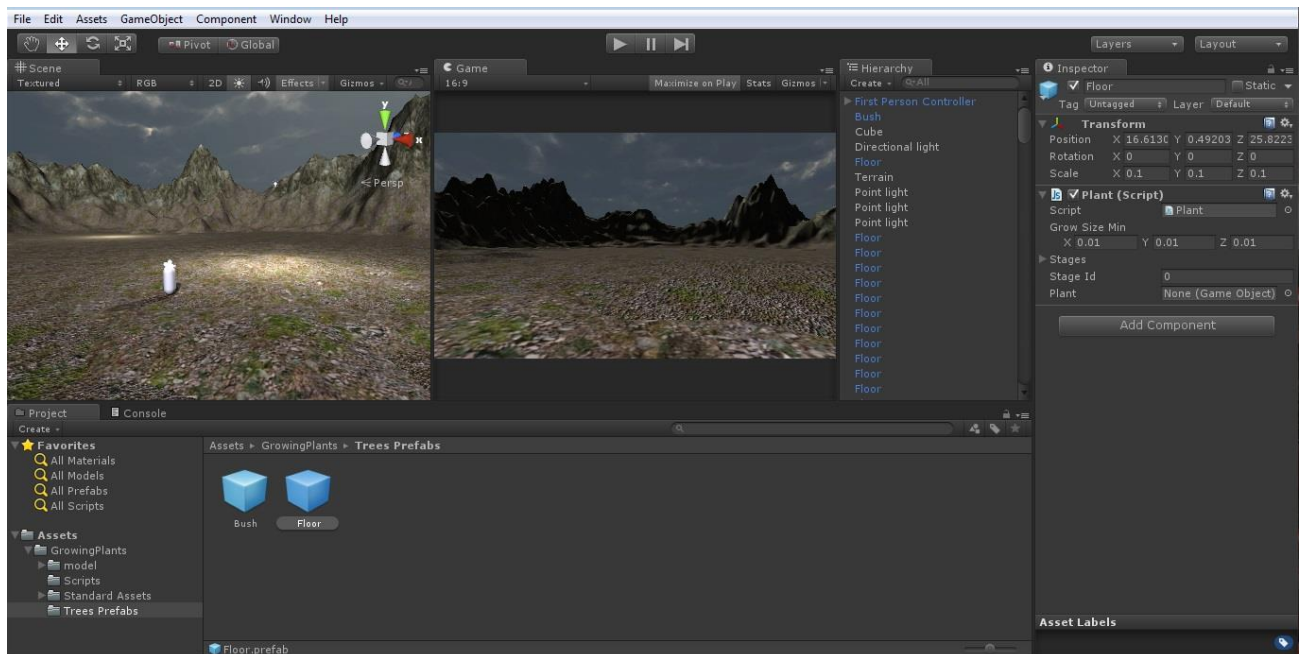
Hi everyone! Due to this tutorial you will be able to understand structure and logic of this example project.

## 1. Description

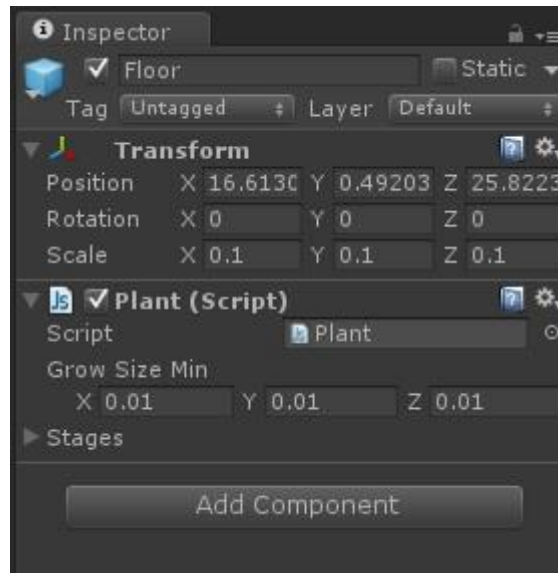
This is example project of plants growing system. With this you are able to grow up your grass, trees, crops etc. All what you need is plants 3d models, all other will do script.

## 2. Instruction

This is unity3d work area with selected trees prefab created by Unity Trees Creator.



In Inspector you can see script named 'Plant'. This is main script.



**Grow Size Min** – This set from which scale value our plant should grow.

**Stages** – This is the main part of script, lets open it...



In Stages you can see many Elements. This is our ‘growing phases’ where we can change process of growing. We can create as much Elements as we want by increasing Size parameter. Lets watch to one of the Elements.

**Grow Time** – Time of our grow phase after which script will change to next phase.

**Grow Speed** – Speed of growing in this phase.

**Grow GO** – GameObject for this phase, you can assign here same or changed GO.

**X** – Should we grow by x axis in this phase?

**Y** – Should we grow by Y axis in this phase?

**Z** – Should we grow by Z axis in this phase?

**Action** – What we need? Grow or Decrease? Use decrease in the end of life for withered plant or etc. In this case Grow Speed will be speed of decreasing.

### **3. Adding new growing plant container**

1. Go to 'GameObject' -> Create Empty. Name it like you want.
2. Add to this GO script named 'Plant'
3. Tune values like you want and don't forget to assign models in phase's GrowGOs.

Done.

Thanx for using!