GROWING PLANTS

TUTORIAL

UPDATE 2

Bloody Dusk Team 2014

Version 2 Update:

Bug fixes:

- Yellow Attention fix
- Flickering transition prefabs fix

System:

- Gizmos always showing
- Change gizmo color for each plant
- Change gizmo size for each plant

Features:

- Loop from selectively phase feature
- Billboard feature
- Rotation feature

Stuff:

- New tutorial
- New Scene
- Several new models maded by Nikolay Rassulin - member of BloodyDusk Team

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.
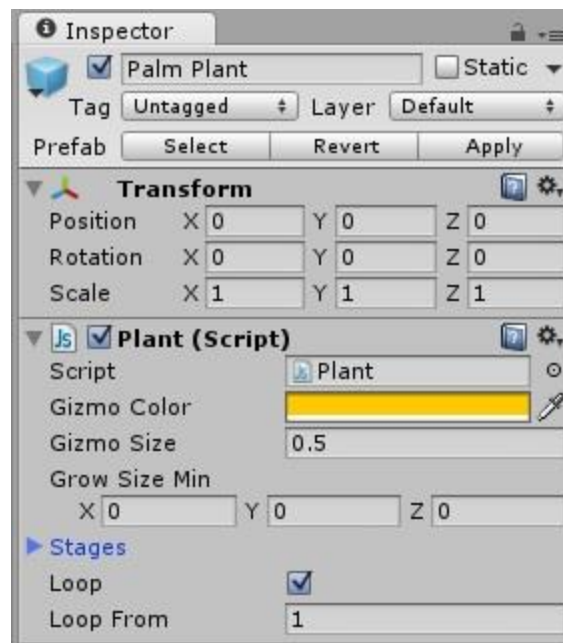
2. Instruction

This is unity3d work area with selected Scene v2.
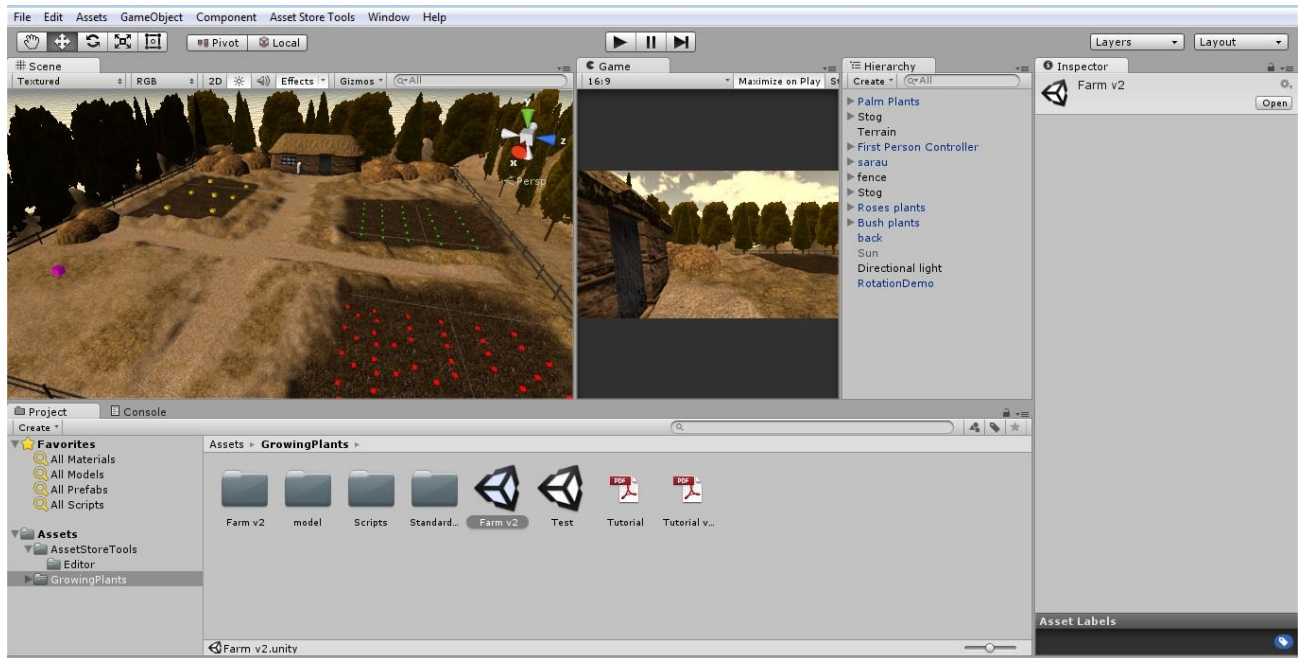
Lets open Palm Plants Go and select one of a plants.

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

Gizmo Color – This need for comfortable, we can color groups of plants for better id.

Gizmo Size – This is size of cube what will show us where is our plant/s in editor view

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

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

Loop – This need for regrowing for example grass, also we can grow from…

Loop From – From what stage/phase we need to regrowing. For example apple-tree. We don't want to regrow it from start again and again, we just need to loop its fruit season. So we set stage where its not got apples but it already growed and we will not grow tree from start, but tree will just give us a fruits, then drop them and going to sleep for a while and then loop giving apples again and again.

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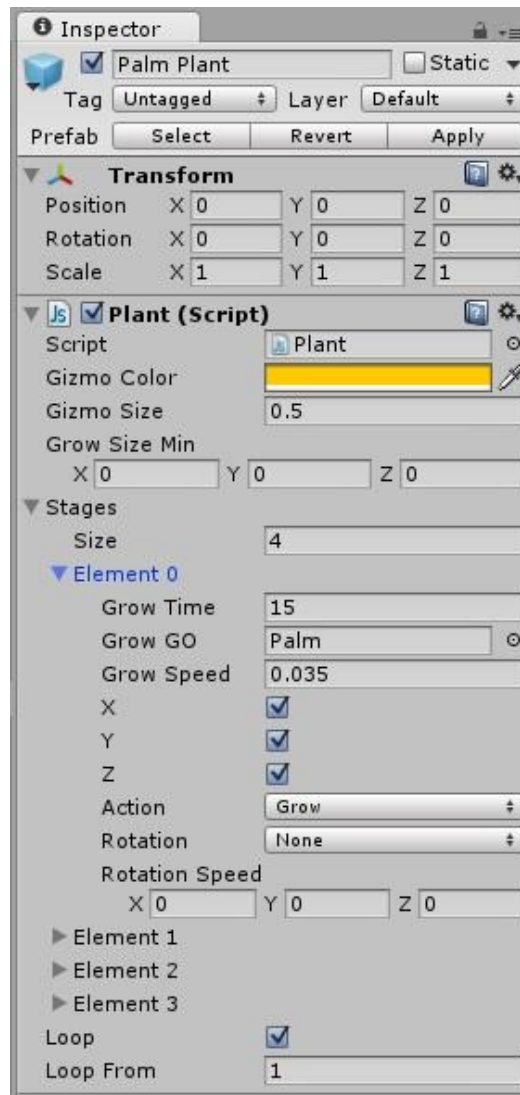
In Stages you can see many Elements. This is our 'growing phases/stages' where we can change process of growing. We can create as much Elements as we want by increasing Size parameter. Lets watch to one of the Elements.

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.

Rotation – This is popup menu where we can choose:

None – No rotation will be applied

Rotation – Rotate in this stage plant prefab with Rotation Speed in X Y Z axis

Billboard – Useful for grass, flowers etc. Make plant always look at the player – this gives grate optimization.

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!