

Hi

Using Unity Tree Creator you can create every style of the trees in a few minutes. You just need to watch the following tutorials and then practice to improve your skills

Tree Creator Quick Start:

https://www.youtube.com/playlist?list=PLVXvfvDWvto2XoHiUoUibE_NS3AIEM6WA

How to Create Trees (Pine, Palm and Cactus):

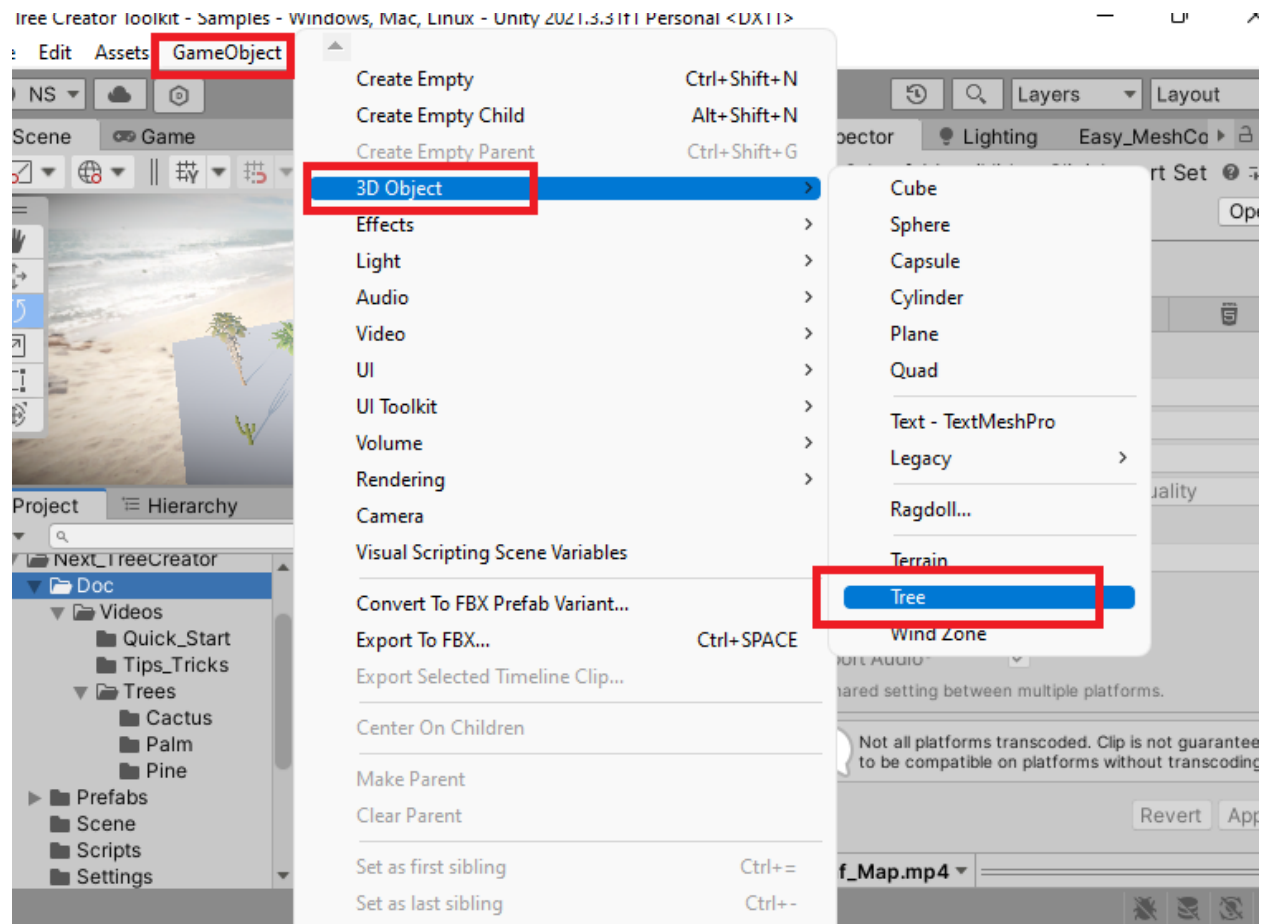
<https://www.youtube.com/playlist?list=PLVXvfvDWvto1EGJehJrlqR3NzSCB3pUI->

Tree Creator Tips and Tricks:

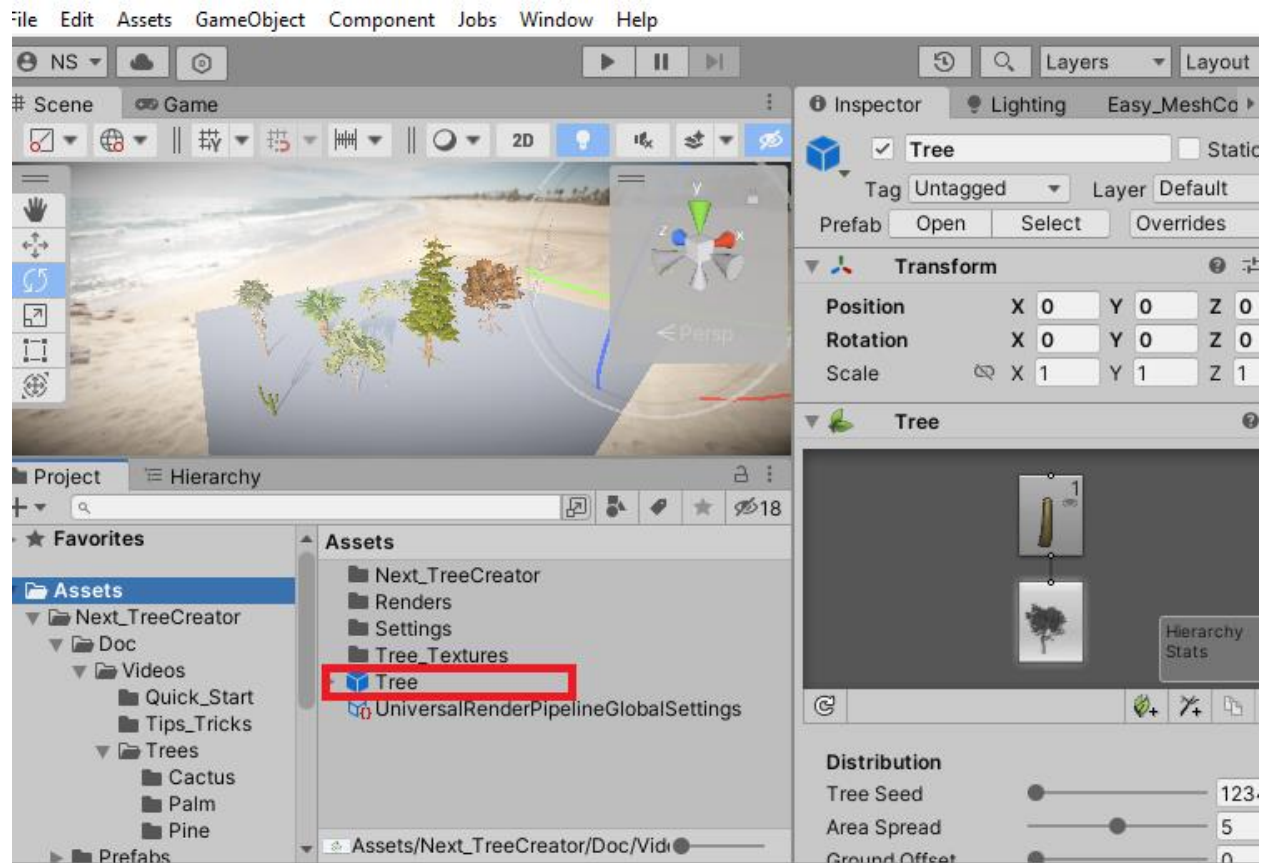
<https://www.youtube.com/playlist?list=PLVXvfvDWvto09uiGpxWhvKa6DoDyfr1kV>

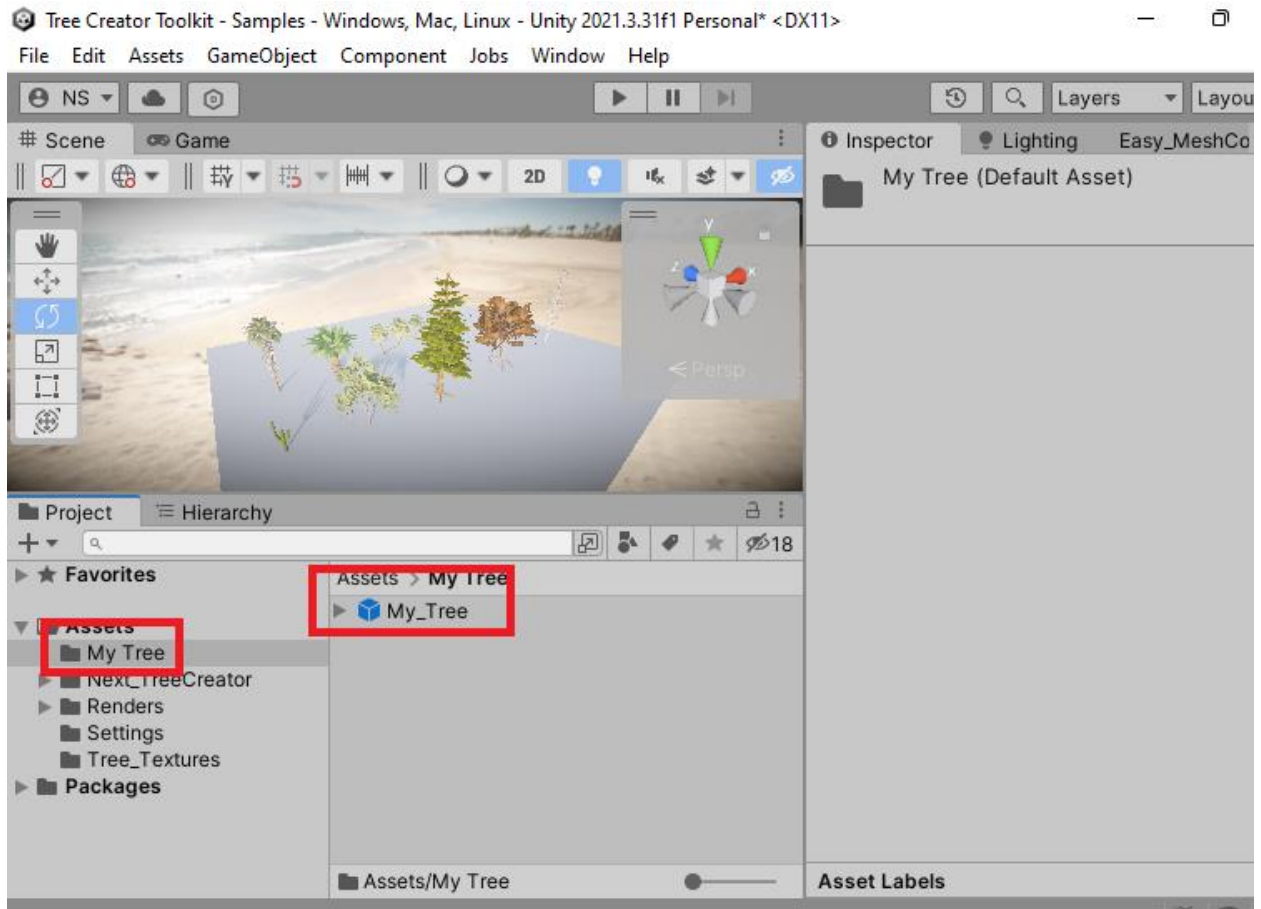
In this tutorial, I have tried to teach the basics of Unity Tree Creator

First you need to create a new tree from the **Game Object->3D Object->Tree** menu:

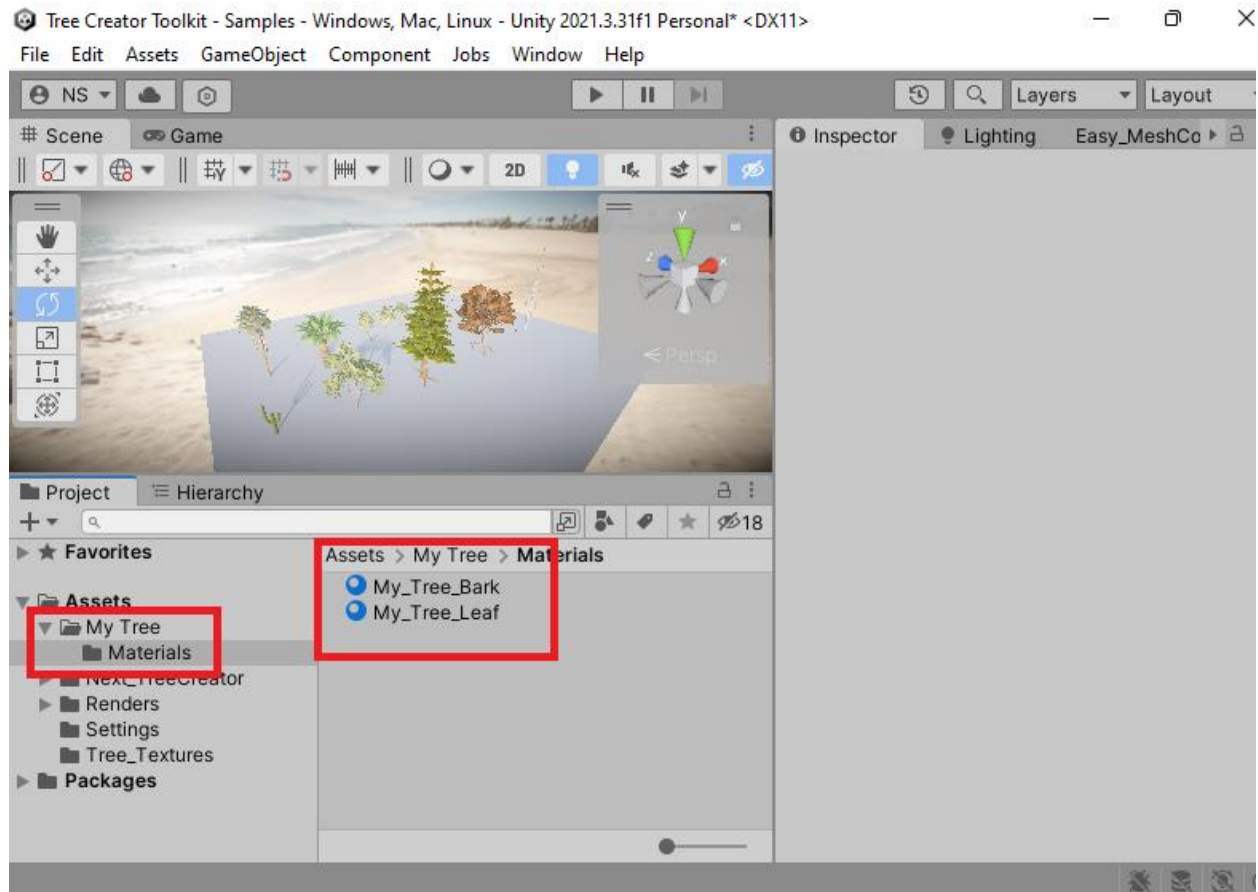


Now you have a tree in the assets folder. This is your tree source. You can rename it and drag into a new folder:

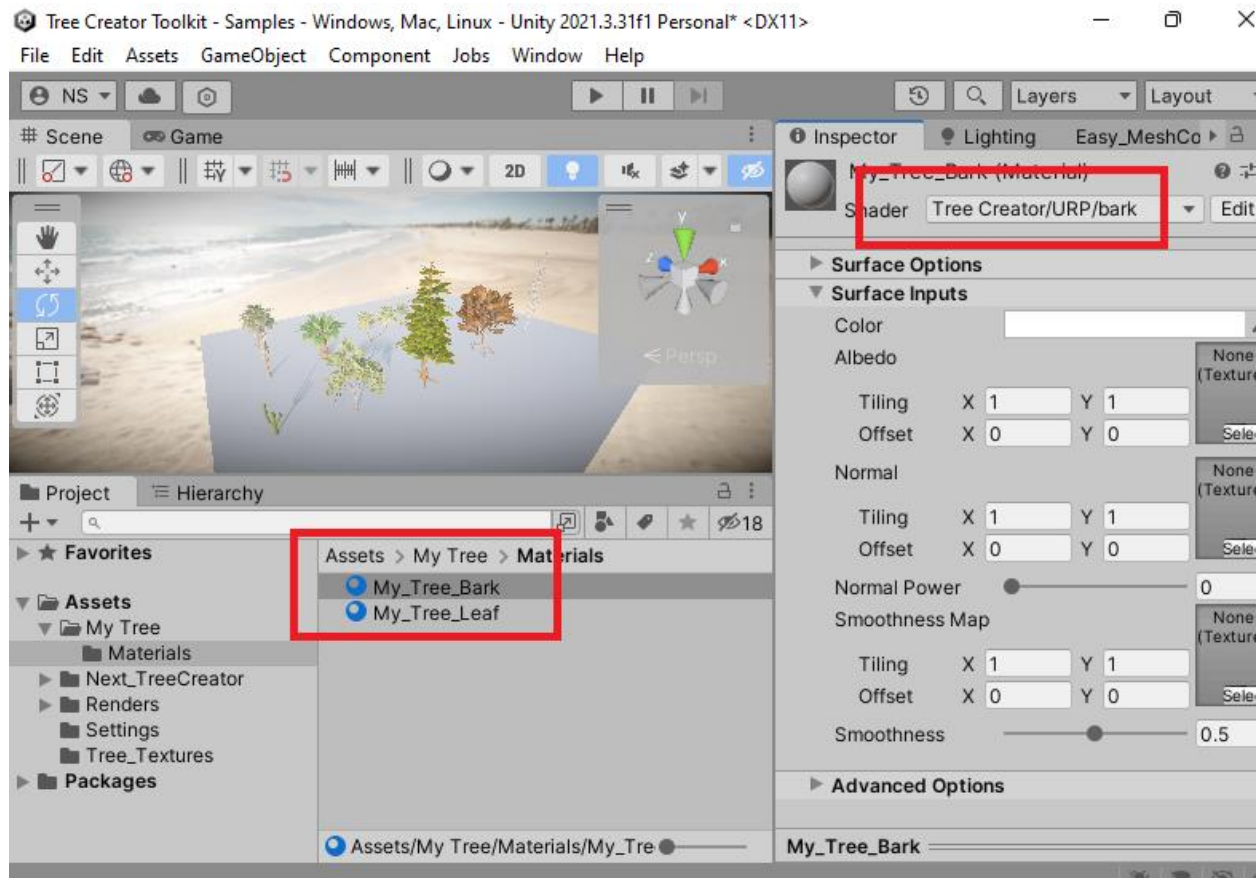




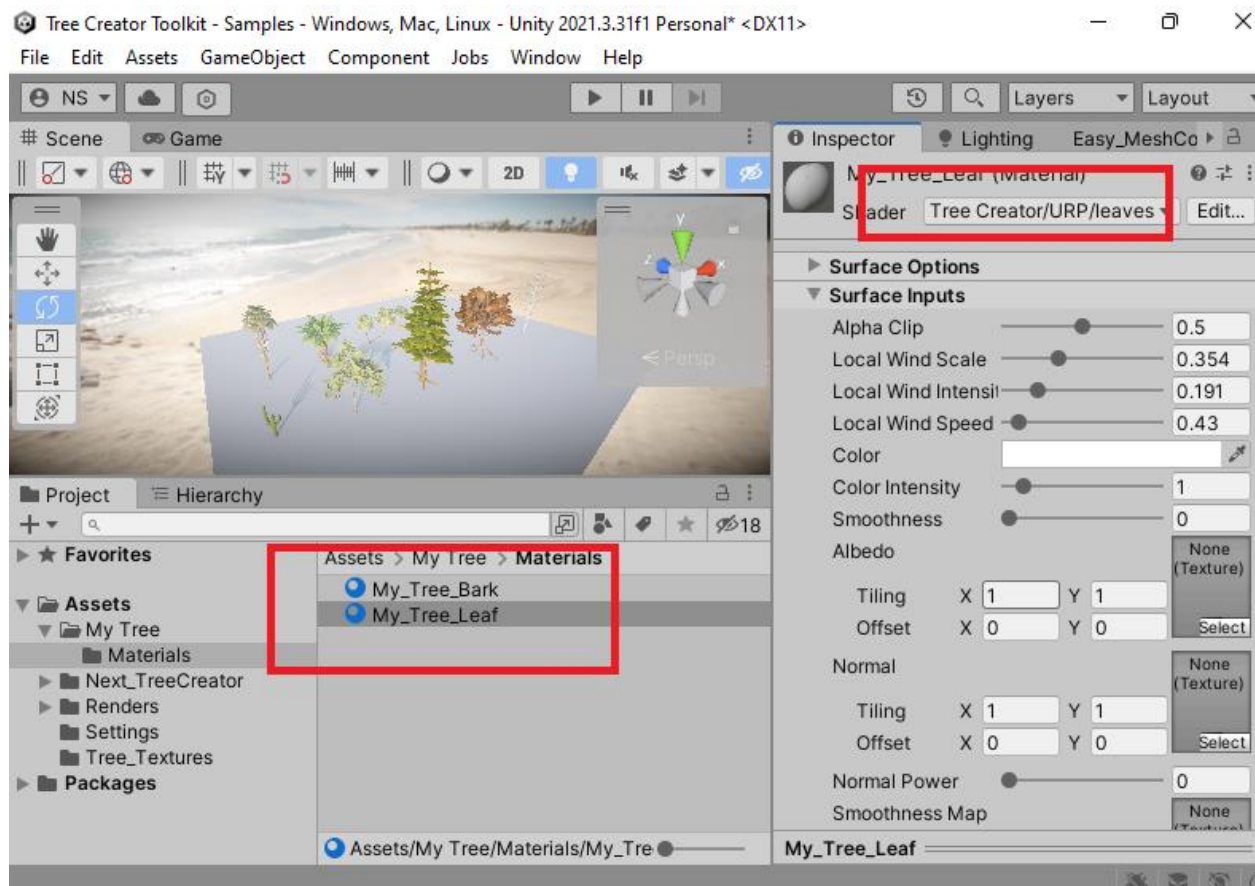
Now we have a folder called **“My Tree”** and a tree called **“My_Tree”**. Now we need to create a folder called **“Materials”** and inside it we need to create 2 materials for Bark and Leaf:



Now select the Bark material and change its shader to the **“Tree Creator->URP->bark”**

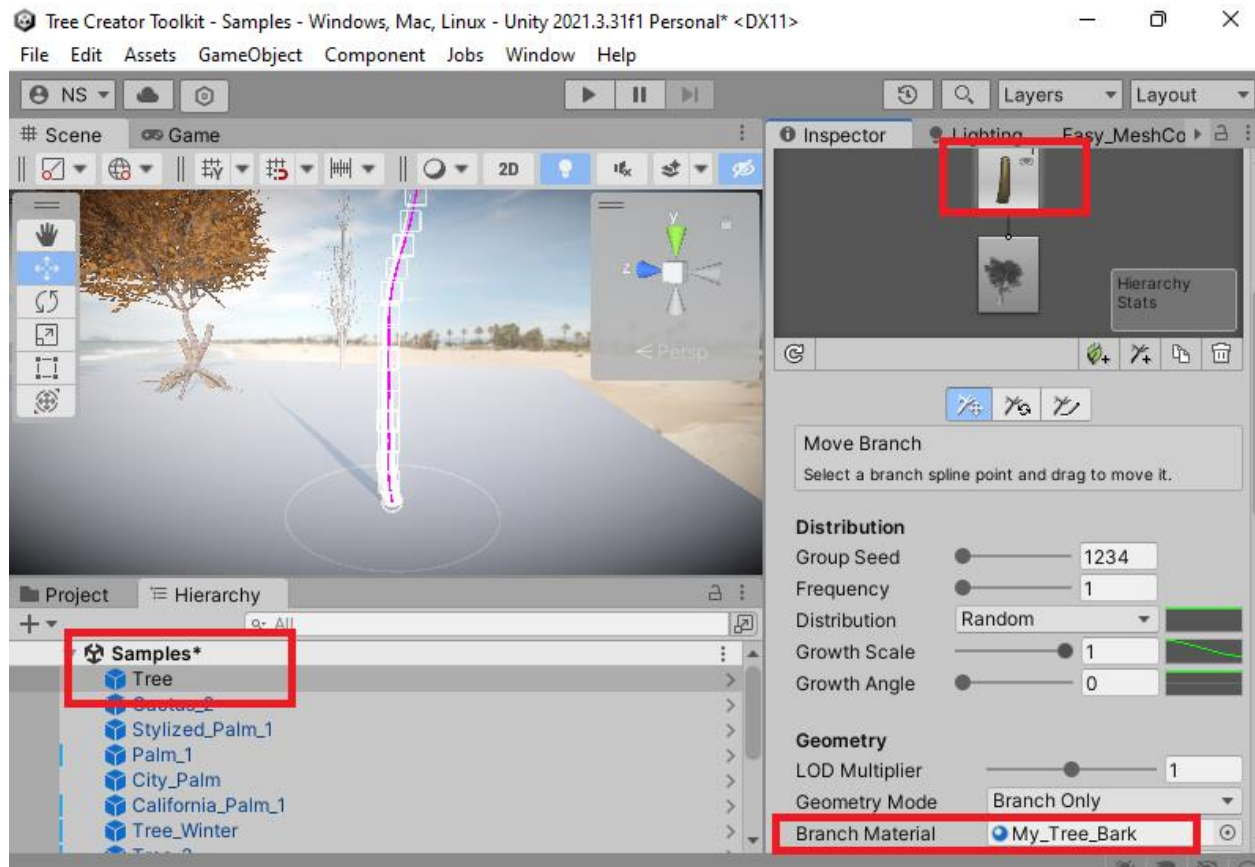


Now select the Leaf material and change its shader to the “Tree Creator->URP->leaves”

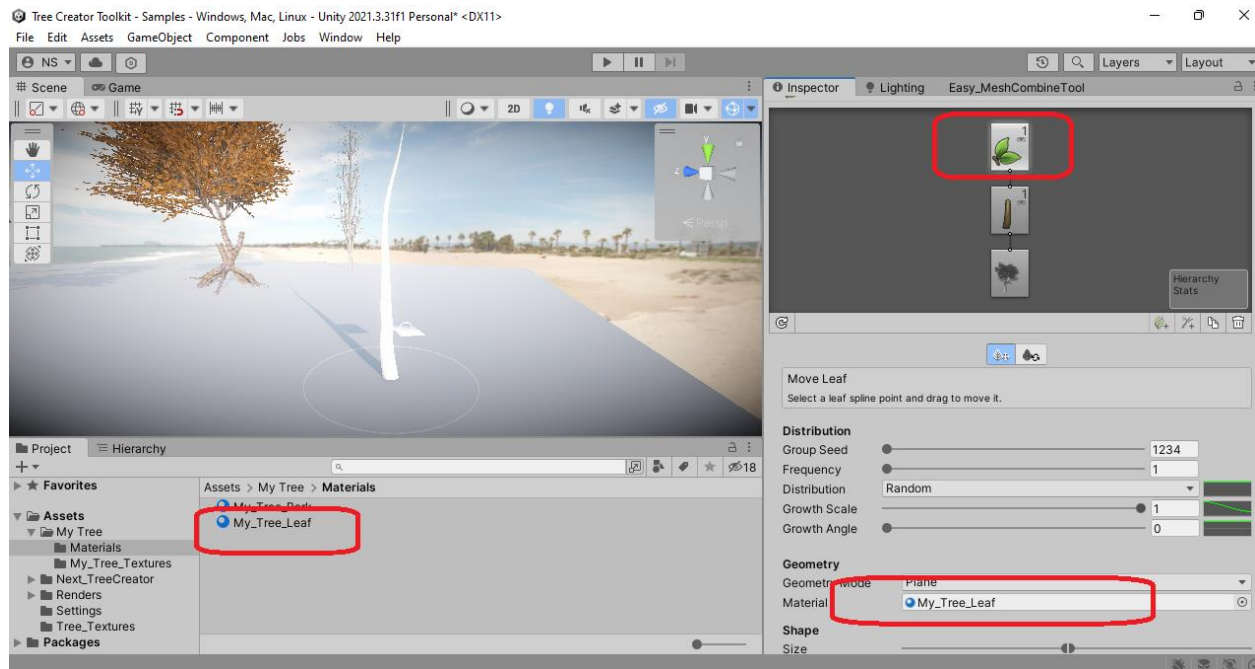


Now everything is ready to make your tree

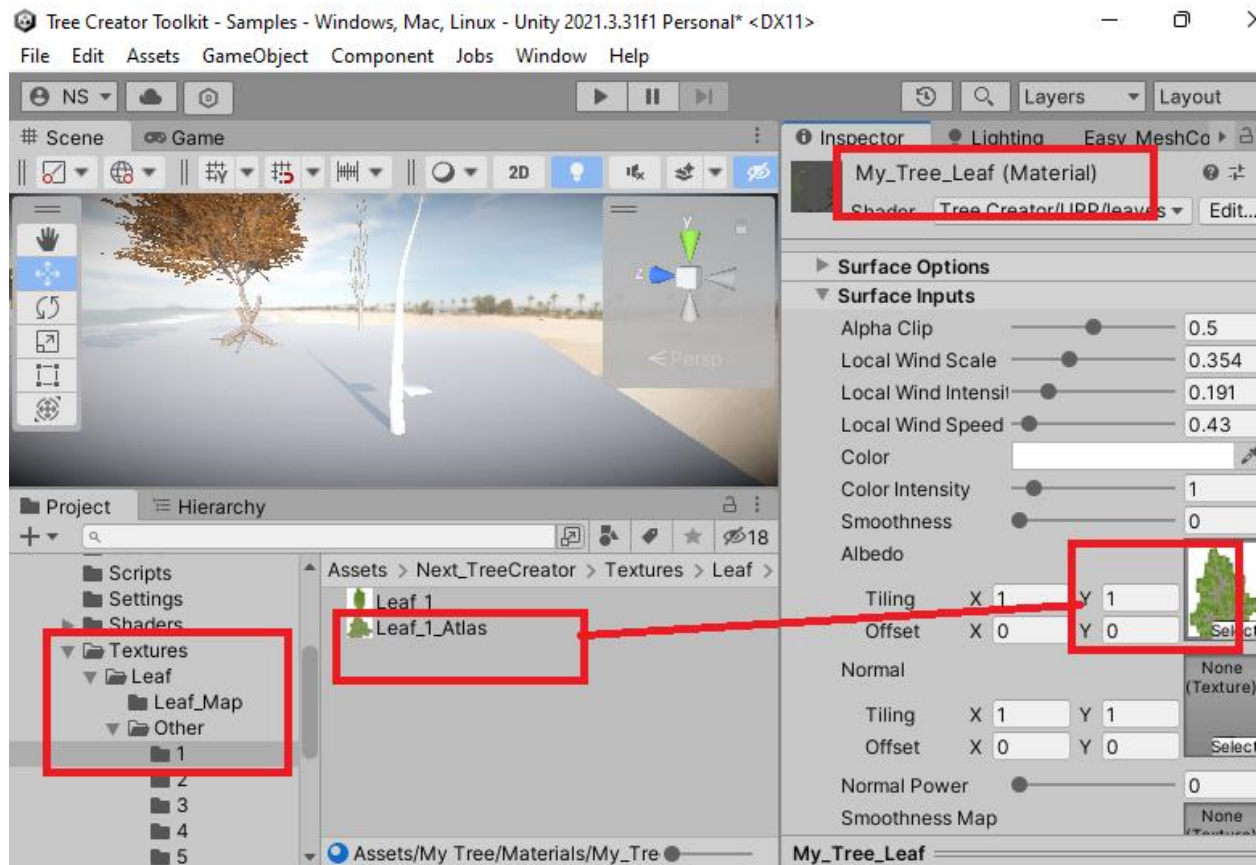
Select your tree and assign bark material:



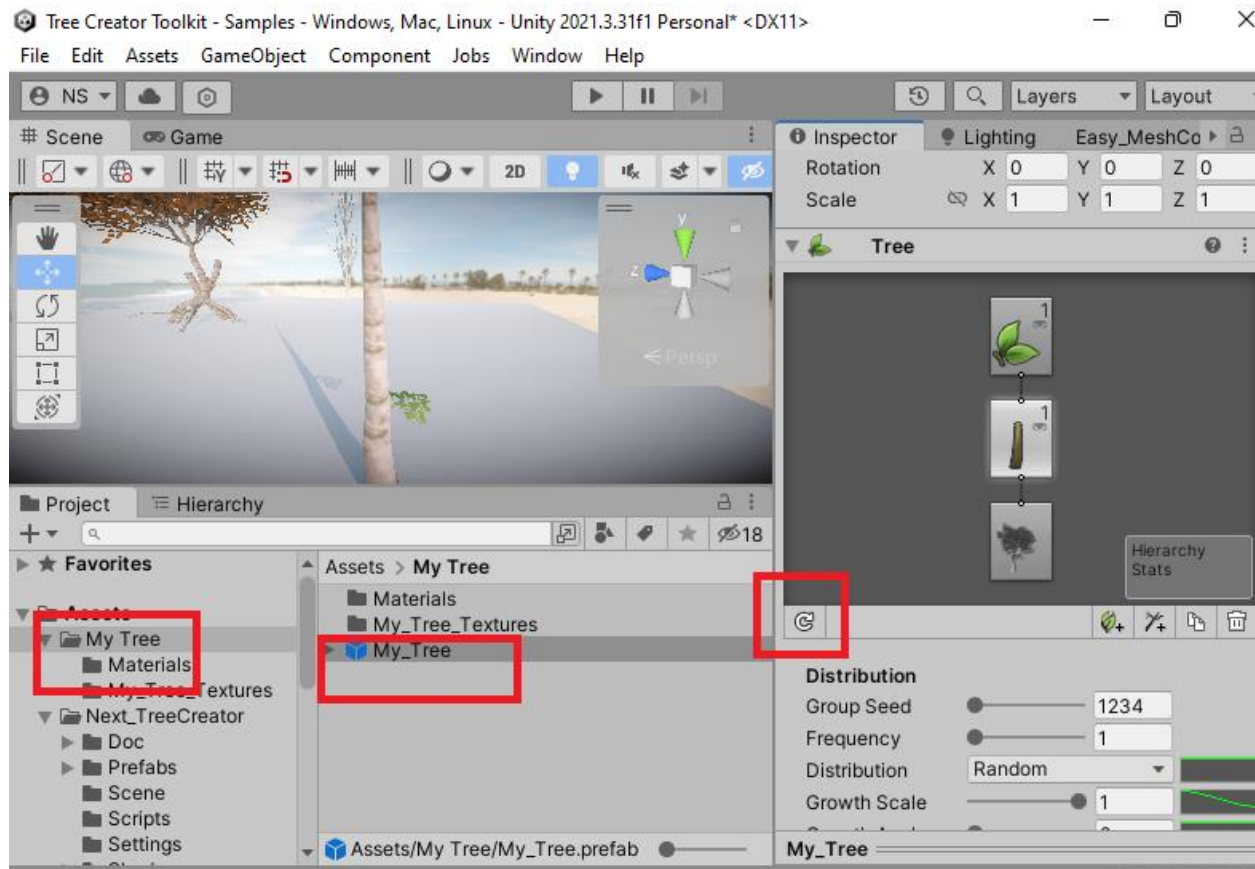
Select your tree and assign leaf material:



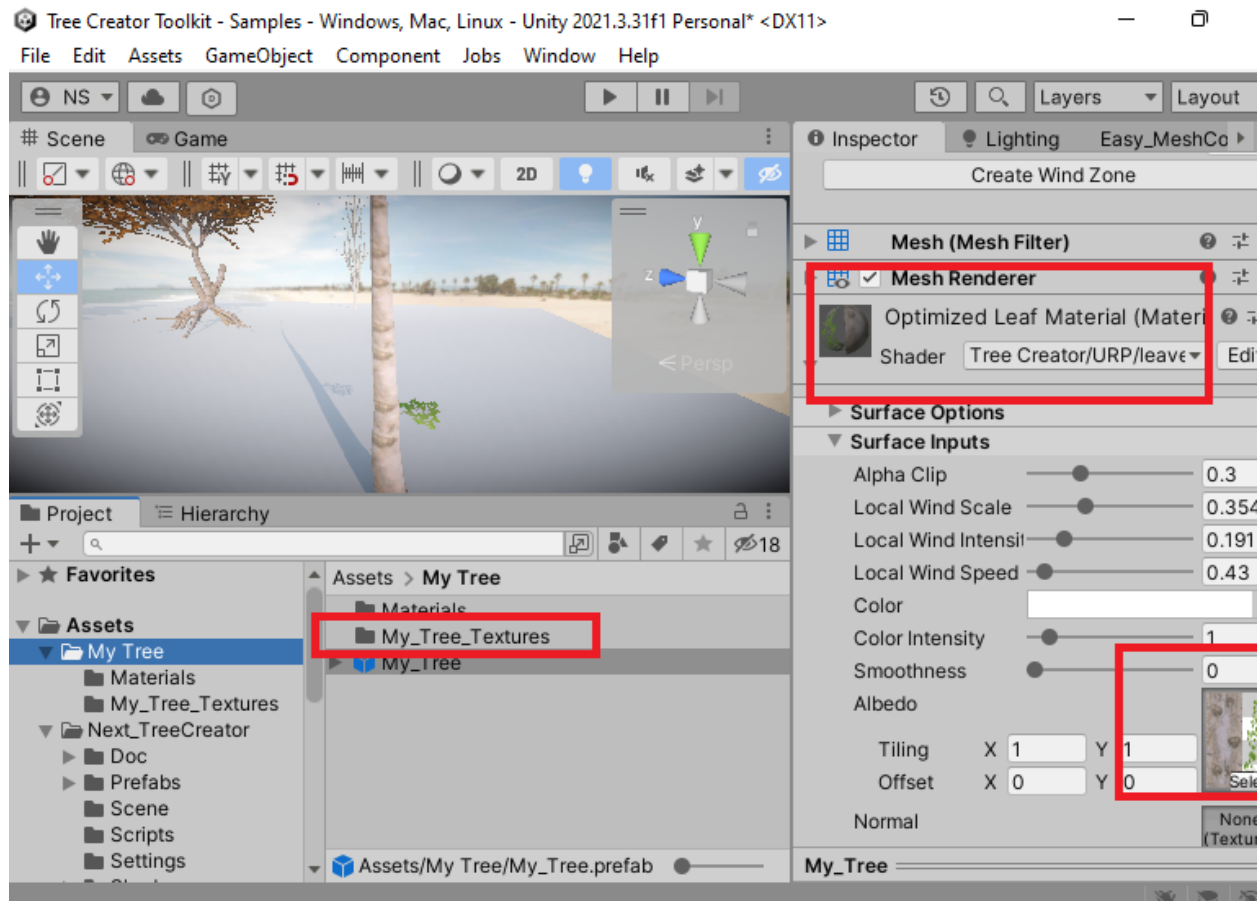
Now you just need to add leaf and bark/trunk textures into your materials:



Now select your tree and press **“Refresh”** key to update your tree materials:

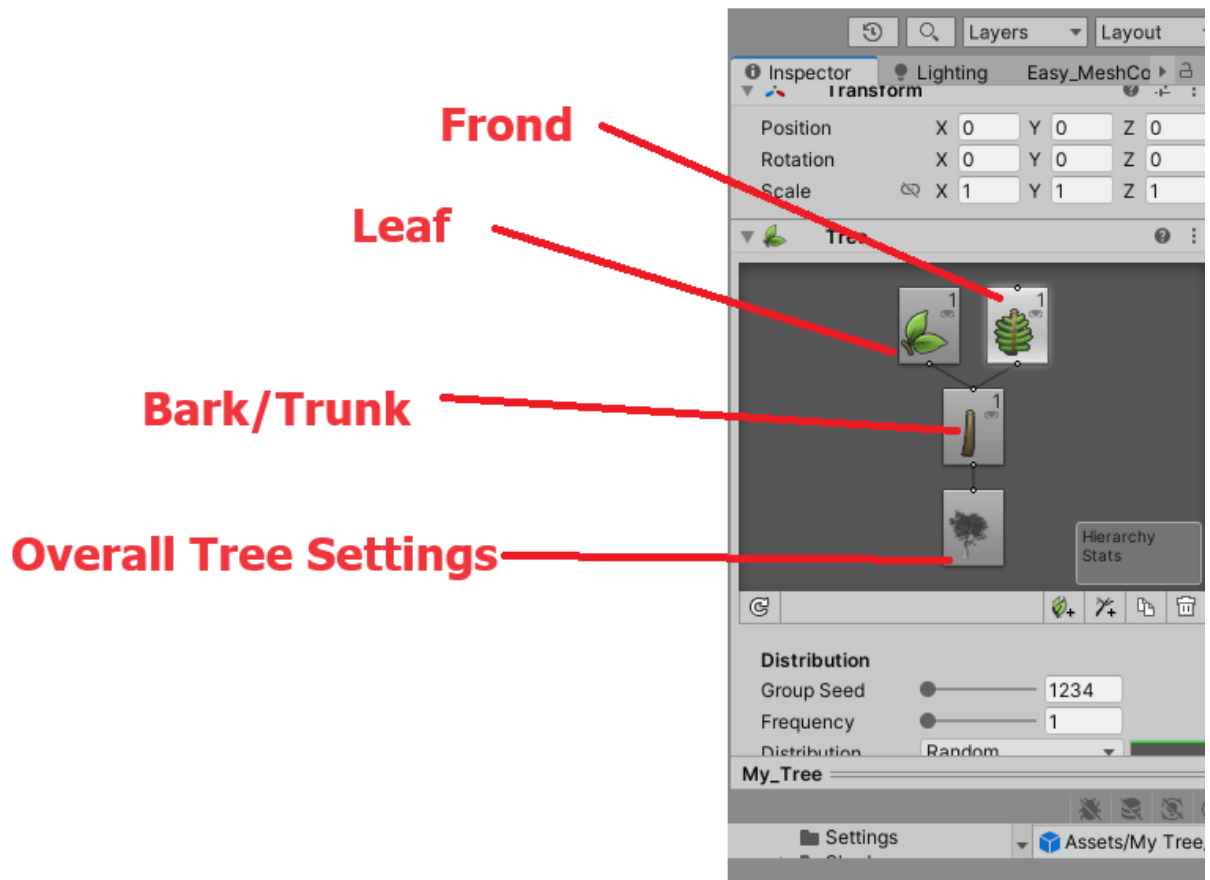


As you can see the tree creator now creates a new materials called **“Optimized Leaf Material”** and **“Optimized Bark Material”** with a atlas texture:



These are your final material and textures for your tree that are made by the Tree Creator based on the source materials

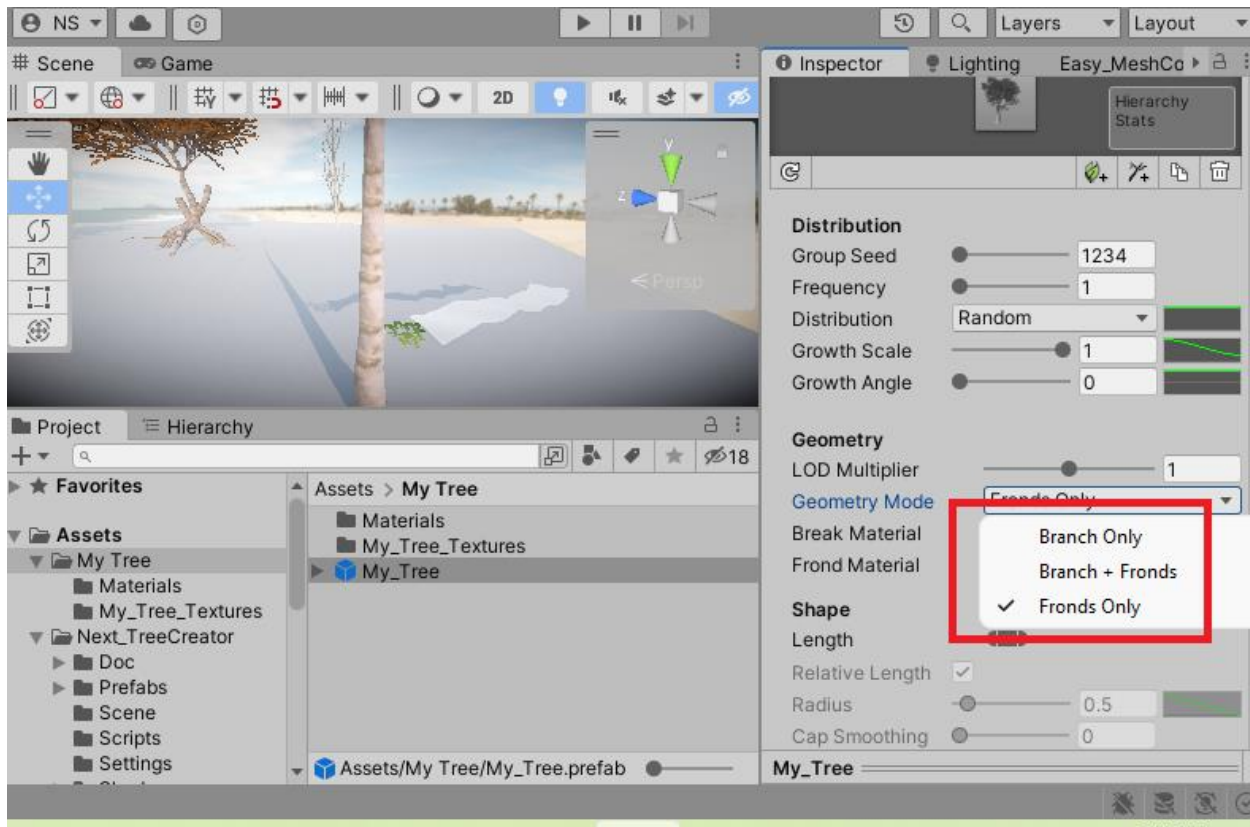
Now I want to talk about tree creator basics:



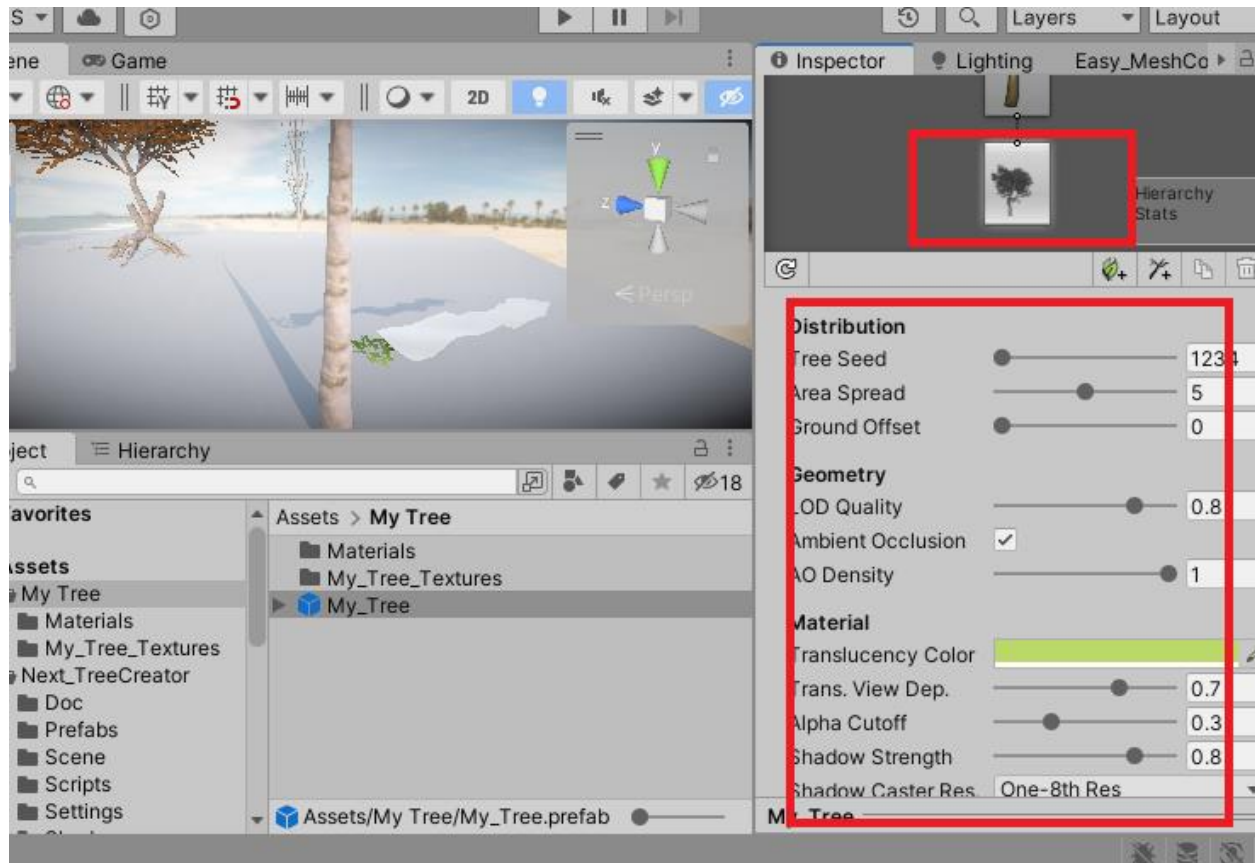
You can create a bark to use as trunk or branches

You can create a Leaf to add the leaves into your tree

You can create a branch and set its type to the **FronD** to have the advance version of the leaves

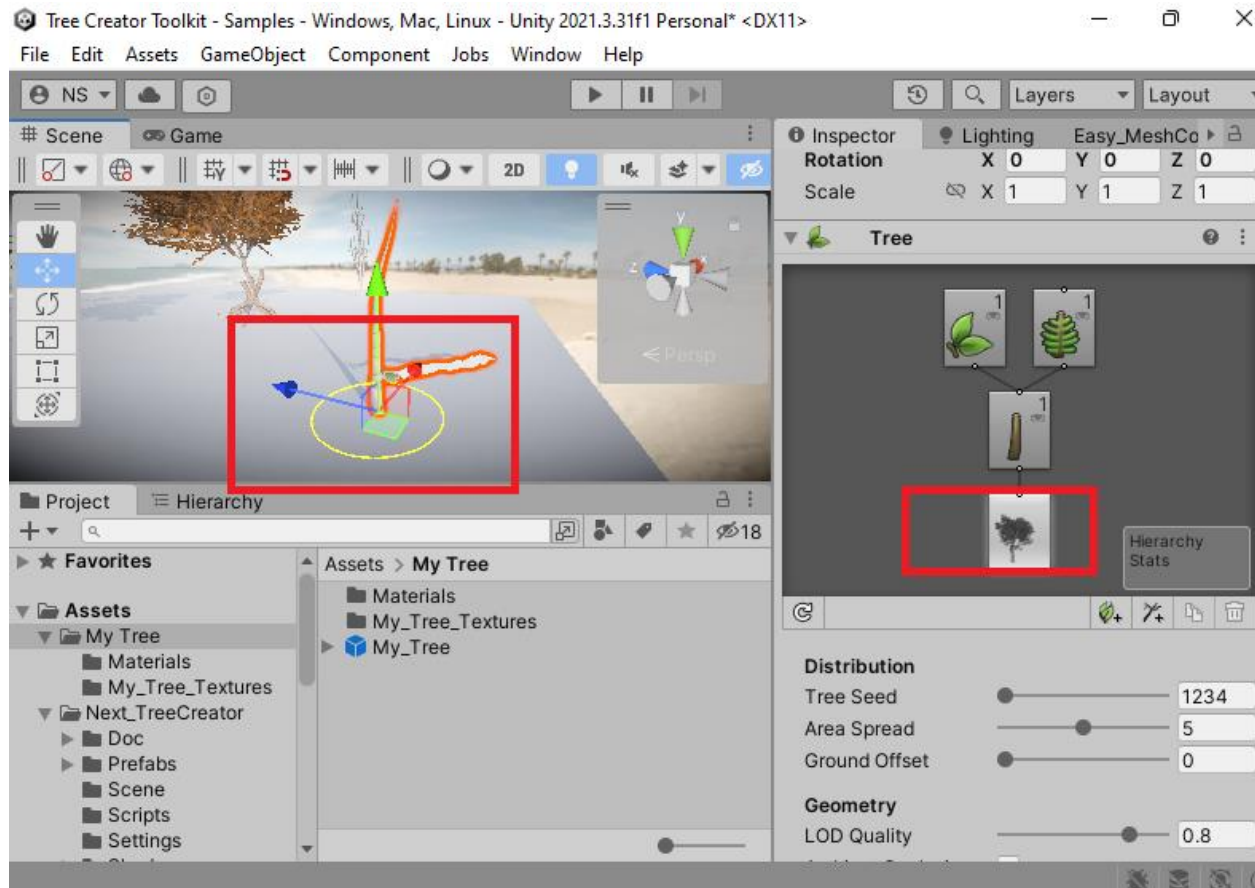


You can control the overall tree settings by using the tree icon selected:

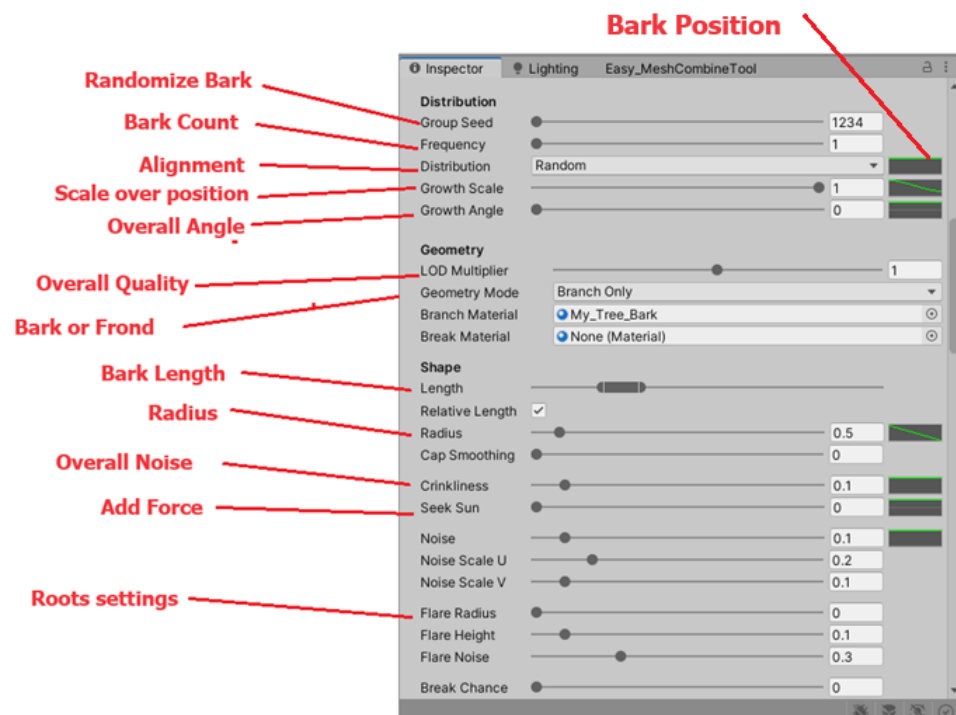


To move, rotate, re scale or delete the tree from the scene you need to select the tree icon

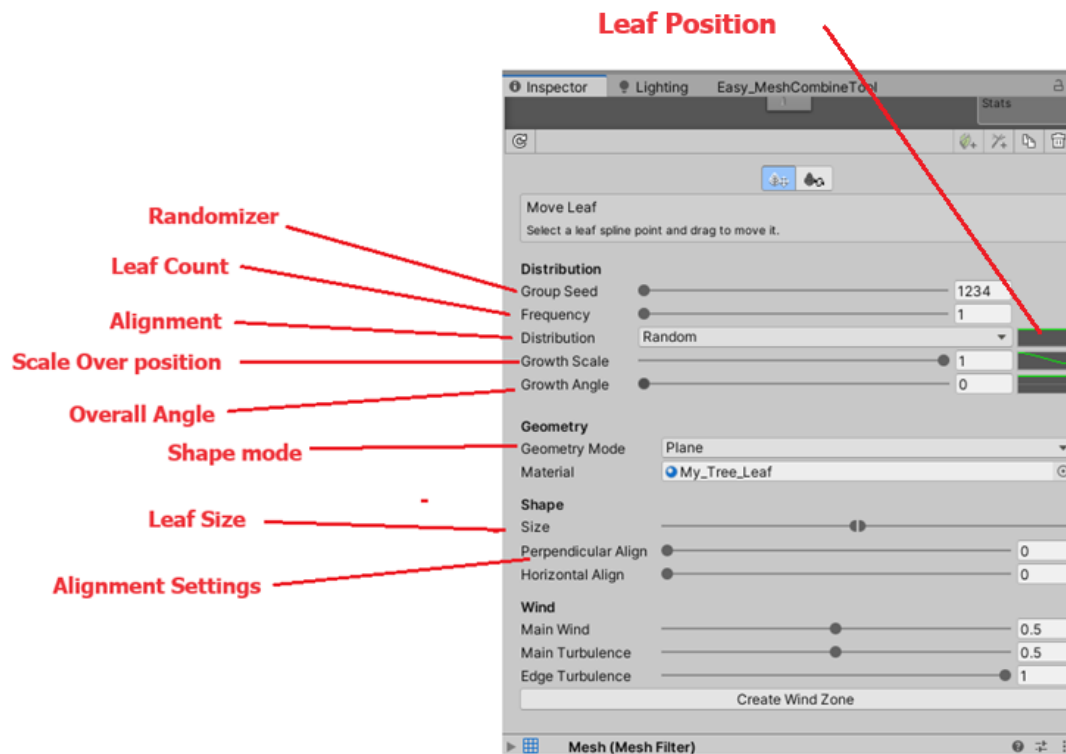
:



Here you can see the overall bark settings:

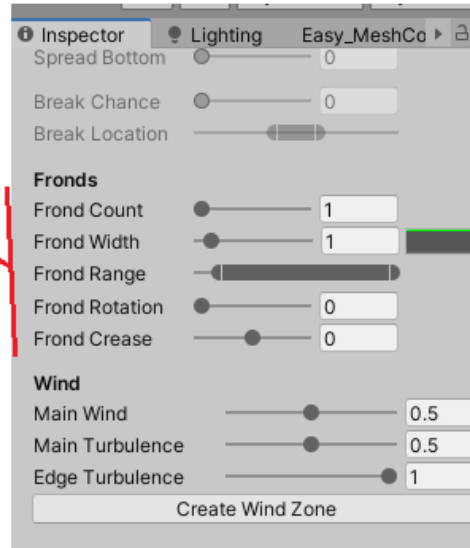


Here you can see the overall Leaf Settings:



Overall frond settings:

Frond Settings



Frond is an advance version of the leaf to create some leaf types like the Palm leaf

Now watch the video tutorials:

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