Mass Tree Placement

by Robin Theilade

Introduction

This asset places random trees on your terrain. It can configured using multiple properties like random height/width, slope, height and the number of trees to place. NOTE that existing trees on the terrain will be removed each time you run the placement process.

Use at own risk!

Features

- *Documented C# source code*
- *Free*
- *Easy to use*
- *Works with Unity 4.6 Free and Pro*
- *Example scene included*
- *Code classes are placed inside a namespace*

Usage

1. *Add the "Mass Tree Placement" to your terrain*
2. *Configure the properties as you desire*
3. *Click the "Place" button. NOTE existing trees will be removed*

Properties

Count

The number of trees to place.

Min World Y / Max World Y

The minimum and maximum height where trees may be placed. You might not want trees under water and on top of very high mountains, these are the properties used for avoiding that.

Min Slope / Max Slope

The minimum and maximum slope on which trees may be placed. You most likely don't want trees on slopes that has a 89 deg angle.

Min Width Scale / Max Width Scale

The minimum and maximum multiplier for random width scaling. A width scaled by 1 have no effect, scaled by 2 is double the width and 0.5 is half the width.

Min Height Scale / Max Height Scale

The minimum and maximum multiplier for random height scaling. A height scaled by 1 have no effect, scaled by 2 is double the height and 0.5 is half the height.

Max Time

The maximum number of seconds the placement process is allowed to take. If it takes longer than that it will abort.

Releases
2014/09/14

Initial release

FAQ

Q: Can I edit the code?

A: If you have a working computer then yes.

Q: Will you make a Unity Script/Boo version available?

A: No

Q: Will it work with Speedtrees coming in Unity 5?

A: Possibly, I don't know. Time will tell.

Contact

To keep this asset free please ask questions in the forum first, there might be someone have already answered it for you or can help you.

Unity forum: http://forum.unity3d.com/threads/mass-place-trees.268346/

YouTube: https://www.youtube.com/playlist?list=PLNiMb6r5cNRPEUfaoeCFq3p_1ThMmEyft

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