

## 2D-Plant-Creation-System

Version 1.0

by VIS-Games

<http://www.vis-games.de>

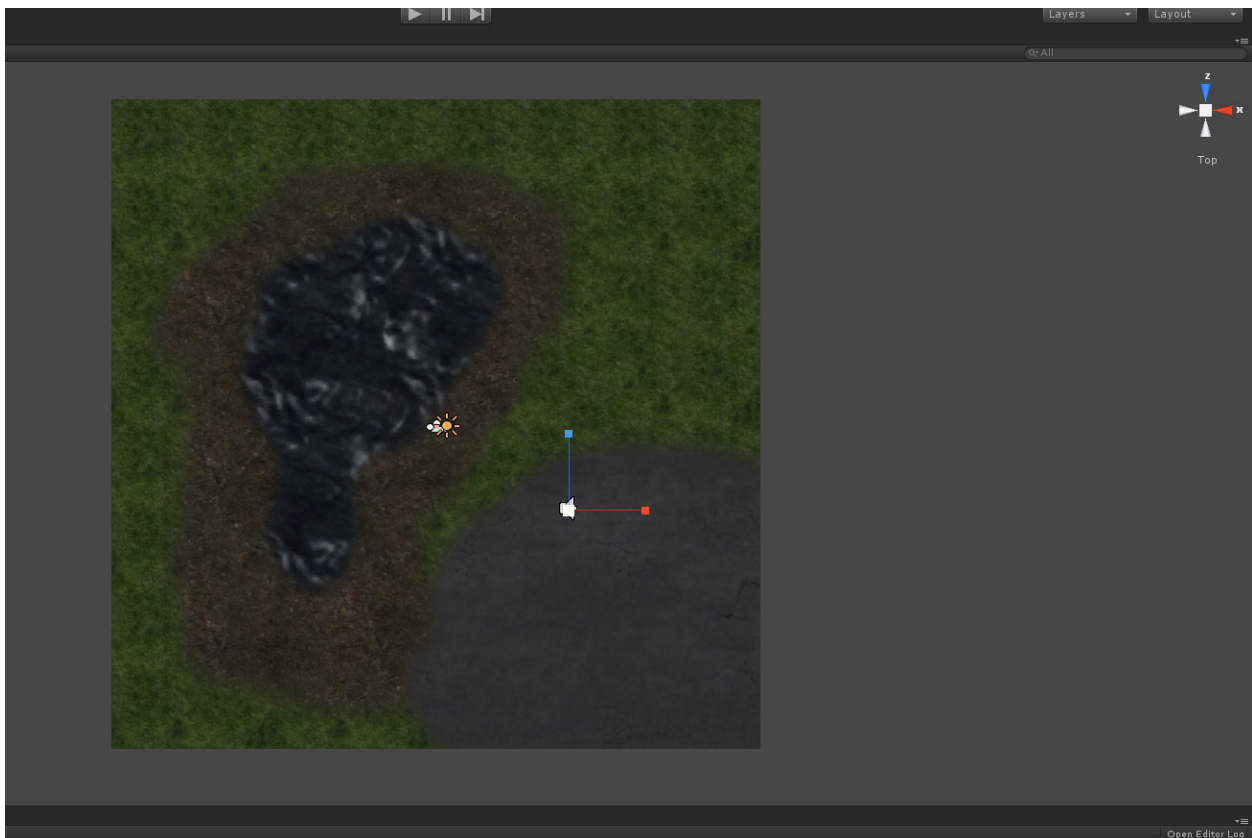
Get started:

- 1) Import the package into your project.
- 2) Drag the "PlantCreationSystem"-Prefab (placed in subfolder "Prefabs") into your scene.
- 3) Create two greyscale-2D-maps in your 2D-Grafix-software (Photoshop etc).

One for the trees and one for the grass. These maps represent your scene in the top- or bottom-view and describes where trees and grass should be generated.

The easiest way to create nice maps is to make a screenshot in Unity3D or in your 3d-Software from the top or bottom.

Notice that you need to know the exact border coordinates of the captured area (x/z-Coor.).





Now you can just paint your tree- and grass-positions in a separate layer with your screenshot as reference below.

White means, plants will be created at this position, all other colors will keep empty. Save the image as 256 colors (greyscale) image.

#### 4) Import your plant-position-maps.



Select the following Options in the Texture-Import-Dialog:


- Texture Type: Advance
- Read/Write Enabled: Yes
- Alpha from Greyscale: Yes
- Generate Mip Maps: No
- Texture Format: Alpha 8

readme.pdf



- 5) Activate "Generate Trees".
- 6) Add your painted tree-position map.
- 7) Choose Map-Orientation
  - Top-View if your reference screenshot was made as it is displayed in Unity from the TOP.
  - Bottom-View if your reference screenshot was made as it is displayed in Unity from the Bottom.
- 8) Define the Borders (the dimension of what your image represents)
- 9) Define the Ground Y Position (notice that this system is designed for plane grounds).
- 10) Select your Viewport-Camera or -Object. This Object (or Camera) should always be at the player-position. This is needed for the distance-deactivation of the grass and trees.
- 11) Configure your Trees as you like.
- 12) For the grass it works the same way.


▼  **Plant Creation System (Script)**  



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Show Warning in Console ☒

Generate Trees ☒

Tree Position Map  Select

Tree Count


Trees Random Scale ☒

Scale Min

Scale Max

Max View Distance


Generate Grass ☒


Grass Position Map  Select

Grass Count

Grass Scale

Max View Distance

Viewport Camera or Object  

Map Orientation  

Border X Left

Border X Right

Border Z Top

Border Z Bottom

Ground Y Position

**Configurable Values:**

- Generate Trees: Enable/Disable Trees
- Tree Count: Max number of trees that will be created in your scene
- Trees Random Scale: If this is disabled, all trees stay in the same size. If this is enabled, all trees will get random sizes.
- Scale Min/Max: Defines the min and max size of the random-resized trees (only active when "Trees Random Scale" is enabled)
- Scale: Defines the size of the trees. (only active when "Trees Random Scale" is disabled):
- Max View Distance: This max distance to the viewport-camera the trees will be shown
- Generate Grass: Enable/Disable Grass
- Grass Count: Max number of grass-objects that will be created in your scene
- Grass Scale: Defines the size of the grass objects.
- Max View Distance: This max distance to the viewport-camera the grass will be shown

**Hints:**

- Start with smaller numbers of trees and grass objects and fit out how much you need in your scene.
- Don't change Values in the running application!
- Have a look at the example scene and check out the functionality.