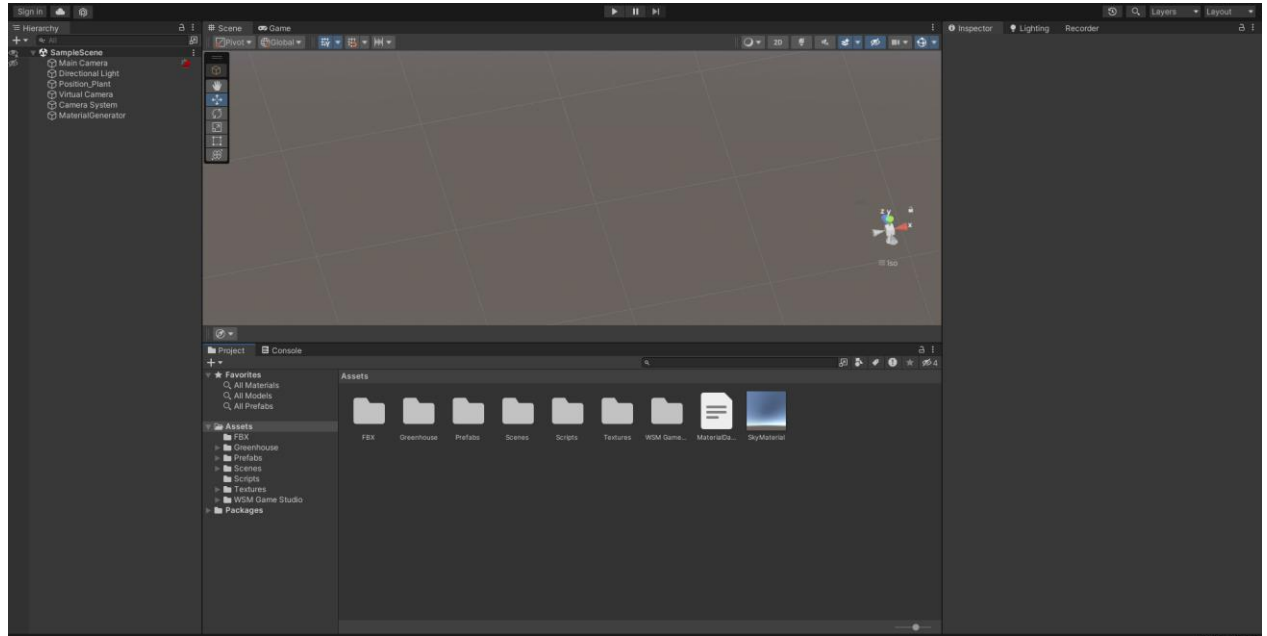# Manual for synthetic data generation in Unity

1. Download Unity (version 2022.2.8f1);
2. Open file '3D tomato plants'. Everything you need is within the Project. Look through the folder structure to get familiar. This is what you will see:

3. To run the simulation, press   .
4. Replacing 3D plants can be done by clicking on 'Position_Plant' in the hierarchy on the left. On the right side, you will see this screen:
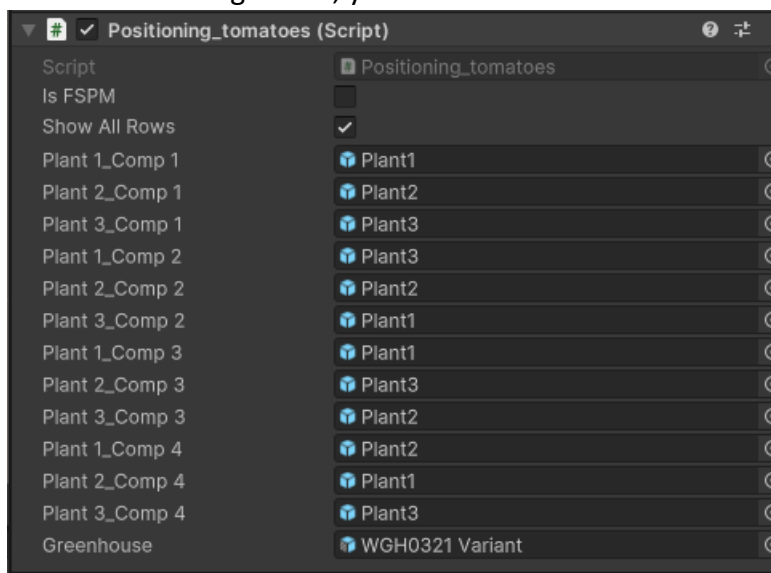
For every compartment, different plants can be chosen. Double-click on 'Positioning_tomatoes' opens the script coordinating the positioning;

5. To render images, go to Window > General > Recorder > Recorder Window. Here, you can set how the rendering will take place. For the synthetic datasets, I used render option 'Image Sequence', to render images instead of a video. When pressing 'START RECORDING', the simulation starts running and the image collection directly

starts. Note that in this case you do not have to press ▶ ❙❙ ▶❙ .