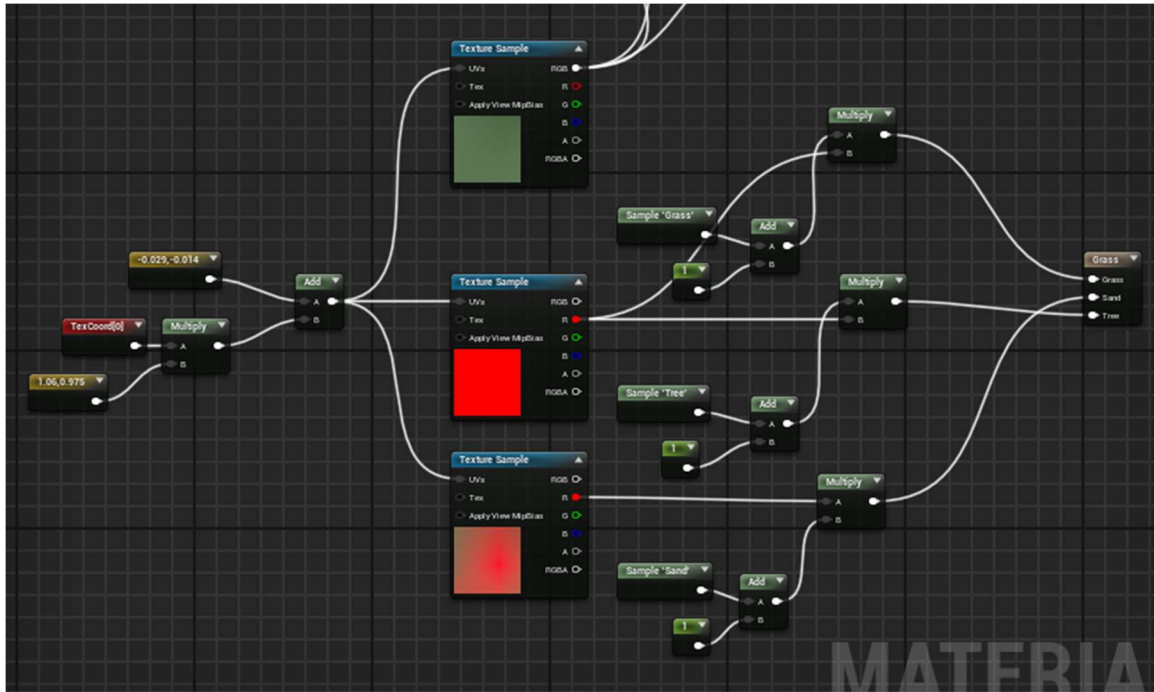


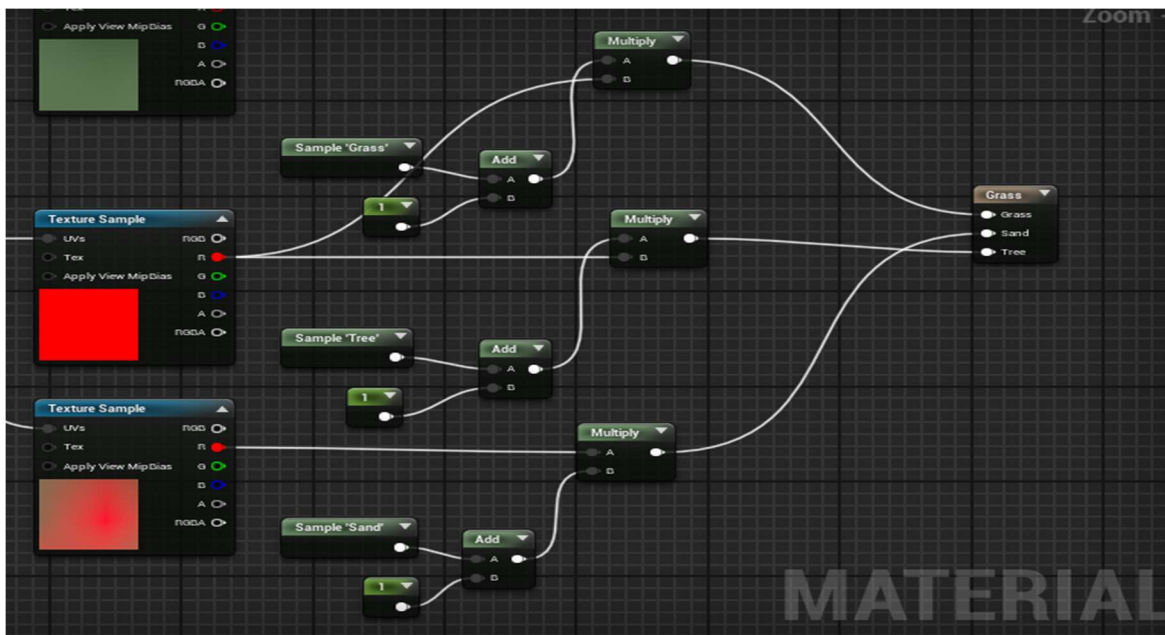
How to Place Foliage Based Off Masks – Zachary Morello

Add the texture coordinate information to our textures;

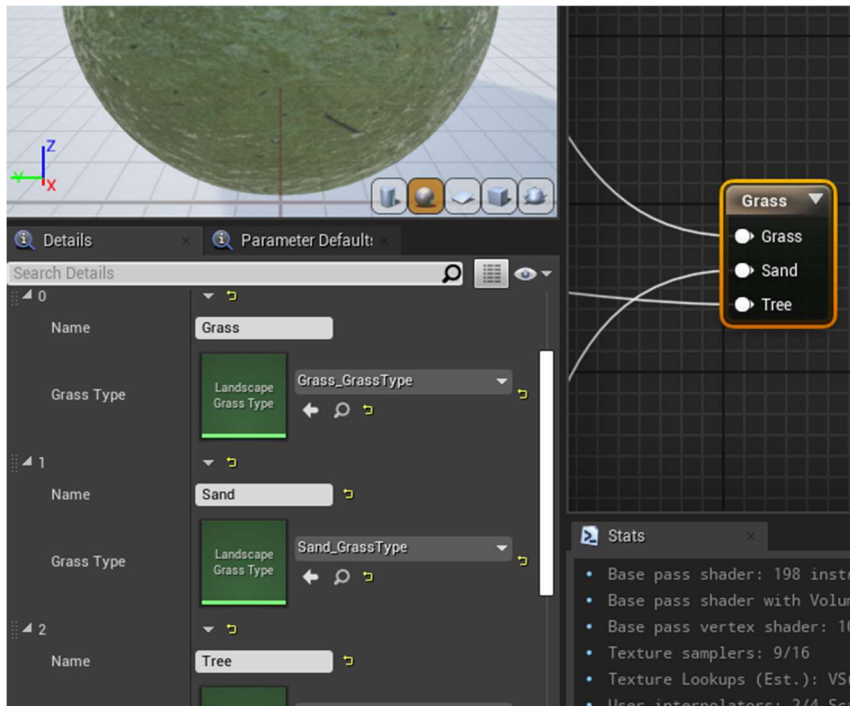
(Top texture is our map satellite image, Middle is the image with the grass masked as red, Bottom is the image with sand masked as red). Adding 1 to the sample will “enable” it.



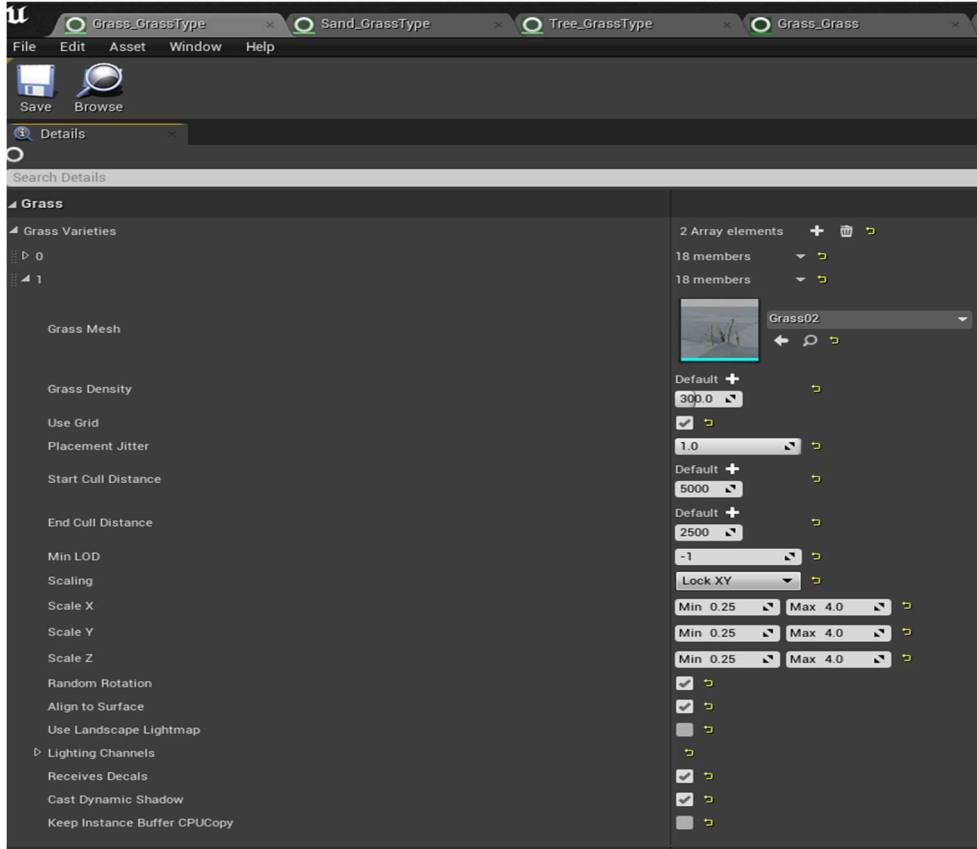
Take our red values in the masks and multiply them by landscape layers added by one. Feed the outputs into their respective entries in the “Grass” object.



For each category of foliage you use, make a “Landscape Grass Type”, and populate the “Grass” object in the blueprint with it, naming each accordingly.

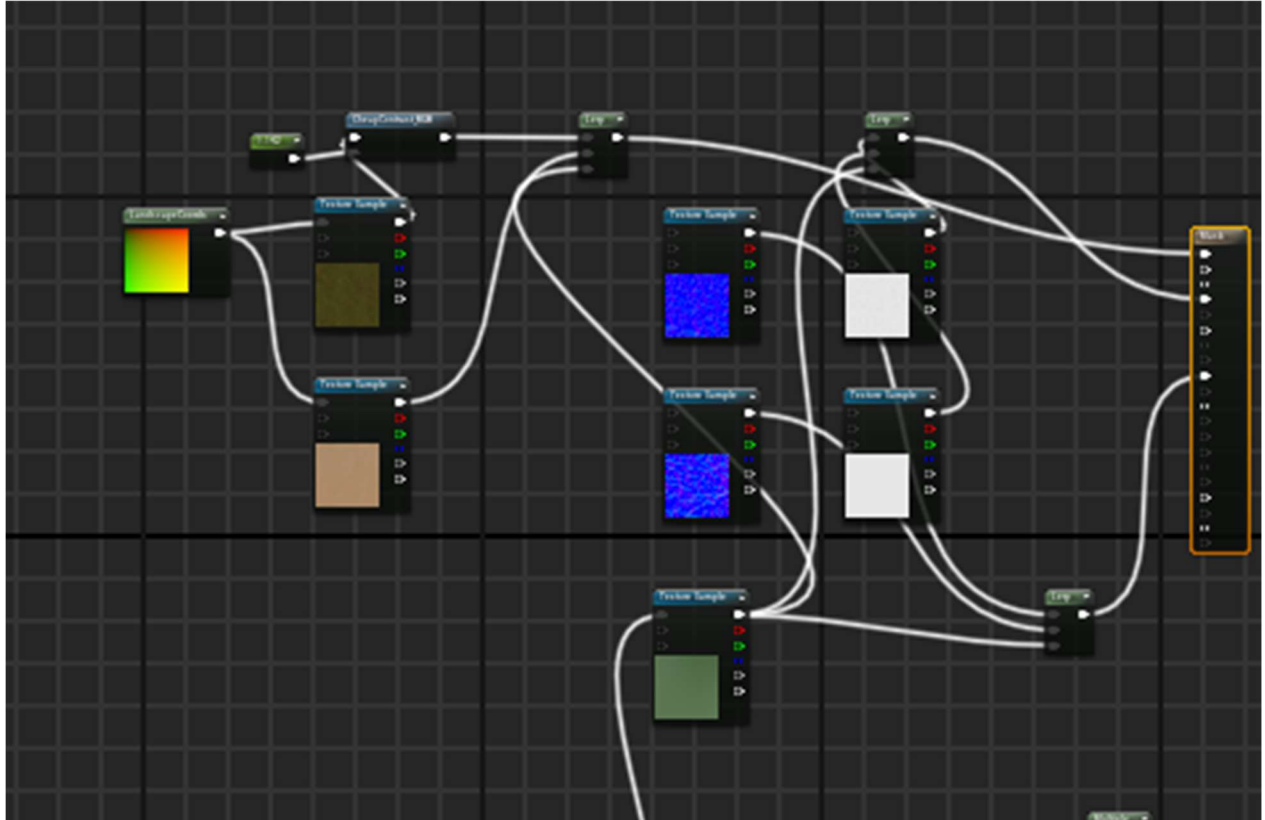


Make sure to populate the “Landscape Grass Types” with the meshes you would like to be placed.



How to Apply High Resolution Textures to a Lower Resolution Satellite Image Based off of Color – Zachary Morello

Lerping our textures with the rgb values of the grass and sand textures (along with their roughness and albedo textures) will apply the texture overtop the original map texture.



Example of blending and selective foliage placement.

