# VSP - Assets in Practice Video Script

## Overview

Automatically texture and plant a terrain using Vegetation Studio Pro.

* Grab a prepared heightmap, Import VSP and Meadow Environment
* Create some basic biomes
* Roughly texture and plant the terrain
* Iterate on the biomes to make it just right

## Assets to use

* Wizards Code Terrains - https://github.com/TheWizardsCode/Terrains
* Vegetation Studio - https://bit.ly/VegetationStudio
* Vegetation Studio Pro - https://bit.ly/VegetationStudioProUnity
* Meadow Environment - https://bit.ly/MeadowEnviro
* Meadow Environment Demo Files - https://www.dropbox.com/s/c8pr0sxvi3pb59e/Meadow%20Hill%20Demo%20Scene.unitypackage?dl=0

## Artifacts

* D:\OneDrive\Video\Work In Progress\Assets In Practice - VSP
* ${OBS Recording 1} - ${Video Markers File 1}
* ${OBS Recording 2} - ${Video Markers File 2}
* ${OBS Recording 3} - ${Video Markers File 3}
* ${OBS Recording 4} - ${Video Markers File 4}

## Script

### Pre Stream

* DONE: Import Terrains Package
* DONE: Import VSP
* DONE: Import Meadow Environment
* DONE: Import Meadow VSP Config
* DONE: Gather reference photos
* Test with NM Biomes

### Stream 1

* 00:00 Create a scene using one of the pre-made terrains
* 00:10 Create a basic 4 texture Splatmap
  + Call it `Base Textures`
  + Add it to VSP
  + Add Textures to Terrain
    - Soil
    - Grass
    - Forest Grass
    - Leaves
  + Click `Generate biome splatmaps`
  + Adjust the height and steepness of each texture
* 00:40 Create a simple lowlands details covering with a single grass
  + Create a `Lowlands` Biome
* 00:50 Create a simple highland details covering with a single grass
* 01:00 Create a simple lowland trees biome with a couple of varieties of tree
* 01:10 Create a simple highland trees biome with a couple of varieties of tree
* 01:30 Prevent grass growing immediately under the trees
* 01:40 Add wooded areas
* 02:10 Improve the Forest Biomes - adding mushrooms, trees, grasses
* 02:40 Improve the Details Biomes - adding grasses and flowers, add bushes
* 03:00 Wrapping up

### Stream 2

* Refine the Biome

### Post Stream