For using this tree Generator please follow this steps.

This tree generator designed by the idea of L system.

Reference paper:

http://www.bioquest.org/products/files/13157_Real-time%203D%20Plant%20Structure%20Modeling%20by%20L-System.pdf

For install this plug in, you have two options.

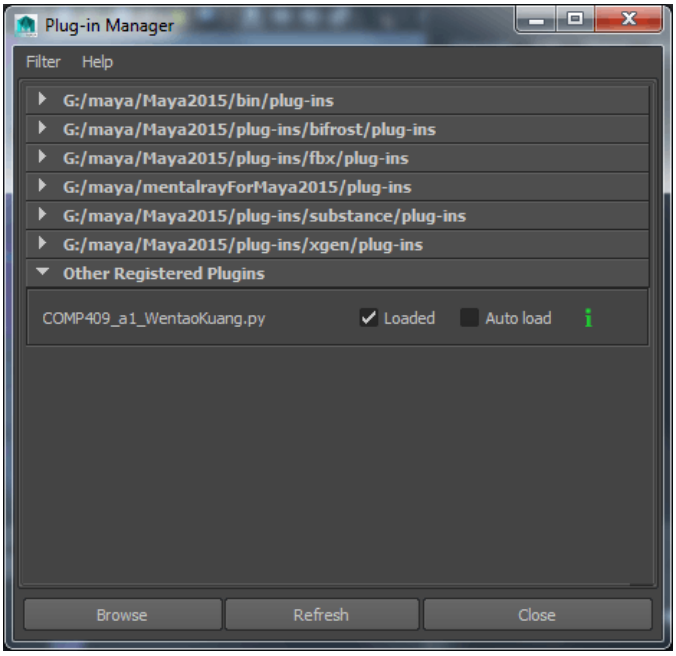
Option1: just copy the codes to the Maya script editor then run it.

Option2:

Step1: load python plugin

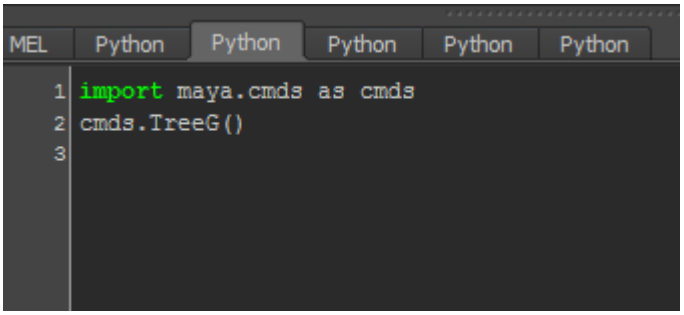
Access the Plug-in Manager window via **Window > Settings/Preferences > Plug-in Manager.**

Browse the plugin and check loaded.



Step2: Invoke python plugin

If the plugin already loaded please open Script Editor to invoke the plugin with command and execute



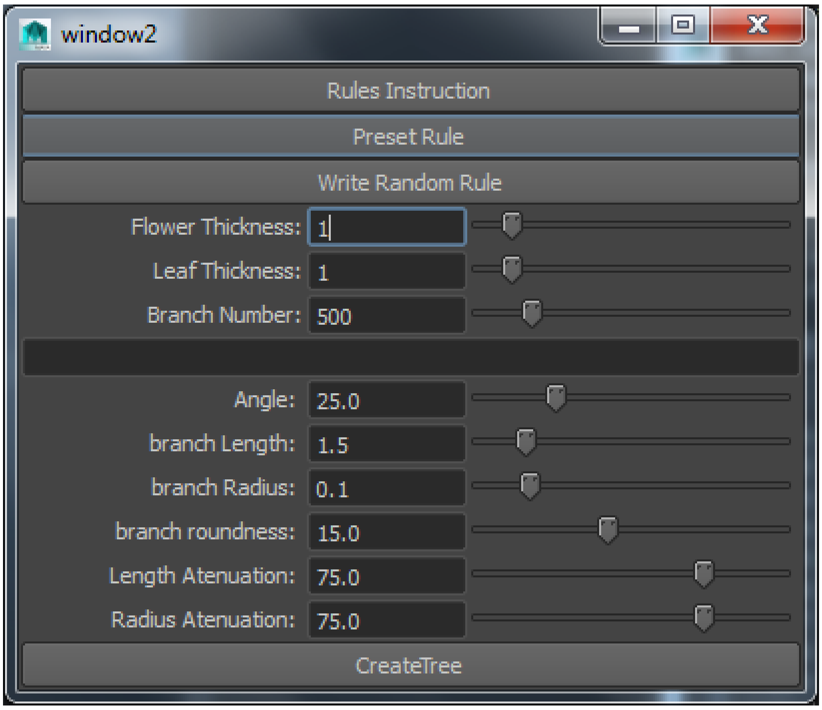
import maya.cmds as cmds

cmds.treeG()

Enjoy It:

Before generating the tree, please load the scene: flower&leaf.mb

This scene include the predefined flower and leaf.



Preset Rule:

Use the preset rule to generate tree.

Write Random Rule:

Write a random rule to generate tree based on the branch number, flower thickness and leaf thickness. (If these tree numbers are both too high, it may burn more memory)

Angel: The angel of each branch rotate.

Branch length: The length of the first level branch.

Branch Radius: The radius of the first level branch.

Branch roundness: The number of subdivisions in the X direction for the Branch.

Length Attenuation: the attenuation of each sublevel.

Radius Attenuation: the attenuation of each sublevel.

Exception:

```
# Error: No object(s) to duplicate #
!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!
Did't open the flower&leaf sence, so no flower or leaf generated, please open it and try again!
!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!
```

Solution:

Load the scene: flower&leaf.mb before generate the tree, or the tree will not have flower and leaf on it.

Results: