



GENA PRO

By Procedural Worlds

GeNa Pro is a sophisticated spawning system that enables you to rapidly and intuitively populate your scenes with assets.

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About Procedural Worlds

Procedural Worlds delivers tools that empower people to create, automate and navigate worlds.

World Creation & Augmentation:

Gaia GeoSpatial - A system that ingests the real world at scale and generates rich lush environments inside of Unity.

Gaia Pro – Winner in the category of “Best Artistic Tool” in the 2020 Unity Awards, Gaia Pro is a world generation system for creating, texturing, planting, populating and streaming scenes from low poly mobile, VR through to high end desktop.

GeNa Pro - A sophisticated level design tool that intuitively creates anything from forests to rivers and roads and even entire villages.

CTS 2019 - Nominated by Unity of as one of the best assets in 2017, a PBR terrain shading system that significantly improves terrain look, performance, and usability.

Ambient Skies – An integrated Skies, Post FX and Lighting system for Unity. Ambient skies deliver professionally matched skies, lighting and post effects and a powerful set of tools to help you to get the best out of your scenes.

Ambient Sounds – An Interactive Soundscapes system for Unity. Ambient Sounds organizes your tracks and effects into Sequences that can be used in a multitude of ways to create dynamic soundscapes for your game.

MMO:

Connect - MMO with a click! Designed with the same 'simplicity is beauty' ethos of all our products, PW-Connect makes it easy to add multi player capability to any scene.

Acceleration & Streaming:

Storm - Storm accelerates the framerate of any unity scene between 3x and 100x than pure Unity and can stream an entire planet (4 billion x 4 billion tiles).

SECTR - A suite of performance-enhancing tools that enable open world streaming, massive mobile games and includes the latest techniques in audio occlusion and propagation.

Utilities:

Pegasus - A cut scene and fly through creator that makes it easy to show off gorgeous environments and drive characters through scenes with localised avoidance and mecanim animation support.

Learn more about our tools and services: <https://www.procedural-worlds.com/>

Introduction

Thank you for purchasing GeNa Pro!

Born from years of commercial work, GeNa Pro can populate and shape terrains, create villages and other interesting and complex man made structures, and can also create roads and rivers.

GeNa Pro is at ease at runtime as it is at design time and was designed with API control and extensibility in mind, so you can extend GeNa Pro and embed it into your own solutions.

GeNa Pro is integrated with Gaia Pro so that it is simple and fast to create environments that 'just work'. It also comes with sample spawner packs for [Gaia Pro](#) and the free [Flooded Grounds](#) asset, so you can be up and running around in your own levels within minutes.

Concepts

Based on the Wagiman Aboriginal word "Ge-Na" means "to put" or "to plant".

GeNa enables you to shape and texture your terrains, and then populate them with resources including terrain textures, terrain details (grass), terrain trees, rivers, roads, prefabs, and sophisticated procedurally generated structures.

GeNa does this with Spawners, Spawner Decorators, Splines and Spline Extensions.

Spawners add content into your scene at design time or run time. They can be saved as prefabs and reused at any time in the future.

Spawners use Spawner Palettes to maintain references to the content you are spawning into your scene.

Spawners have a sophisticated Spawn Criteria system that influence where content can be added to the scene. The impact of spawn criteria can be visualized by pressing the shift button.

Spawning can take place in several ways:

- *Single Spawn* – CTRL + Left click single spawn.
- *Painted Spawn* – CTRL + Left click and drag – spawns based on flow rate.
- *Global Spawn* – SHIFT + CTRL + Left mouse – spawns across the entire terrain.
- *Spline Based Spawn* – Spawner is called by the spline system along spline.
- *API Based Spawn* – Spawner is called via API.

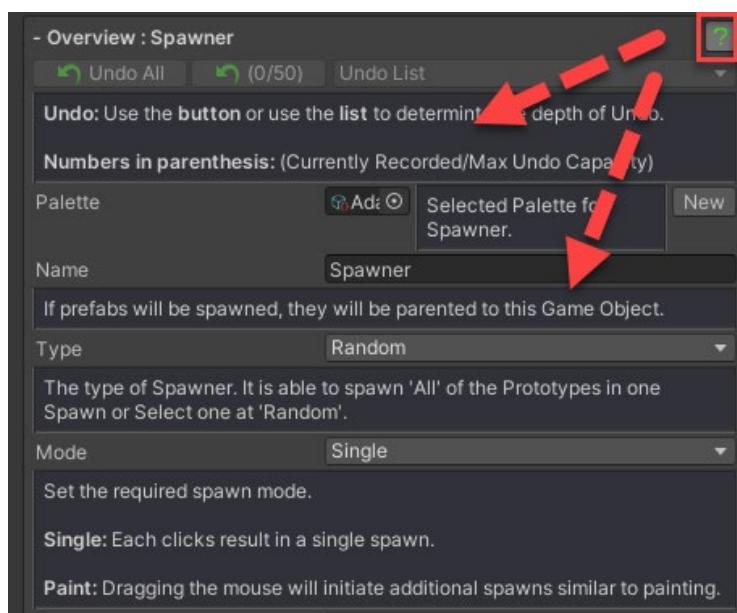
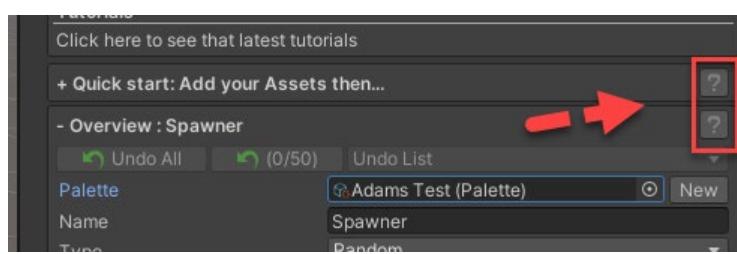
The Spawner system can be extended by the Spawner Decorator system. Decorators are scripts you add to game objects before ingesting them into a Spawner that influence the way the spawner operates when spawning.

For example, a Terrain Decorator can flatten the terrain under a building when it is spawned into the scene. The Decorator system is extensible.

Splines and Spline Extensions either directly manipulate your environment as is the case of Rivers and Roads and can also apply Spawners along the spline. The Spline Extension system is extensible.

In Place Help

To understand the intended usage of the settings in a panel use the in-place help system. Toggle in-place help by pressing the "?" button on the panel. **NOTE:** In Place help will always be more up to date than the written documentation.



You can also select and hover over the title of a control to get a quick description of what the impact of the field is.



Content Pack Installation & Usage

GeNa Pro has been supplied with a significant amount of sample content.

This is a great place to start to get immediate value from GeNa Pro. It can be used to populate your scene with content, and you can also get a sense of the different ways you can configure GeNa by looking at the way the prefabs have been configured.

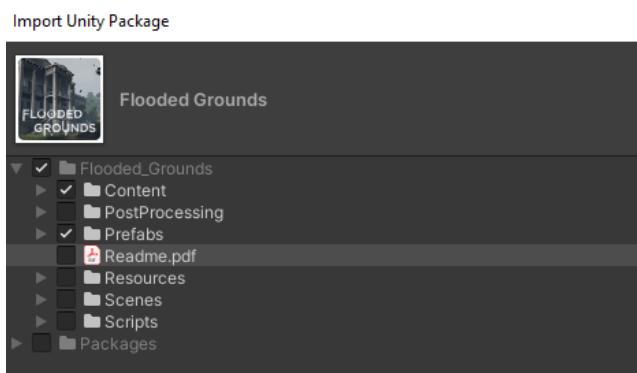
Keep an eye on the asset store, as we will be publishing additional content packs out in the future.

Gaia Pro Content Pack:

1. Install [Gaia Pro](#), open the Gaia Manager and follow the initial configuration process.
2. Double click on the Gaia Pro Content Pack package in the Procedural Worlds \ Asset Samples \ Content Packs directory to install the content pack.
3. Go to the Procedural Worlds \ Content Packs \ Gaia Pro \ Spawners directory and drag and drop the various Spawner prefabs into your scene.
4. Select the spawner prefab in your scene hierarchy and then use it like usual to spawn preconfigured Gaia Pro content into your scene.

Flooded Grounds Content Pack:

1. Install the free Flooded Grounds pack from the Asset Store at [Flooded Grounds | 3D Environments | Unity Asset Store](#)
2. NOTE: Include only the Content and Prefabs folders, as the other folders are out of date and will most likely break your project. To stop the other folders from being included uncheck them before hitting import.



3. If you are using URP or HDRP, then you will need to follow the normal Unity Pipeline Content Upgrade Process. Can be found here: [Unity Legacy to High Definition Render Pipeline conversion tutorial](#).
4. Go to the Procedural Worlds \ Content Packs \ Flooded Ground \ Spawners directory and drag and drop the various Spawner prefabs into your scene.
5. Select the spawner prefab in your scene hierarchy and then use it like usual to spawn preconfigured Fallen Grounds content into your scene.

API Reference & Script Examples

GeNa Pro script API's documentation can be found in the Documentation folder, in the GeNa Pro API Reference document.

Examples of these API's in user can be found in the Asset Samples / Script Examples / Scenes folder. Open the relevant sample scene and see how to control GeNa Pro via Script.

Tutorials, Chat, Ticketed Support

To help you take advantage of GeNa Pro we have created an awesome support network:

Discord: <https://discord.gg/TggjONN>

Tutorials: <https://www.procedural-worlds.com/support/tutorials/>

Support: <https://www.procedural-worlds.com/support/>

GeNa Spawner

Spawners add content into your scene at design time or run time. They can be saved as prefabs and reused at any time in the future.

Spawners use Spawner Palettes to maintain references to the content you are spawning into your scene.

Spawners have a sophisticated Spawn Criteria system that influence where content can be added to the scene. The impact of spawn criteria can be visualized by pressing the shift button.

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- *API Based Spawn* – Spawner is called via API.

The Spawner system can be extended by the Spawner Decorator system. Decorators are scripts you add to game objects before ingesting them into a Spawner that influence the way the spawner operates when spawning.

For example, a Terrain Decorator can flatten the terrain under a building when it is spawned into the scene. The Decorator system is extensible.

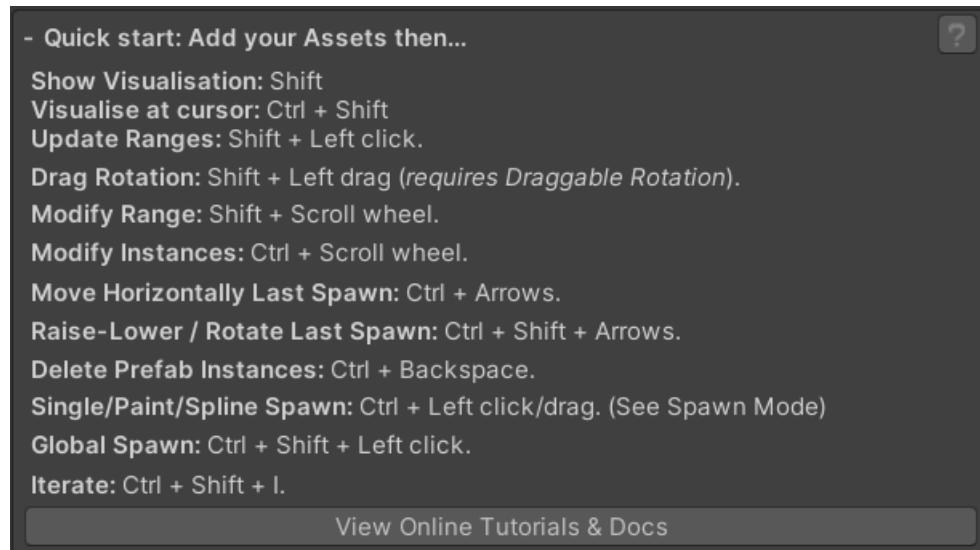
Interface

The spawner interface is hierarchical and made up of panels that should be read from the top down. The settings made in higher-level panels are influenced and modified by the settings in lower level panels, all the way down to the settings of an individual resource.

For example, the Rotation Type and Scale selected by GeNa in its Placement Criteria panel will be further modified by its prototype as it instantiated during spawning into the scene.

The idea is to refine the spawners operation by incrementally changing its settings, and when you have them right you can save your spawners as prefabs to preserve their settings for re-use in the future.

Quick Start Panel



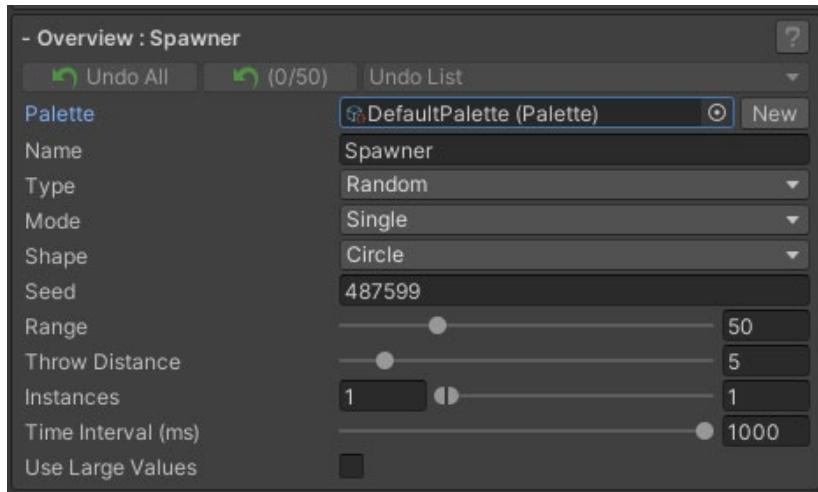
The Quick Start panel shows the mouse and keyboard controls used to control the spawner.

It is provided for convenience and can be opened and closed by clicking on the title.

For more information on the keyboard and mouse controls please see the Mouse & Keyboard controls section later in this document.

Overview Panel

The overview section shows the primary spawner controls.



Palette: The spawner palette. A scriptable object with contains references to all the assets used by a GeNa Spawner. It is good practice to create one palette for each of the asset packs you are using in your project and then share it among multiple GeNa spawners. Click New button to create a new palette.

Name: The name of the spawner.

Type: The type of Spawner. Spawn *All* of the Prototypes in one spawn or select a single Prototype at *Random*.

Mode: The spawn mode of the spawner. It can act as a *Single* click spawner or as a *Paint* spawner where you click and drag to control the spawning flow. Different options will show depending on what mode the spawner is in.

Flow Rate (Paint Mode): The distance between spawns when Paint Mode is selected. As you hit Ctrl + Left Click, and then drag while holding down Ctrl, a new spawn will be initiated after you have dragged the mouse beyond this distance.

Shape: The shape of the spawn – circle or square.

Seed: The seed used by the spawner is used to seed and initialize the random number generator that the spawner uses to generate output. This means that a spawner is capable of deterministic outputs, which can be great for networked games. Resetting the spawner via API will set the spawner back to its initial seeded state.

Range: The maximum range of the spawner in meters. Prototypes will only be spawned in this range around the central spawn location.

Throw Distance: The distance that will be used by the spawn algorithms to place spawned assets into your scene. Its usage will vary from algorithm to algorithm. Set this to zero when in Paint mode to have your spawned objects accurately follow your mouse.

Instances: The number of prototype instances that will be spawned per spawn. The actual instances spawned will vary between minimum and maximum values. This allows successive iterations to spawn different numbers of instances which is a great way of introducing variability into your spawns.

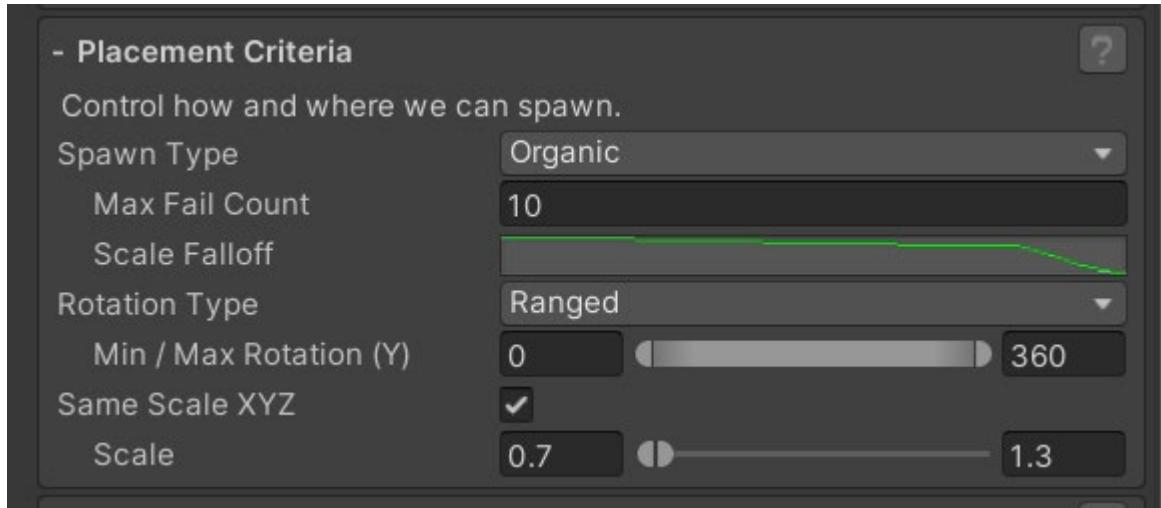
Sometimes the spawn criteria you choose will not spawn any instances regardless of these settings. The reason for this is that GeNa has a fail-safe to stop it from going into an infinite loop when your spawner settings mean that no content can be spawned. For example, if you are using bounds-based collision checking, and have a very small throw distance, then new objects will not be spawned far enough away from the original, and collisions with the original would stop new instances from being created.

Spawn Time Interval (ms): The amount of time that each internal iteration of the spawner takes in milliseconds. Set this a smaller value to run the spawn process in smaller time increments over a larger time frame, and hence to have a smaller impact on performance at runtime for large spawns. Spawning is done via co-routine.

Use Large Values: Will enable you to set large values for spawn settings.

Placement Criteria Panel

This section controls the algorithms used to select how and where Prototypes are placed into your scene. It will change based on how the spawner is configured.



Spawn Type: The algorithm used to control where new prototype instances are spawned. All distances are all related to the Throw Distance set in the Overview panel.

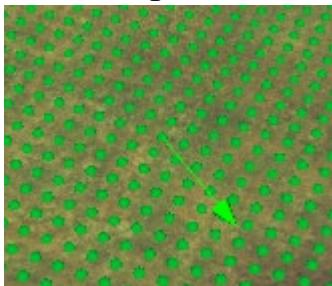
- *Centered:* All spawn attempts will be centred from where you clicked up to the Throw Distance.
- *Every:* Spawns will be attempted at every location in the Spawn Range. Locations will start at the edge of the spawn range and then be incremented by the Throw Distance, plus or minus the Throw Distance * Jitter Strength. Set Jitter Strength to zero for straight lines, and to one for random lines.
- *Organic:* Spawns will grow out from the spawn location an organic matter. Imagine planting a seed and then watching it grow and cast other seeds which also grow. Each internal spawner iteration will use each seed as the base to cast a new seed, however, each seed maintains a failure count, and once a speed tries and fails to spawn around itself beyond that count, it will no longer attempt to cast new seeds. The impact of this is that spawns at the edge of the group are more likely to succeed than spawns in the middle and the group will spread out in more of an organic pattern. Additionally, the Scale Falloff curve influences the scale of each item spawned. The scale is applied over the Instances spawned from left to right up to the instances setting in the Spawner Overview. A great example way to use this is to spawn a large number of trees. The last trees to spawn (which are typically at the edge due to the failure count) will be smaller, and this simulates new growth nicely.
- *Last Spawn:* Spawns will be attempted from up to the Throw Distance from last instance spawned.

Jitter Strength (Every): Only shown when Every Location has been chosen as the Spawn Type. Controls how much jitter is injected into the selection of the next location. A value of zero will generate straight lines at intervals based on the Throw Distance (defined in the

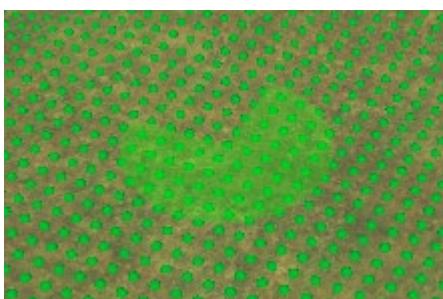
Overview setting), and a value of one will randomise the next location over the throw distance.

Rotation Type: Controls how the Prototype is rotated in the Y axis when it is spawned – i.e., which direction its points in. Individual resources within a prototype will be further offset by adding their own offset to the overall rotation that is applied so that they maintain their rotation relative to the parent prototype.

- *Fixed*: Rotation will be fixed at the angle specified. You can additionally check the draggable rotation check box and click Shift + Left click and drag to change the rotation angle with the mouse.



- *Ranged*: Rotation will be randomised between the Min and Max rotation settings. This is visualised as an arc when there is a range:



- *Last Spawn Center*: Spawned objects will be rotated from the centre of the last spawned object to the current spawn location.
- *Last Spawn Closest*: Spawned objects will be rotated from the closest point of the last spawned object to the current spawn location. This will get better results with things like fences.

Same Scale XYZ: When selected will use the same scale in the x, y, and z axis, otherwise will use the specific scale overrides.

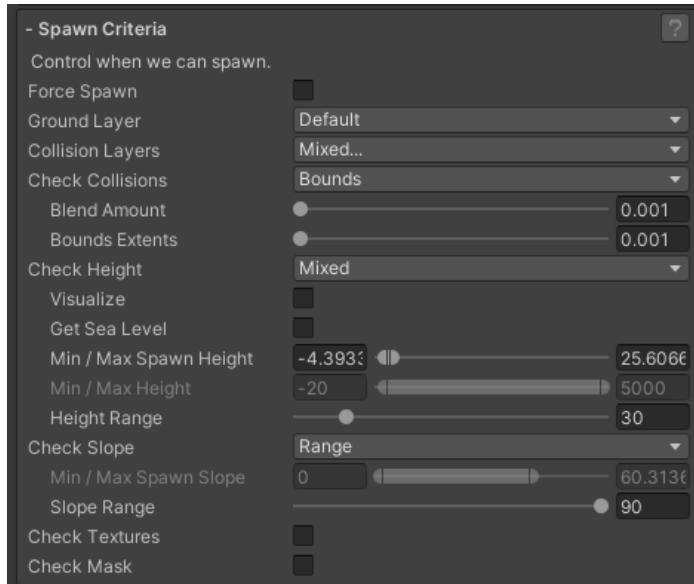
Min & Max Scale: The object spawned will be randomly scaled in this range.

Min & Max Scale X, Y, Z: The object spawned will be randomly scaled in these ranges.

NOTE: These scales are further influenced by the scales set per prototype. The final scale of the instantiated object will be the This Scale * Prototype Scale.

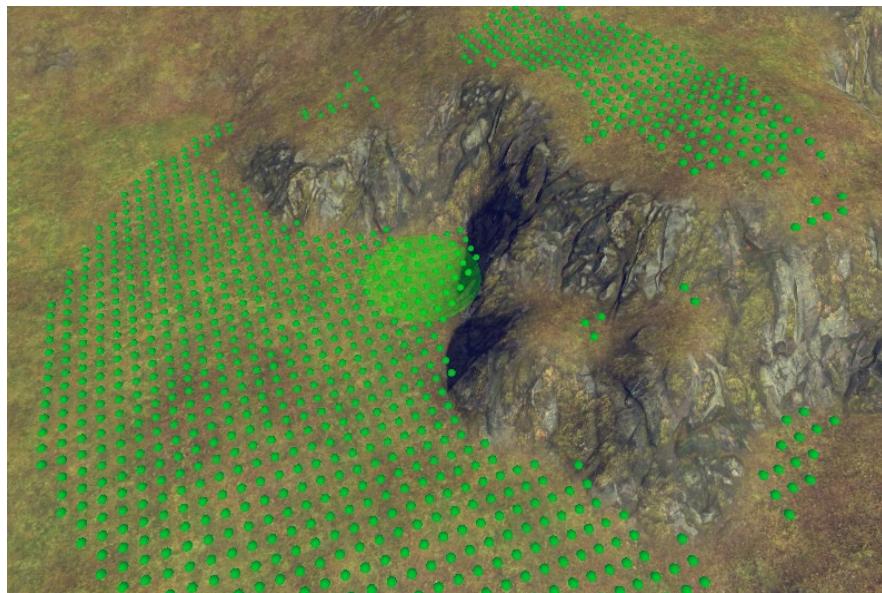
Spawn Criteria Panel & Spawner Visualization

This section controls when we can spawn.



The spawner uses the characteristics of the location you shift clicked on a terrain or mesh to find similar locations on that terrain or mesh, within the ranges set in your criteria.

For example, if you click at a height of say 50m, and have a height range of 20m, then it will select for all heights 10m either side of where you clicked, for an overall range of 20m.



The spawner helps you to understand the significance of your spawn criteria via the visualiser. Hit Shift + Left Mouse Button to set a location as your visualisation source and update the spawner ranges / texture settings based on that location.

You can modify your spawn criteria and see its impact in real time at that location by holding the Shift button while also changing the spawn criteria. This is a great way to fine tune it.

To see how a different location would be affected by the same spawn criteria, hit Ctrl + Shift and move the mouse around.

Force Spawn: Will always force a Prototype to spawn at the location you click on.

Ground Layer: Use this to control which layers will generate collisions when setting the ground object for your spawn. The ground object is then used as the ground for object placement when spawning.

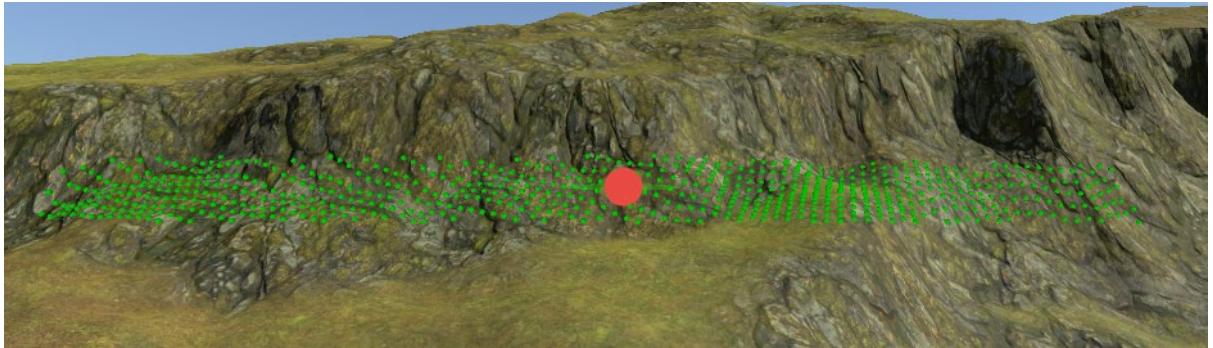
Check Collisions: Controls whether the spawner will spawn its Prototype in a space that is clear of collisions or not.

- *None*: Don't check for collisions.
- *Point*: Only check at the point the spawn was initiated. Good for grouping things closely together.
- *Bounds*: Check the entire volume (bounds) of the object to be spawned.
 - *Blend Amount*: Blends the surrounding object bounds together into a smoother averaged shape.
 - *Bounds Extents*: This is the distance beyond the edge of the bounds of the object we are placing that is checked against the blended surrounding.

Collision Layers: Use this to control which layers are tested when Point and Bounds collision checking is selected.

Check Height: Determines whether height is a factor in choosing whether the spawner will spawn a Prototype.

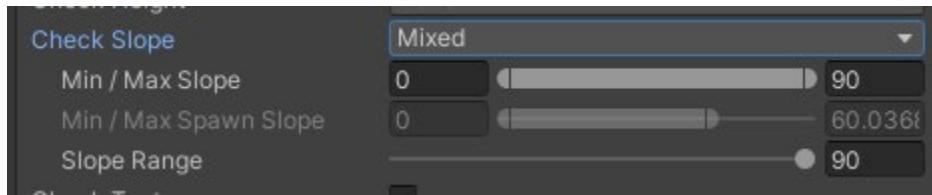
- *None*: Do not use height check.
- *Range*: Spawns only within the height range bisected by the height of the point where the visualisation or spawn was initiated i.e., where you shift or ctrl left clicked on the terrain or mesh.



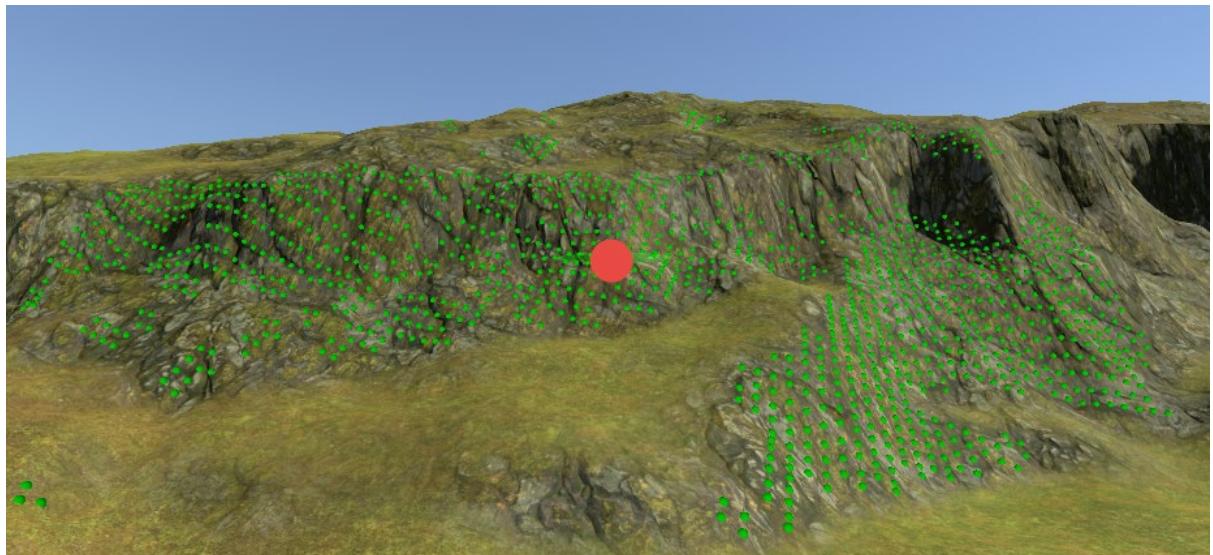
In this example, we have chosen a height range of 6 meters, a minimum height of 50 meters, and you can see approximately where on the terrain the shift click occurred. The visualiser shows the range of possible locations that it will consider for spawning.

- *Min Max*: The minimum and maximum heights at which something will be spawned.
- *Mixed*: The minimum and maximum heights at which something will be spawned, then further restricted by height range.
- *Get Sea Level*: If Gaia is installed, will grab the sea level from Gaia and influence the minimum height.
- *Min Max Spawn Height*: The minimum and maximum heights at which something will be spawned.
- *Height Range*: Spawns only within the height range bisected by the height of the point where the visualisation or spawn was initiated i.e., where you shift or ctrl left clicked on the terrain or mesh.
- *Visualize*: Show a visualization if the impact of the heights.

Check Slope: Determines whether slope is a factor in choosing whether the spawner will spawn a Prototype.



- *None*: Do not use slope check.
- *Range*: Spawns only within the slope range bisected by the slope of the point where the visualisation or spawn was initiated i.e., where you shift or ctrl left clicked on the terrain or mesh.
- *Min Max*: The minimum and maximum slopes at which something will be spawned.
- *Mixed*: The minimum and maximum slopes at which something will be spawned, then further restricted by slope range.
- *Min Max Slope*: The minimum and maximum slopes at which something will be spawned.
- *Slope Range*: Spawns only within in the slope range bisected by the slope of the point where the visualisation or spawn was initiated i.e. where you shift or ctrl left clicked on the terrain or mesh.

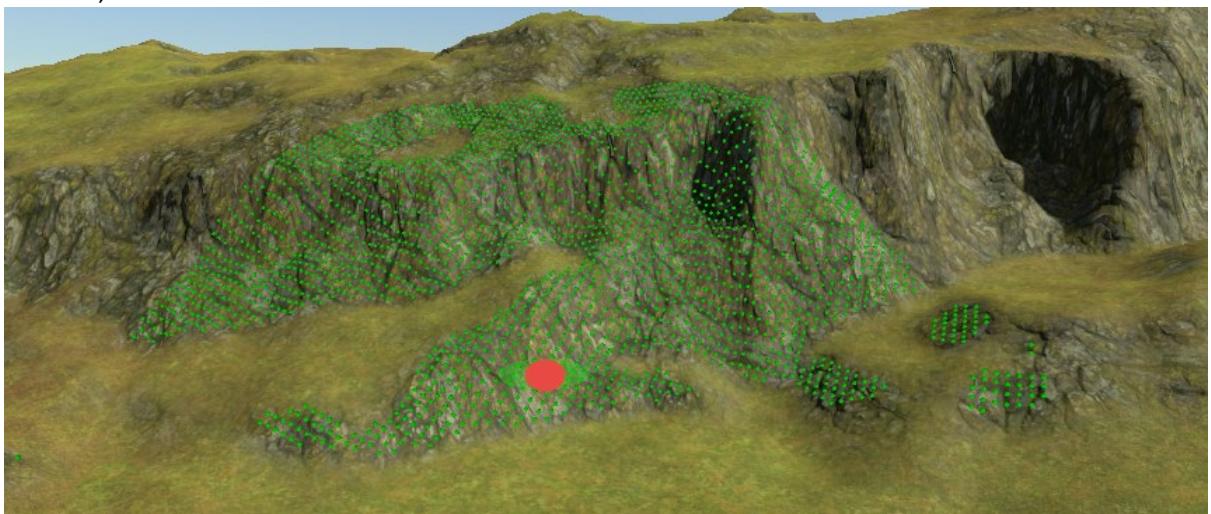


In this example, we have chosen a slope range of 26 degrees, and you can see approximately where on the terrain the shift click occurred. The visualiser shows the range of possible locations that it will consider for spawning that fall within the selected range.

Check Textures: Determines whether the terrain texture will be used as a range in which the spawner will spawn its Prototype.

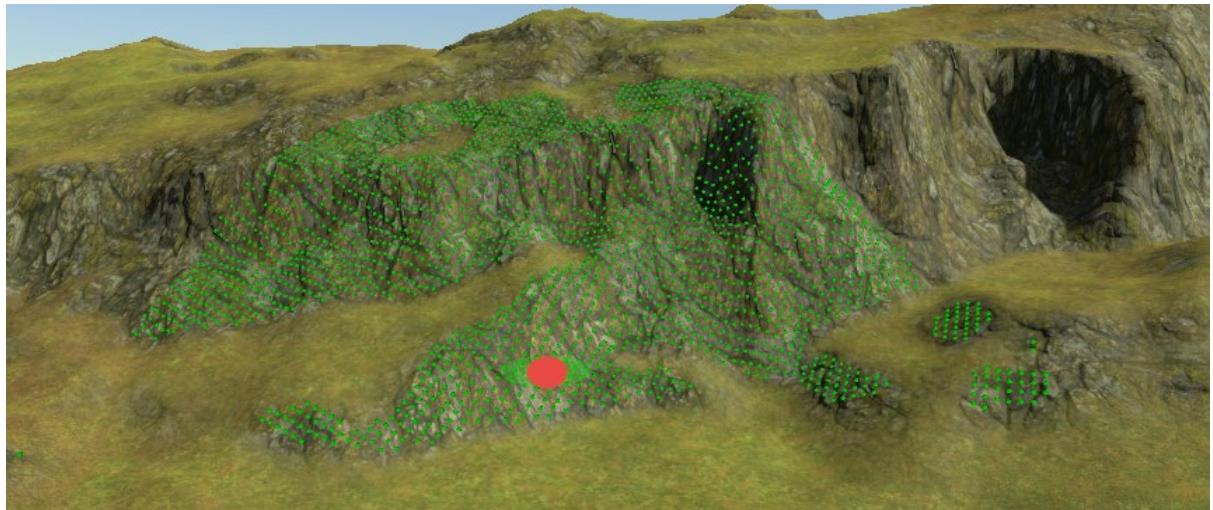


- *Texture:* The name of the texture that was clicked on.
- *Texture Strength:* The strength of the texture that was clicked on. Can be modified to select for other strengths.
- *Texture Range:* Spawns only within in the texture strength range bisected by the dominant texture of the point where the visualisation or spawn was initiated i.e., where you shift or ctrl left clicked on the terrain. This does not work for meshes.



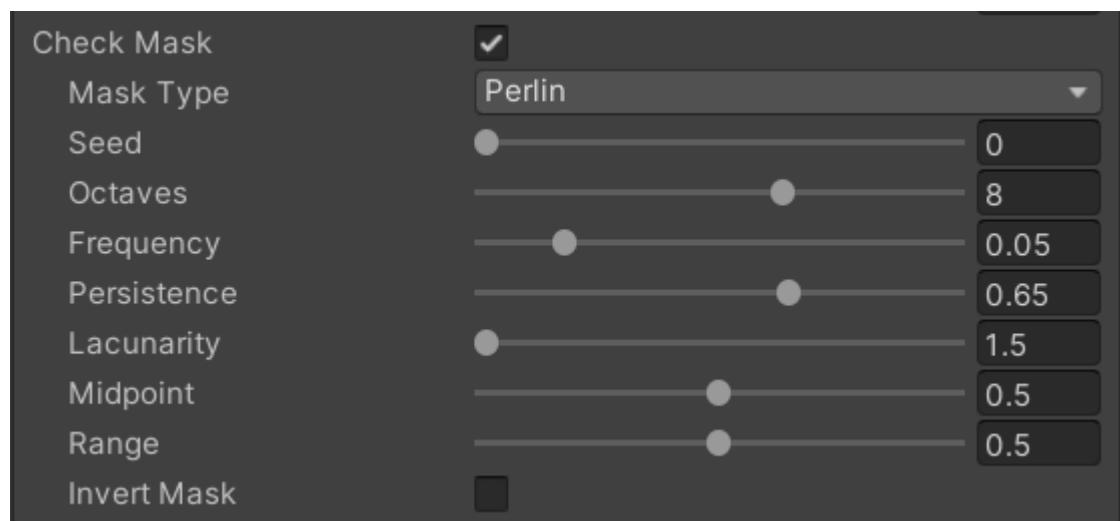
NOTE: You can change the texture strength and range to get some quite subtle effects.

- *Texture Range*: Spawns only within in the texture range bisected by the dominant texture of the point where the visualisation or spawn was initiated i.e. where you shift or ctrl left clicked on the terrain. This does not work for meshes.



NOTE: You can change the texture strength and range that you test for to get some quite subtle effects.

Check Mask: Uses a mask to determine where the spawner will spawn its Prototype.



Noise based masks overlay noise on the spawner at a world coordinate level to determine where Prototypes can be spawned.

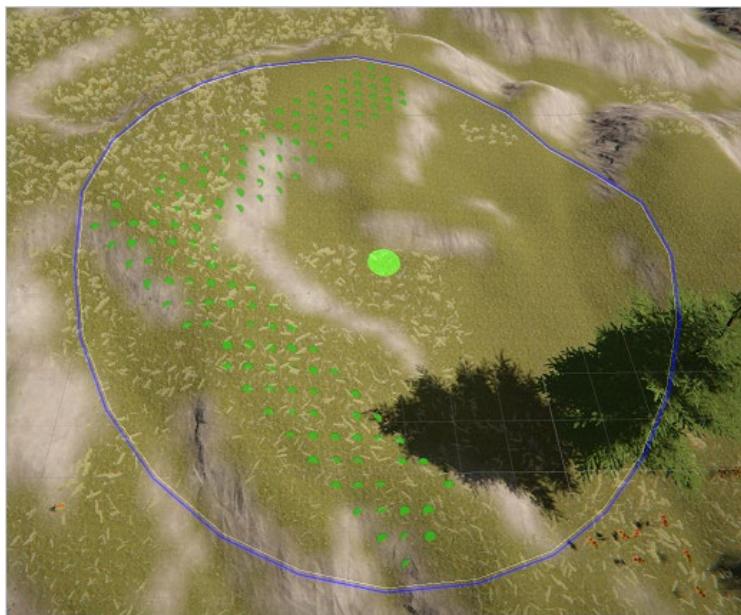
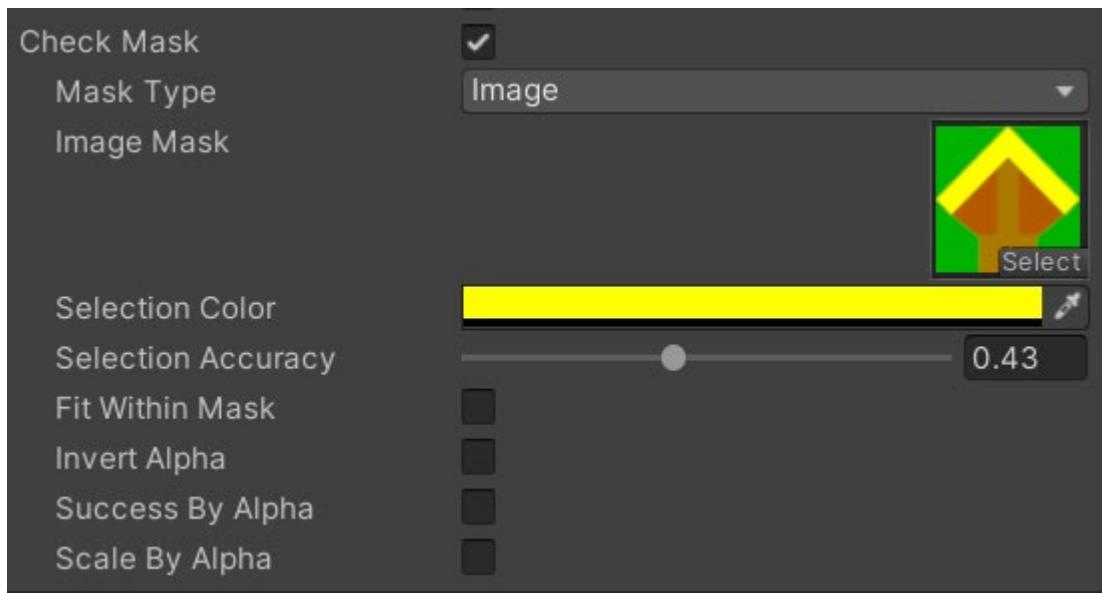


Image based masks use images to determine the location, scale and density of the Prototypes to be spawned.

Mask Type: The type of mask to use. The mask will be reflected in the visualiser.

- *Perlin, Billow, Ridged:* Noise masks applied at world scale.
- *Image:* Image mask applied at spawner scale.

Noise Masks:

- *Seed:* The unique seed.
- *Octaves:* The amount of detail in the noise - more octaves mean more detail and longer calculation time.
- *Frequency:* The frequency of the first octave. Smaller values create larger noise patterns.

- *Persistence*: The roughness of the noise. Controls how quickly amplitudes diminish for successive octaves.
- *Lacunarity*: The frequency multiplier between successive octaves.
- *Mid-Point*: The part of the noise curve that is treated as the midpoint of the noise function.
- *Range*: The range around the midpoint used to select the noise for spawning.

Image Masks:

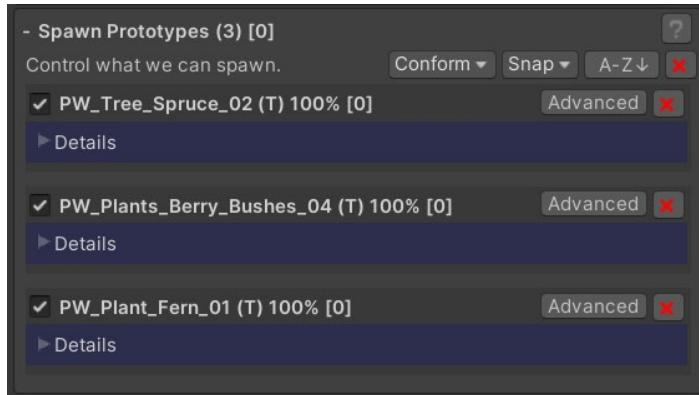
- *Image Mask*: The colour image to be used as a mask. The mask will be scaled to the range of the spawner. The primary colours of the image can have Prototypes assigned to them, and the alpha channel of the image if it exists can be used to control spawn size and density.

You will select Prototypes against this image in the Spawn Prototypes section (see the relevant image masking section in there).

Spawn Prototypes Panel

This section defines the Prototypes and the settings that control how they will spawn into a scene.

A Prototype consists of one or more physical resources that can be spawned into a scene – such as Terrain Grass / details, Terrain Trees, and GameObjects / Prefabs.



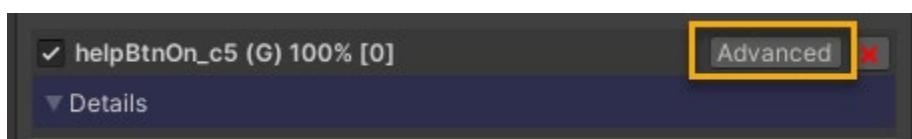
Each Prototype will have one entry in the Spawn Prototypes panel.

They are identified as follows:

- | | |
|------------|---|
| [Check] | – If checked then the Prototype is active and can be spawned. |
| Name | – Prototype name, prefabs will be parented under this. |
| (Tx/G/T/P) | – Terrain Texture, Terrain Grass, Terrain Tree, (P)refab. |
| *C* | – Conforms to terrain normal (only for prefabs) |
| % | – Percent chance of being spawned if selected |
| [0] | – The number of instances spawned. |

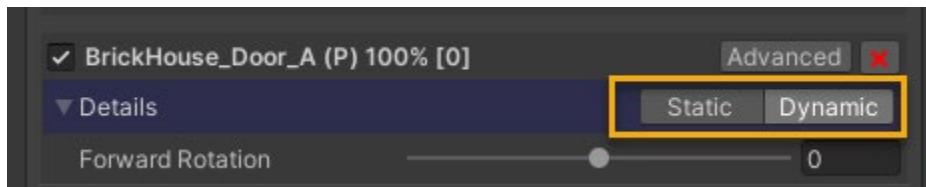
To see the detail of how the prototype has been configured open the detail tab by clicking on the triangle. The detail will vary depending on the type of prototype and whether it is being applied via an image mask.

Advanced View



Clicking on the Advanced View button will show a lot more detail about how the prototype has been configured.

Static / Dynamic View



Switches the view mode between static and dynamic.

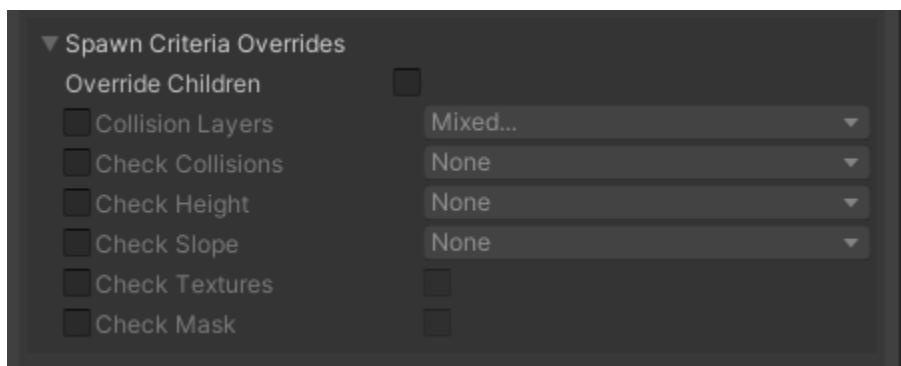
Static views are not designed to be edited and the settings are set automatically by the spawn ingestion process on sub objects in a Prefab / Game Object tree.

Dynamic views are designed to be editable and are generally at the root of a prototype tree.

You can switch a static view to dynamic if you want to customize its internal settings.

Spawn Criteria Overrides

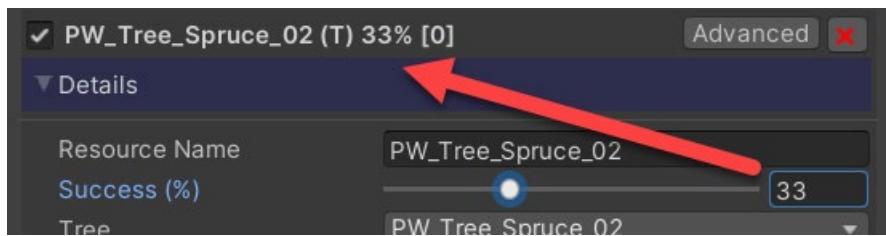
When in an advanced view, you can choose to override the spawn criteria for each individual resource. This can be useful on complex structures.



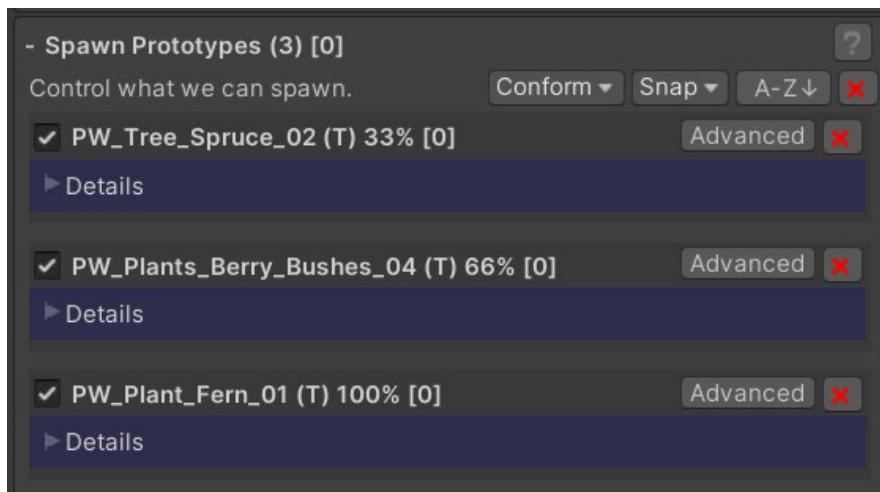
Success Rate (%)

When a spawn iteration occurs, GeNa will choose a location on the terrain, evaluate it for fitness to spawn, and then do a success check. If the prototype fails this check, then it will fail to spawn.

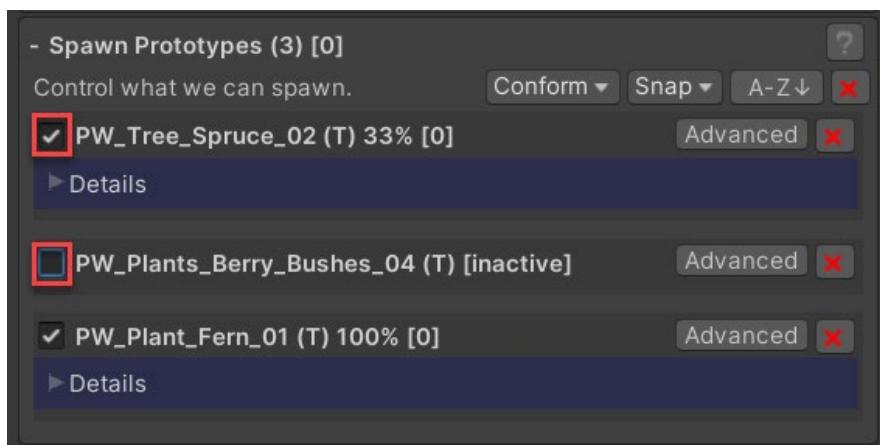
To change the ratios of how each resource spawns compared to another, change their success rates.



The success factor is shown as a percentage in the Prototype title.



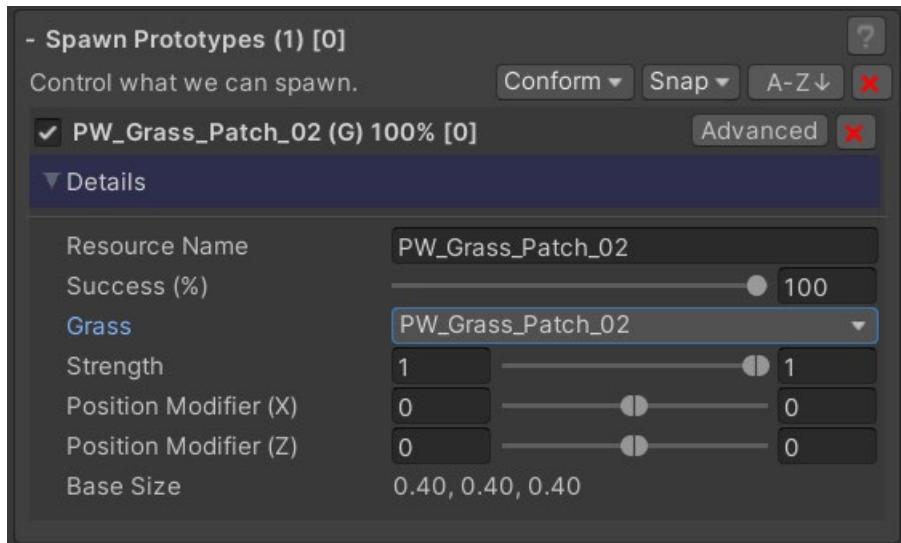
The relative success ratio influences the proportions of each object being spawned, as shown in the instance counts.



To enable or disable different resources to be considered for spawning just click the checkbox next to the resource. Inactive resources will be excluded from the spawn.

Grass Prototypes

Grass Prototypes describe terrain details and how they are applied by the spawner.



Resource Name: Informational name.

Success: Percentage change of a successful spawn. Zero means no chance, one means no problems.

Grass: A drop down that interrogates your terrain and allows you to select a grass. You must have previously added the grass to the terrain to select it here. See: <https://docs.unity3d.com/Manual/terrain-Grass.html>.

Strength: The minimum and maximum strength of the terrain grass to be spawned. This equates to target strength on the grass painting in your terrain settings.

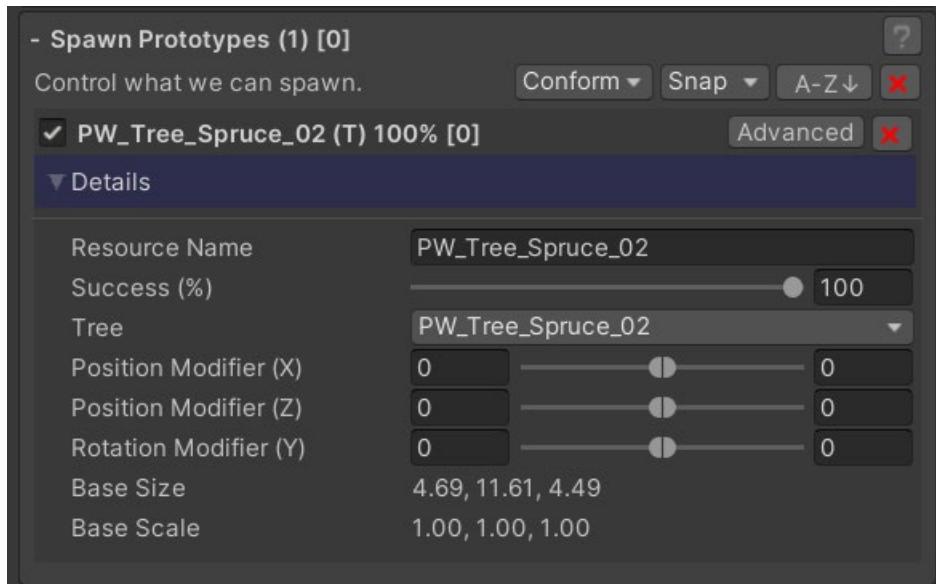
Position Modifier X: Offset from spawn location in x direction to spawn grass.

Position Modifier Z: Offset from spawn location in z direction to spawn grass.

Base Size: The basic size of a grass instance. An informational value that is pulled from the way it has been applied to the terrain.

Tree Prototypes

Tree Prototypes describe terrain trees, and how they are applied by the spawner. Trees can also be spawned as prefabs / game objects. See the prefab section for instructions on how to do this.



Resource Name: Informational name.

Success: Percentage chance of a successful spawn. Zero means no chance, one means no problems.

Tree: A drop down that interrogates your terrain and allows you to select a tree. You must have previously added the tree to the terrain to select it here. See:

<https://docs.unity3d.com/Manual/terrain-Trees.html>.

Min & Max Modifier (X, Y, Z): When spawning, a random offset between the minimum and maximum value will be added to the rotation selected for the tree in the Placement Criteria. In some scenarios you can want the tree to have a different offset than the one being applied to the spawn, particularly when using draggable rotation with complex POI spawns.

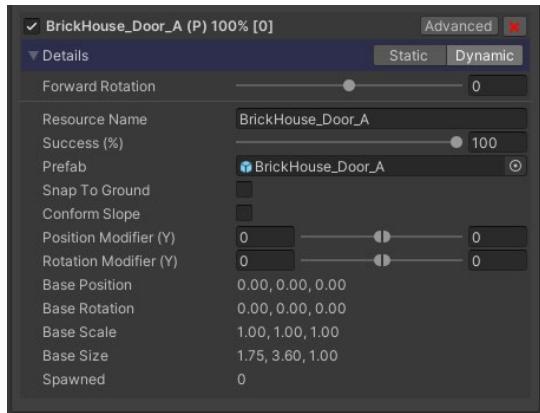
Base Size: The basic size of a tree instance. An informational value determined by instantiating an instance of the tree and calculating its renderer and collider bounds.

Base Scale: The scale of the original tree instance. An informational value picked up from the tree prefab.

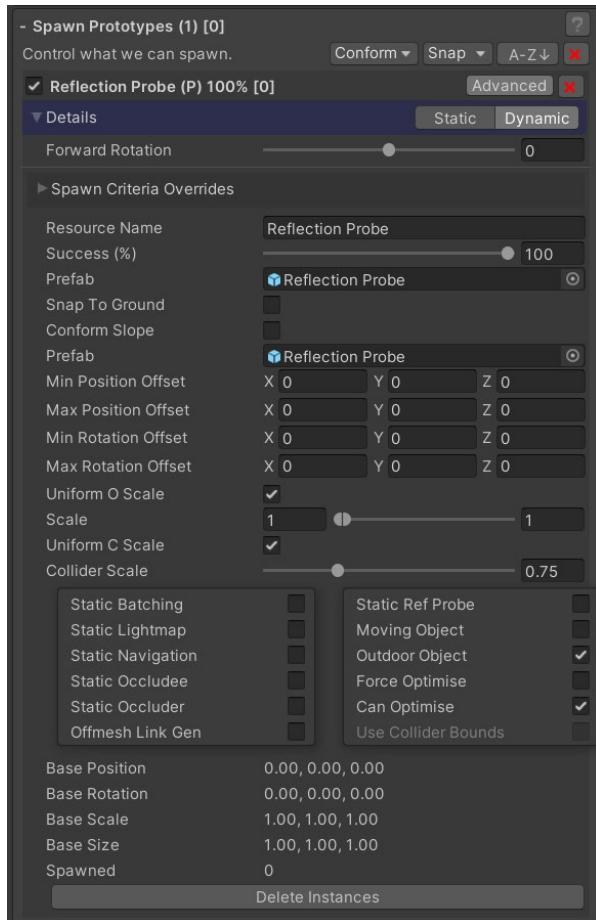
Prefab Prototypes

Prefab Prototypes describe prefabs or collections of prefabs (structures, villages etc), and how they are applied by the spawner.

Simple (non Advanced) view:



Advanced View



Forward Rotation: An additional rotation that will be added to the rotation in the Placement Criteria so that the prototype will always face in the direction of the arrow when draggable rotation has been selected. Allows you to get very precise control over the direction an object will face when it spawns.

Resource Name: Informational name. Used as the name of this prefab as it is spawned into the scene.

Success: Percentage change of a successful spawn. Zero means no chance, one means no problems.

Prefab: The prefab that will be spawned. This can be any prefab. NOTE: If you want this prefab to generate or avoid collisions then it must have a collider.

Snap To Ground: Snap the Prefab position to the closest point on ground.

Conform Slope: Conform the prefab to the normal of the slope on which it will be spawned.

Min / Max Position Offset: The offset from the spawn position that will be applied to this prefab when it is spawned. Can be used as a range so that an object can be positioned differently from spawn to spawn.

Min / Max Rotation Offset: The offset from the spawn rotation specified in the Placement Criteria that will be applied to this prefab when it is spawned. Can be used as a range so that an object can be rotated differently from spawn to spawn.

Uniform O Scale: Apply a constant scale override to the scale of the object spawned or apply a ranged scale. The scale of the spawned object will be the result of the Placement Criteria scale multiplied by this scale.

Min / Max Scale: Apply a random range for the scale of the object to be spawned.

Uniform C Scale: Apply a constant scale override to the scale of the collider on the object spawned when using gravity or apply a per dimension scale.

Collider Scale: The collider scale to apply when spawning objects for gravity.

Static Batching / Lightmap / Navigation / Occludee / Occluder / Offmesh Link / Static Ref Probe: Static overrides that can be applied when spawning. Can only be applied in editor mode, not during runtime spawning. See here for more information:

<https://docs.unity3d.com/Manual/StaticObjects.html>.

Outdoor Object: This is an outdoor object. Blend probes will also use the skybox when spawn optimization is chosen. Indoor objects will not use the skybox.

Force Optimise: The object will use the optimization process if optimize bake is chosen in advanced settings.

Can Optimise: The object will be considered for optimization if optimize bake is chosen in advanced settings.

Use Collider Bounds: Legacy. Not used.

Base Position: The base position of a prefab instance. This is typically the original positioning of the root of the prefab.

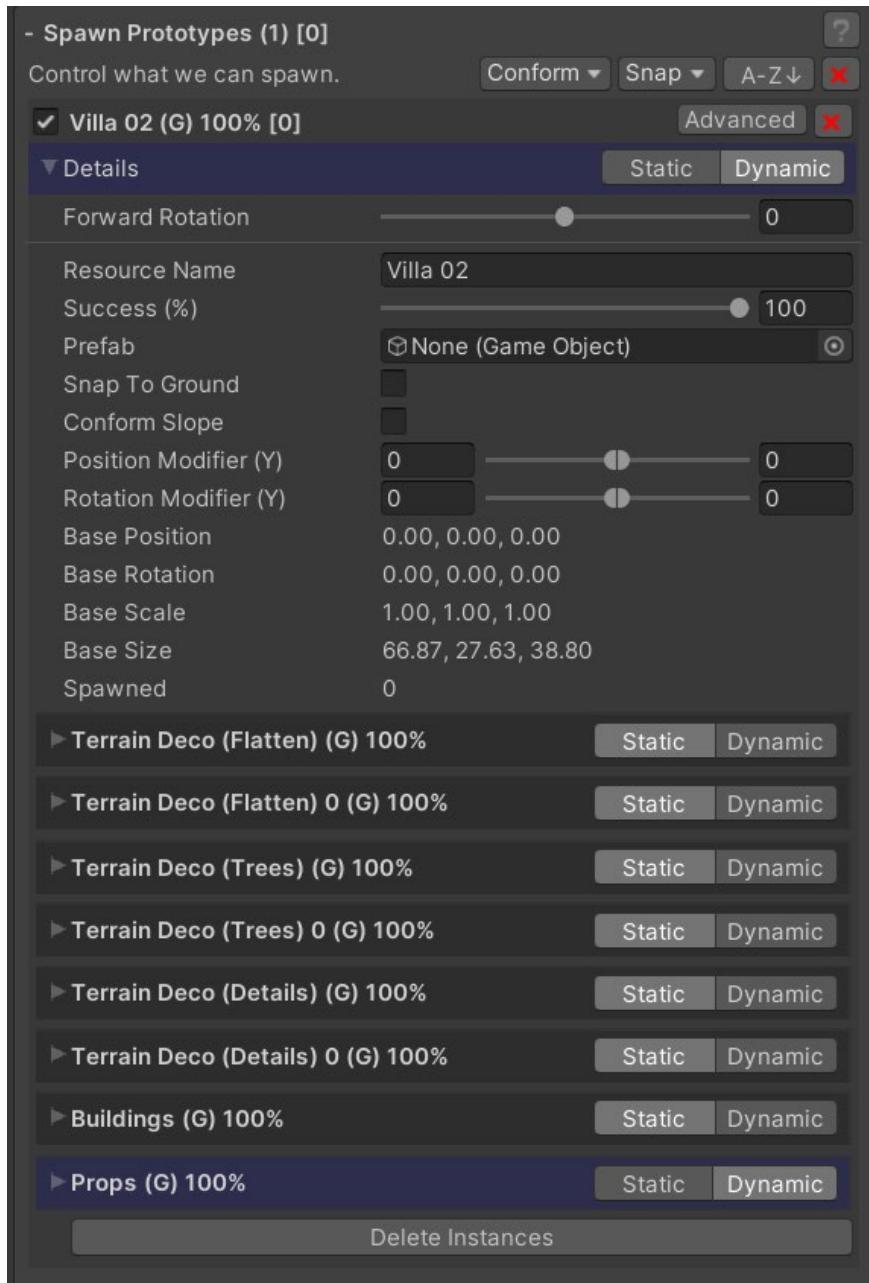
Base Size: The basic size of a prefab instance. An informational value determined by instantiating an instance of the prefab and calculating its renderer and collider bounds.

Base Scale: The original scale values for the prefab instance. An informational value derived from the original prefab.

Prefab Prototype Collections (POI's)

When prefabs are added as collections rather than singletons they will be spawned as collections and will maintain their layout relative to each other when they are placed into the environment.

This is a cool way to get things like farms and graveyards. You can design them once, and then place them as many times as you like.

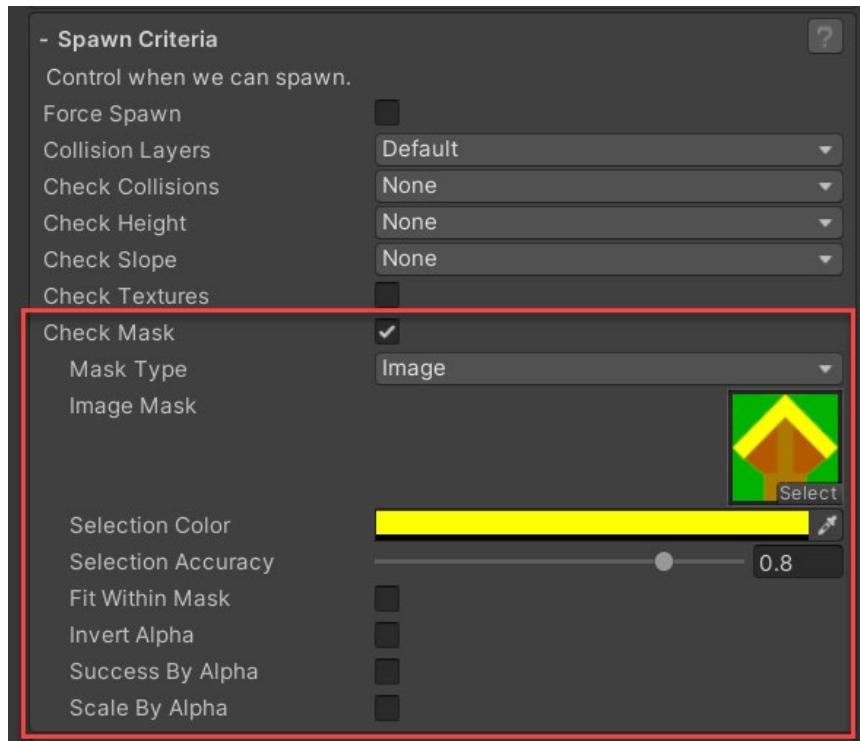


The Forward Rotation setting allows you to pre-rotate the entire POI so that the forward arrow will always generate the right “forward” rotation when dragable rotation has been set in Advanced Settings. This allows for very precise positioning of your POI.

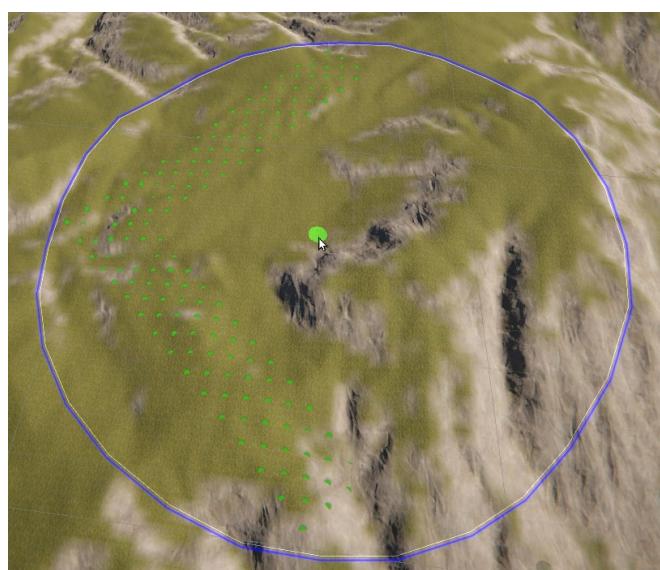
In the image above you can see that this prototype has many resources. You can change the settings of each resource individually – refer to the previous Prefab Prototypes sections for more detail.

Image Masking Settings

When you select choose to use an Image Mask, a new section called Mask Settings will show on your Prototype and allow you to key your Prototype into the colour on the mask that you want to have it spawned on, and then set the rest of the spawn related settings.



A nice way to do this is to select the colour dropper and then click on the preview image on the colour you want to use.



As you key each new Prototype into the mask, it will appear in the visualiser (you may need to shift left click again to see it). You can activate and deactivate individual resources and see the impact of this in your visualiser.

Selection Colour: The mask colour this Prototype will spawn on. Multiple Prototypes can be keyed to the same colour.

Selection Accuracy: The accuracy of the colour selection. In general you should never change this.

Fit Within Mask: When doing bounds based spawning this will ensure that the entire volume of the object being spawned will be contained within the mask. Good for buildings for example, but not so good for trees. It will depend on your use case.

Invert Alpha: Invert the alpha channel. Can be useful when making Prototypes spawn in mutually exclusive places off one mask.

Success By Alpha: The prototype success factor will be influenced by the alpha channel. Works in the same way as the Prototype success control.

Scale By Alpha: The prototype scale will be influenced by the alpha channel. Works in the same way as the Prototype scale control.

Min / Max Scale: The range that the alpha value will be scaled do. An alpha value of zero will be the minimum value, and an alpha value of one will be the maximum value.

Advanced Settings Panel

This section defined the advanced settings for the spawner. Less commonly used spawner settings are placed here.

Spawn to Target: When enabled, any Prefab Game Objects spawned will be added as a child to the target.

Scale Nearest Int: Will force your objects to spawn to a scale that is based on the nearest whole number.

Global Spawn Jitter (%): The amount of jitter that will be introduced to where global spawns are initiated.

Max Sub Spawner Depth: The default depth of recursive Sub Spawner Spawn Calls.

Add Light Probes: This will cause light probe stacks to be added to the scene when a prefab is successfully spawned. A light prob stack is added ½ a meter above the spawn point, then ½ a meter above the top of the prefab, and then another 5 meters above that to ensure good light coverage.

GeNa will ensure that light probe groups are placed at least “Min PG Dist” meters away from each other, and that individual light probe stacks to be placed at least “Min Probe Dist” meters away from each other.

Spawn Optimizer: This will cause the spawner to optimize the way prefabs are placed during spawning. The optimizer will optimize all resources that fit its criteria. To be considered for optimization the resource must have “Can Optimize” set and be smaller than the “Smaller Than (m)” size (after scaling). Alternatively, if “Force Optimize” is set then it will always be optimised. See the section on Optimisation for more information.

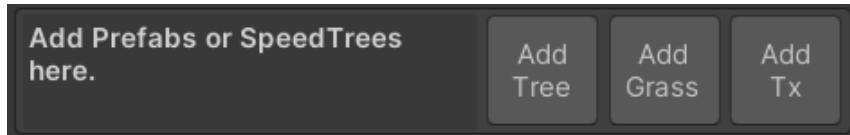
Visualiser Resolution: The dimension of the points that will be checked for every time the visualiser evaluates the terrain. A value of 50 means that $50 \times 50 = 2500$ locations will be checked every time you update the visualiser – the bigger the value the more time this takes. If the time to calculate this exceeds 200 milliseconds GeNa will automatically reduce this. This ensures that the Unity editor remains responsive regardless of the power of the computer it is running on.

Collision Test Offset: Collisions are based on where you click on the screen. This offset is added to the location where the hit occurred, and a new collision check is then initiated from the new height. This allows you to detect if your object is under an overhand. Sometimes however, your object is in an enclosed space, so making this much smaller will stop your collision check from hitting overhangs.

Merge Instances: When spawning prefabs, merge or parent the newly spawned prefabs with the last lot, otherwise create a new top level set of prefabs. By unchecking this you can see the results of individual prefab spawns.

Add Resources Panel

This section allows new resources to be added to the spawner.



Add Grass: Click this to add a Terrain Grass Prototype. It will default to always select the first grass in the terrain. Go in and edit the prototype to select the right grass.

Add Tree: Click this to add a Terrain Tree Prototype. It will default to always select the first tree in the terrain. Go in and edit the prototype to select the right tree.

Add Prefabs or SpeedTrees here: Drag and drop Game Object Trees, Prefabs, or SpeedTrees here to add Prototypes.

There are multiple ways to ingest different types of structures in your Spawner.

Decorators

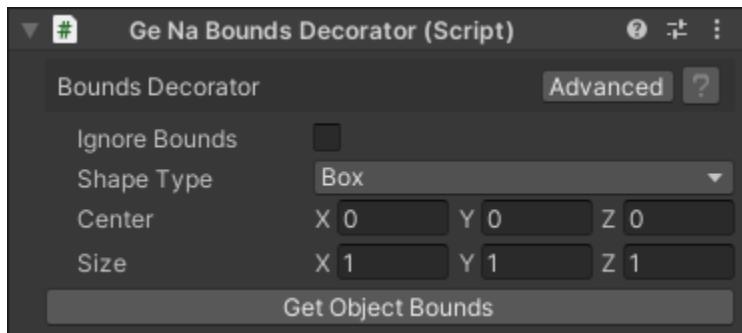
The Spawner system can be extended with the Spawner Decorator system.

Decorators are scripts you add to game objects or prefabs before ingesting them into a Spawner that influence the way the spawner operates.

For example, a Terrain Decorator can flatten the terrain under a building when it is spawned into the scene. The Decorator system is extensible so you can create and add your own customised spawn behaviour.

Bounds Decorator

Allows an object to be ignored by the collision detection system, or alternatively, to be treated differently by the collision detection system.



Ignore Bounds: Should this object be ignored by bounds detection?

Shape Type: Choose between Sphere, Box, Capsule, Cylinder

Radius (Sphere, Capsule, Cylinder): Radius of the shape.

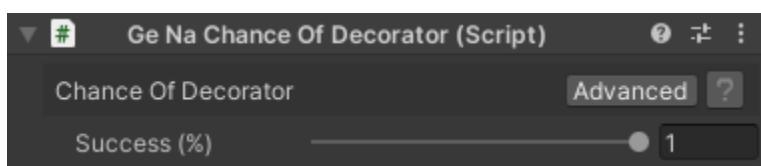
Height (Capsule, Cylinder): Height of the shape.

Center: Center of bounds.

Size: Size of bounds.

Chance Of Decorator

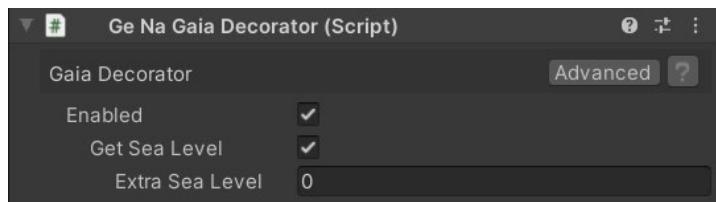
Influences the success rate of a game object or prefab.



Success (%): Success rate percentage of object spawning.

Gaia Decorator

Allows Gaia to be interrogated if it is in the scene.



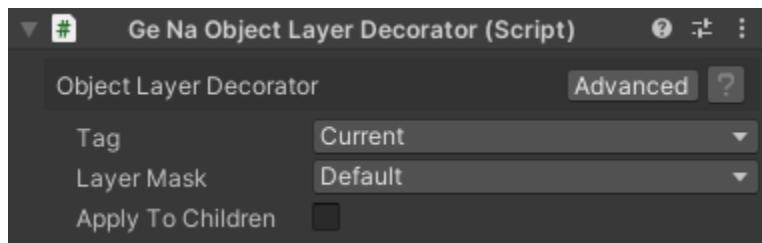
Enabled: Legacy. Always set to on.

Get Sea Level: If enabled, the spawner will always get the latest Sea Level from Gaia when spawning.

Extra Sea Level: Allows you to add or remove more height from the base Sea Level from Gaia.

Object Layer Decorator

Allows you to set the tag / layer mask of objects spawned into the scene.



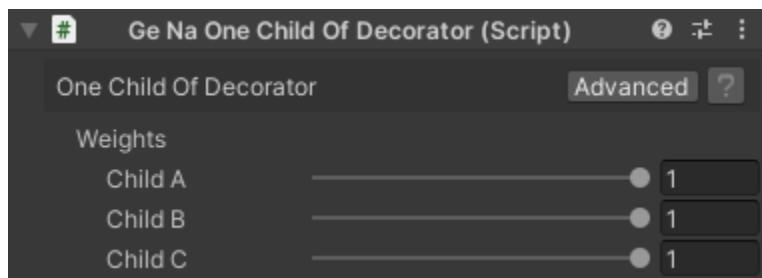
Tag: Sets the Tag of the GameObject.

Layer Mask: Sets the Layer of the GameObject.

Apply To Children: If enabled, this will apply the Tag and Layer to all the Children GameObjects.

One Child Of Decorator

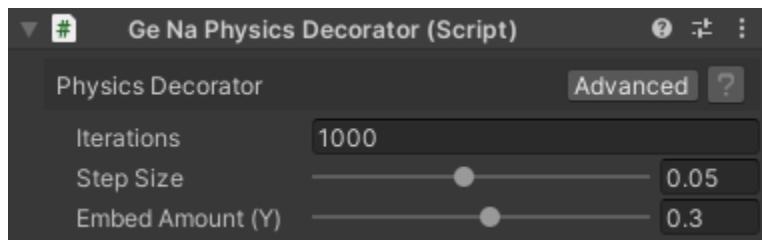
This decorator will cause GeNa to randomly select and spawn only one of the child objects or prefabs based on the ratio provided and will ignore the rest.



Weights: The weighting percentage of each child transform to select.

Physics Decorator

Allows you to cause this object to be spawned with physics enabled.



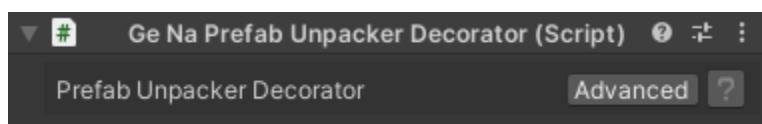
Iterations: Frame iterations to perform Physics Simulation

Step Size: Time delay between Physics Iteration.

Embed Amount (Y): Amount to embed object after physics simulation.

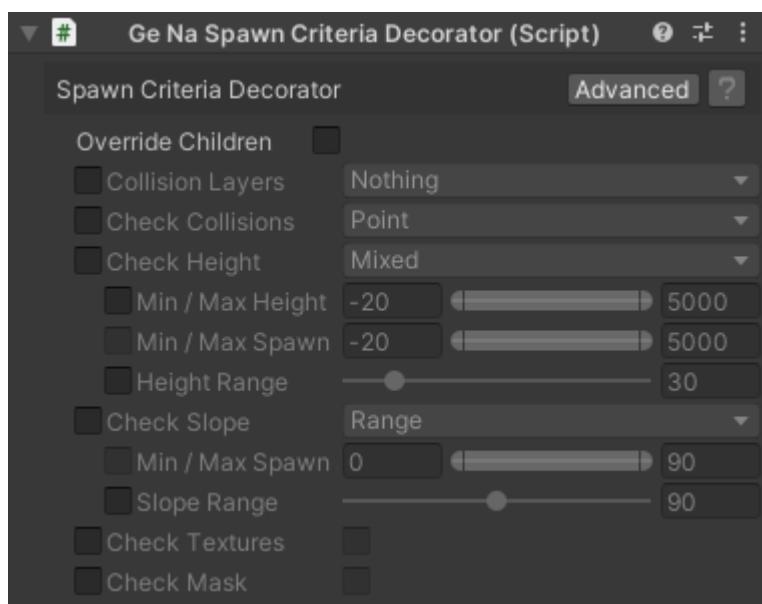
Prefab Unpacker Decorator

Calls Unity's prefab utility to unpack prefabs in the object tree so that GeNa can ingest their data correctly. If you have prefab unpack decorators within the children of the root object, then the root object will require a prefab unpack decorator.



Spawn Criteria Decorator

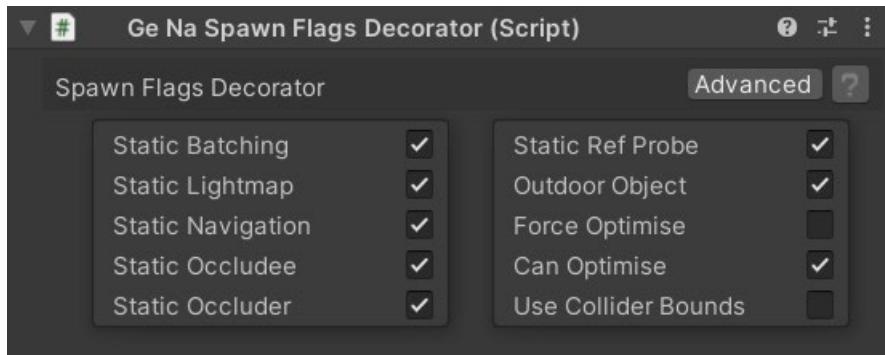
Overrides the spawn criteria on the object.



Please See [Spawn Criteria Panel](#) for more information.

Spawn Flags Decorator

Overrides spawn flags on an object.



Static Batching: Spawn the prefab with or without static batching flag.

Static Lightmap: Spawn the prefab with or without static lightmap flag.

Static Navigation: Spawn the prefab with or without static navigation flag.

Static Occludee: Spawn the prefab with or without static occludee flag.

Static Occluder: Spawn the prefab with or without static occluder flag.

Static Ref Probe: Spawn the prefab with or without static reflection probe flag.

Outdoor Object: This is an outdoor object, blend probes will also use the Skybox with spawning, otherwise will exclude Skybox.

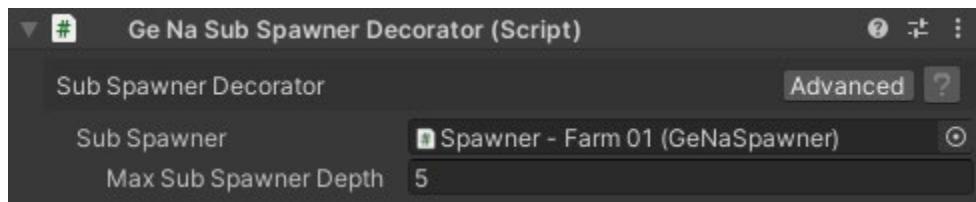
Force Optimise: The prefab will be forced through the optimisation process if Optimize Bake is chosen in Advanced Settings.

Can Optimise: The prefab will be considered for optimisation if Optimize Bake is chosen in Advanced Settings.

Use Collider Bounds: If enabled, the collider will be used for bounds checking.

Sub Spawner Decorator

Calls spawns another spawner at this location.

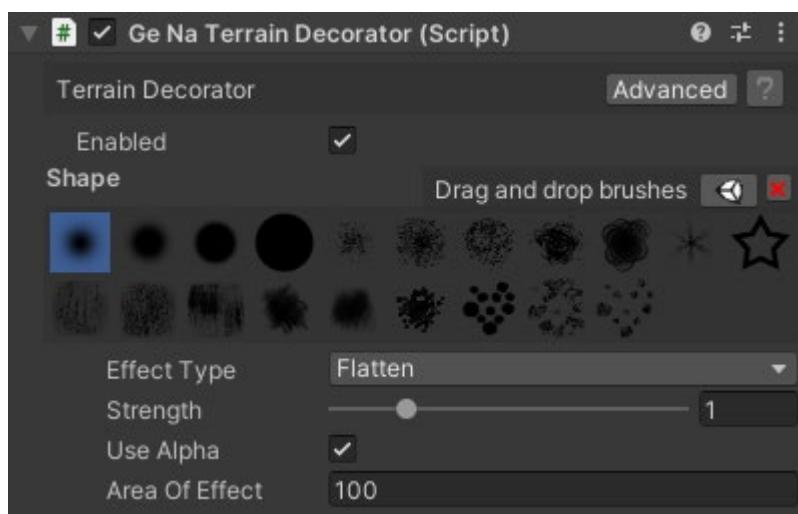


Sub Spawner: Attached Sub Spawner Object.

Max Sub Spawner Depth: How deep the Spawn Operation will run for Sub Spawner.

Terrain Decorator

Calls terrain operations at the location.



Enabled: If enabled, the Terrain Decorator will perform operations upon spawning GameObject.

Shape Textures: This area contains all Textures to be used for textures.

Effect Type:

- Raise: Raises the Terrain.
- Lower: Lowers the Terrain.
- Flatten: Flattens the Terrain.
- Clear Trees: Removes Terrain Trees.
- Clear Details: Removes Terrain Details.

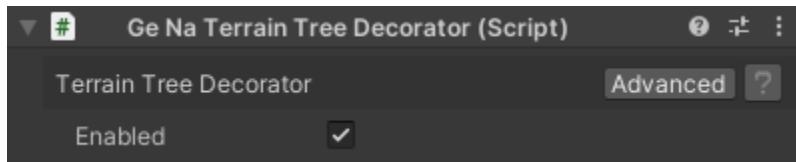
Strength: Strength of the Texture to perform operation.

Use Alpha: If enabled, the Alpha channel will be used.

Area Of Effect: Diameter of Texture to World.

Terrain Tree Decorator

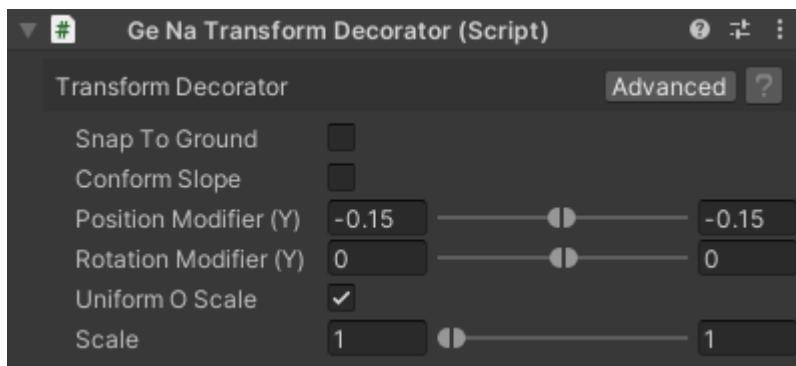
Adds the prefab that it is attached to, to the terrain as a terrain tree.



Enabled: If enabled, the GameObject will be added to the Terrain and spawned as a Terrain Tree.

Transform Decorator

Changes the position, location and scale of this object when it is spawned into the scene.



Snap To Ground: If enabled, the GameObject will snap to ground.

Conform Slope: If enabled, the GameObject will rotate to ground normal.

Position Modifier (Y): Position offset in the Y axis (see advanced for more).

Rotation Modifier (Y): Rotation offset in the Y axis (see advanced for more).

Uniform O Scale: If enabled, scale will be uniformed (X, Y, Z).

Scale: Scale Factor to apply to the GameObject.

Usage

This section details some of the common usage scenarios for GeNa and makes some suggestions on how to get better results.

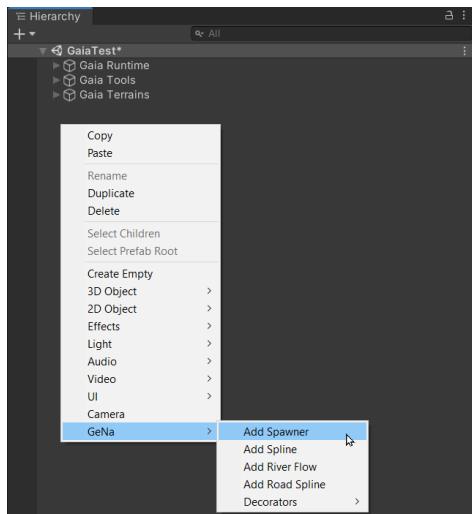
Create a GeNa Spawner

Step 1). Create a new Spawner

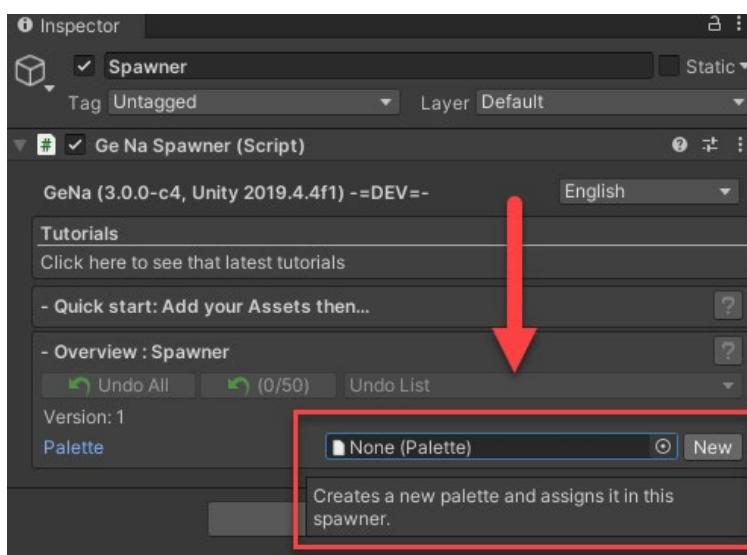
Right-click on an empty place in your hierarchy and select GeNa ->Add Spawner.

Alternatively select Window -> Procedural Worlds -> GeNa Manager and press the Create Spawner button.

GeNa > Add Spawner



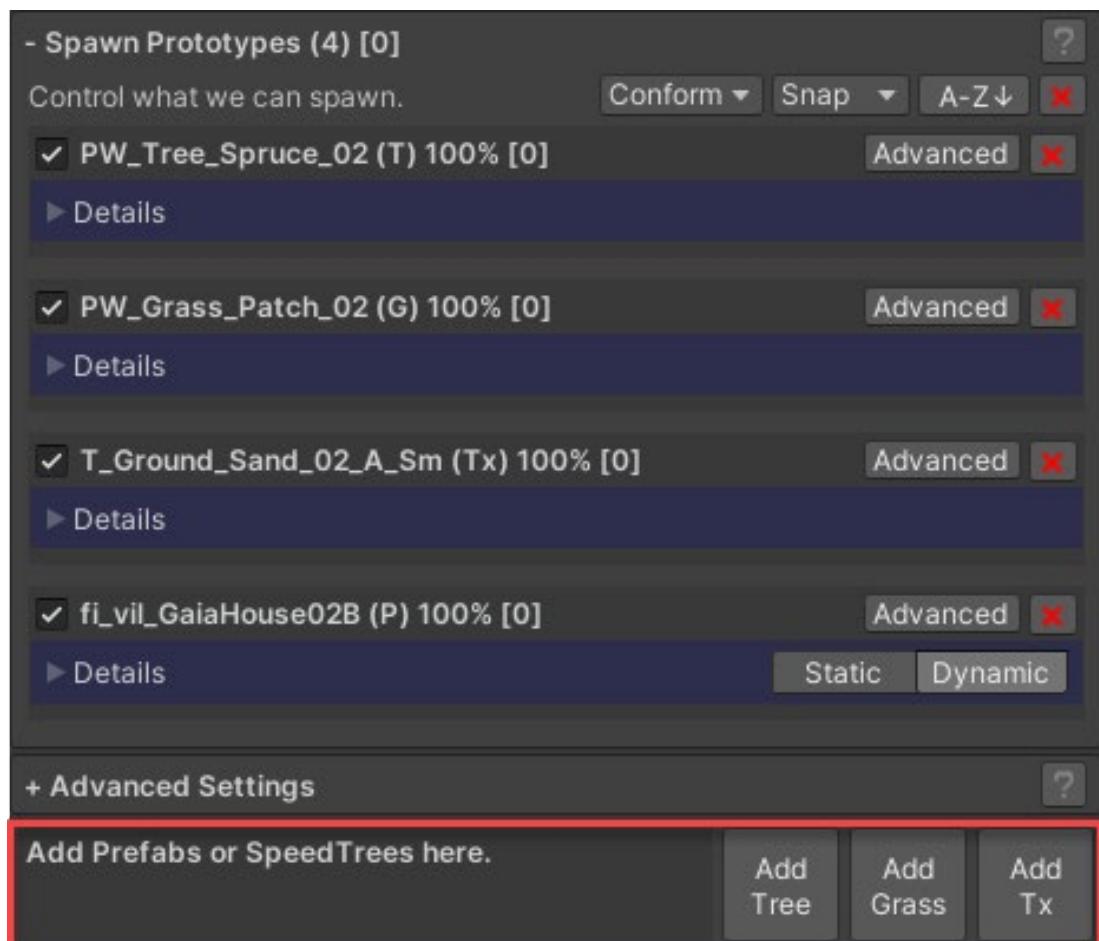
Step 2). Select or Create a Palette



Palettes maintain references to Assets for Serialization.

Step 3). Add some Prototypes

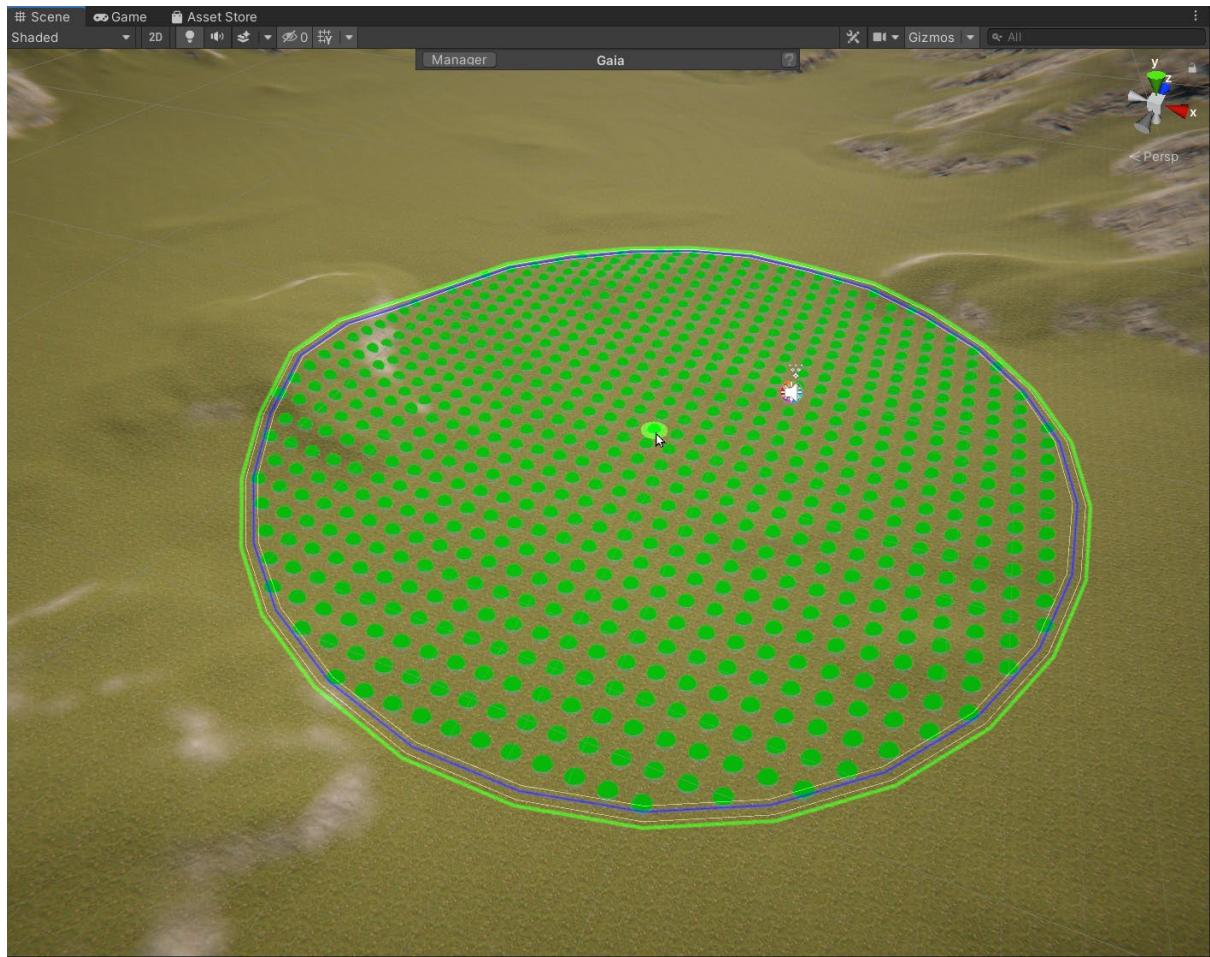
For GeNa to spawn things, you must first specify what type of object you wish to spawn. This is referred to as a Spawn 'Prototype'.



In this example, we have added the 4 different types of Prototypes. The terrain prototypes were added by clicking on Add Tree, Grass, Tx buttons and selecting the relevant asset in the prototype settings, and the prefab was added by dragging and dropping it onto the 'Add Prefabs or SpeedTrees' box.

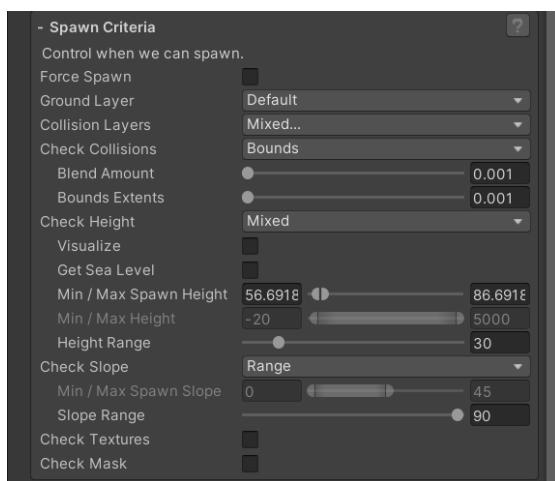
1. Terrain Tree - PW_Tree_Spruce_02 (T)
2. Terrain Grass – PW_Grass_Patch_02 (G)
3. Terrain Texture – T_Ground_Sand_02_A_Sm (Tx)
4. Prefab – fl_vil_GaiaHouse02B (P)

Step 4). To Spawn, we need to set our ground object by Shift + Left-Clicking on an object in our Environment. In this case, we will be spawning it on a Terrain.



When you press and hold the Shift key, you will see the Spawner Visualizer. This tells us where we are allowed to spawn the Prototype based on our Spawn Criteria.

You can modify your Spawn Criteria in the Spawner to adjust this. Check the [Spawn Criteria](#) settings section of this for more information on this.



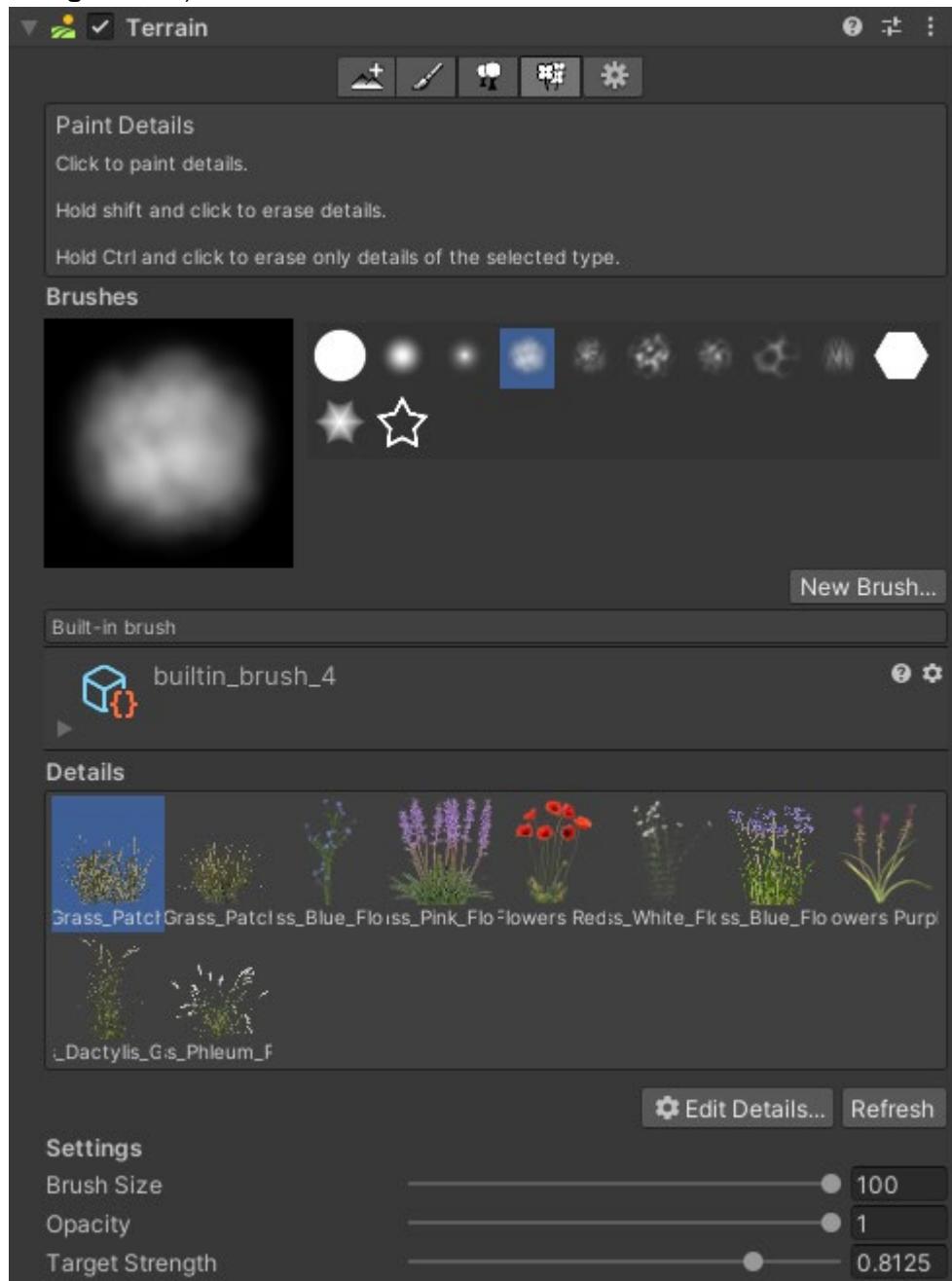
Step 5). Spawn!

Make sure your Spawner is selected in the hierarchy and press Ctrl + Left click to Spawn!

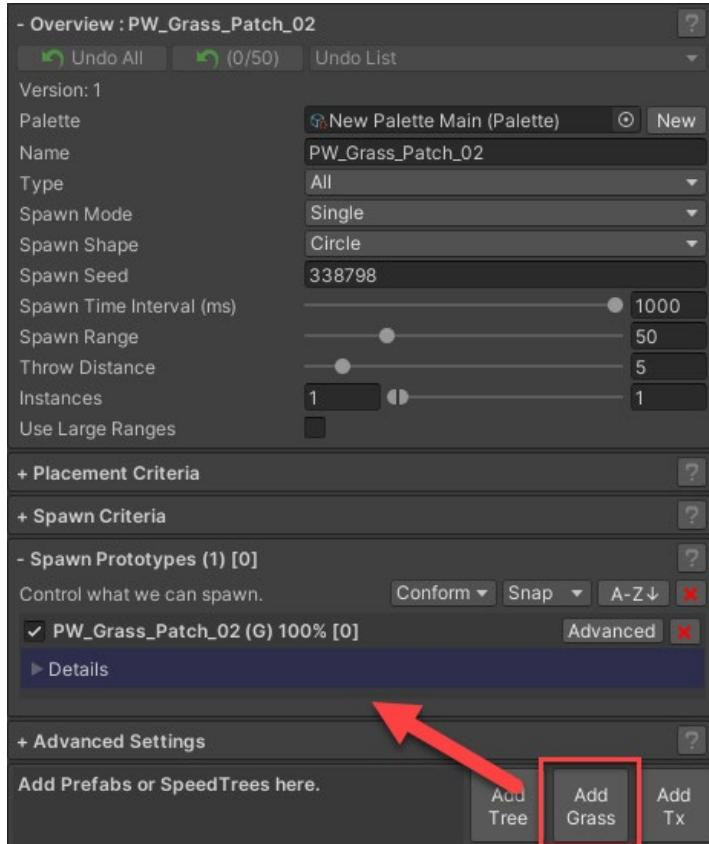


Spawning Terrain Details (Grass)

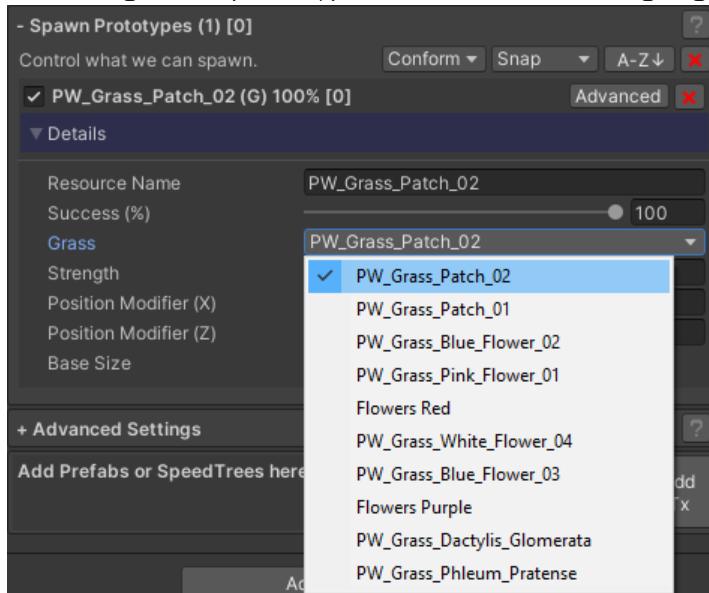
1. Add grass to your terrain.



2. Add a spawner and add your grasses to the spawner.



3. Go through each prototype and make sure the right grass is selected.



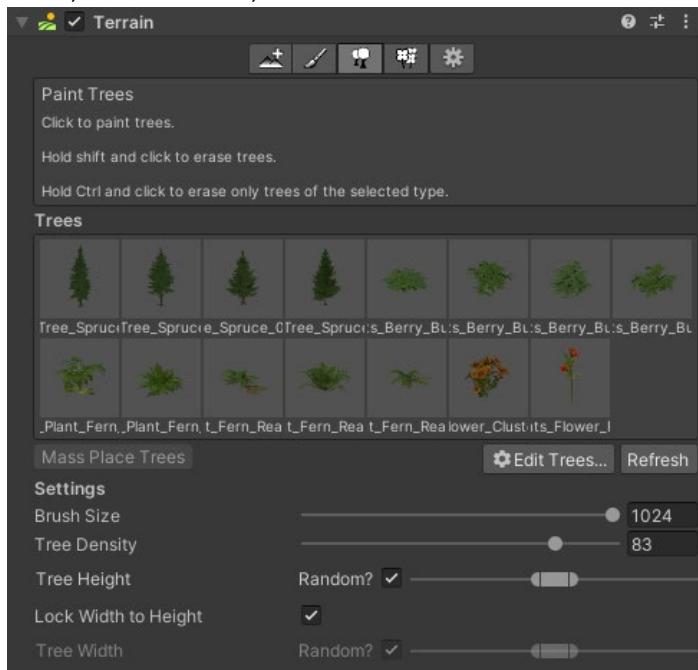
4. Spawn as usual.

TIP: The noise generator generates noise in world space, and this means that multiple spawners can use it and expect it will generate the same mask. Try setting up two spawners with the same noise settings, and one, select Invert Mask. This will invert the generated pattern and you can use this to spawn one grass in one section, and another in another.

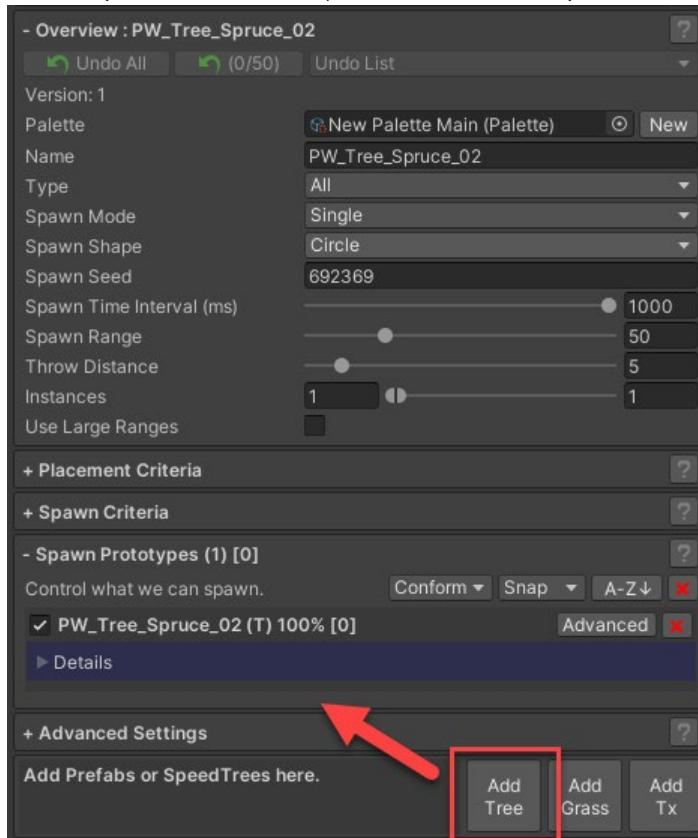
grass in the inverted section. The overall effect of this is a nice grassy field, and the interesting aspect of this is that you will get nice patches of alternating grasses as well. This tip applies to all types of spawning.

Spawning Terrain Trees

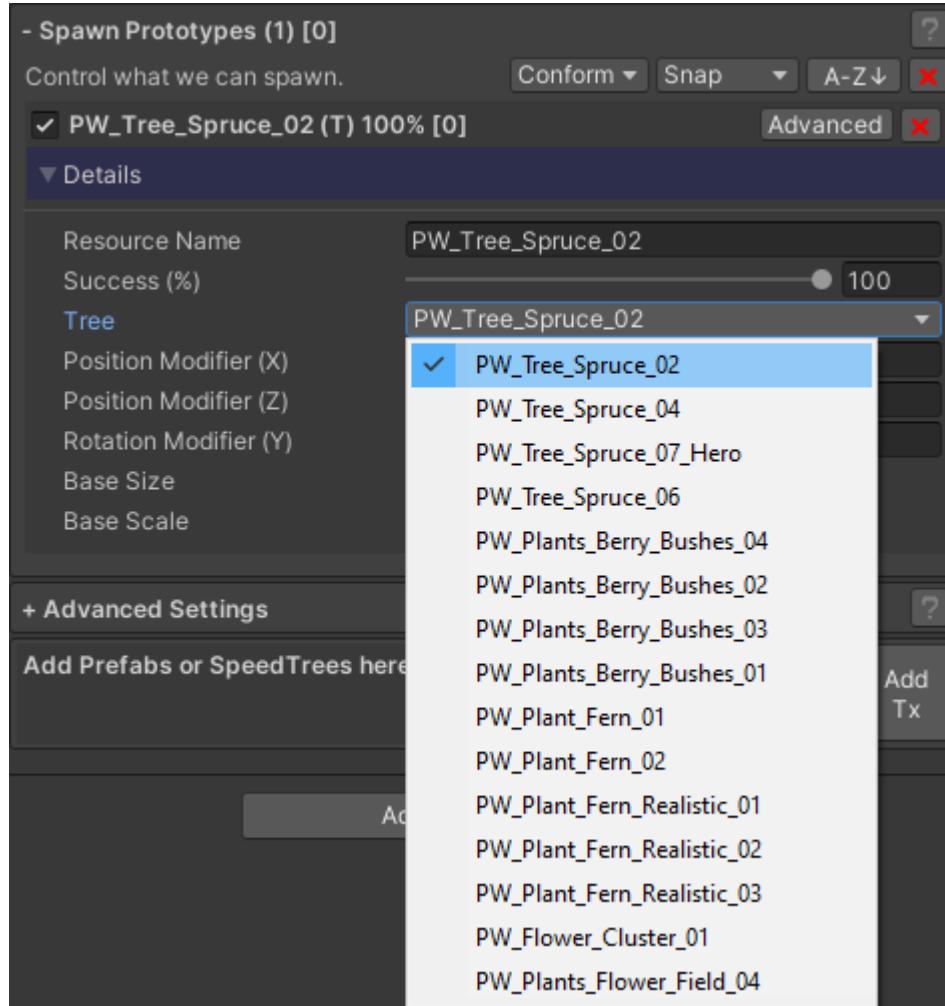
1. Add your trees to your terrain.



2. Add a spawner and add your trees to the spawner.



3. Go through each prototype and make sure the right tree is selected.

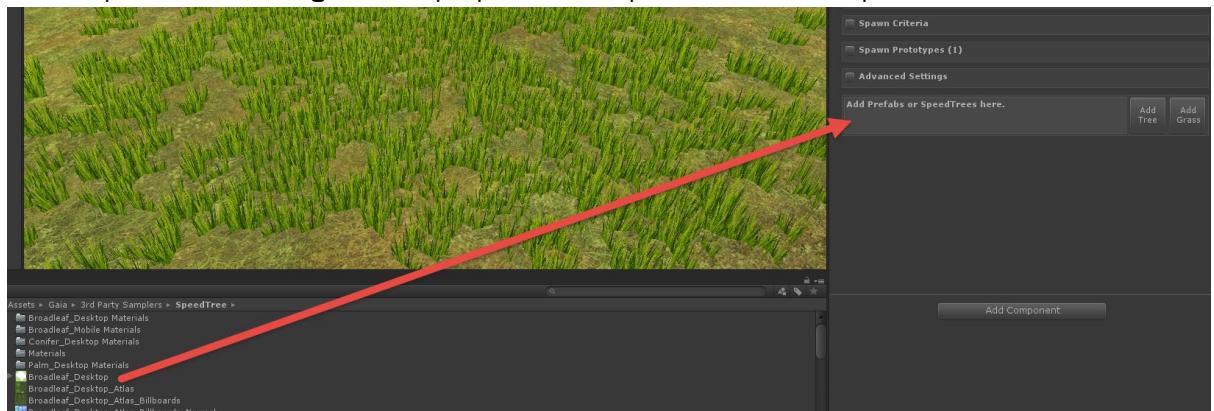


4. Spawn as usual.

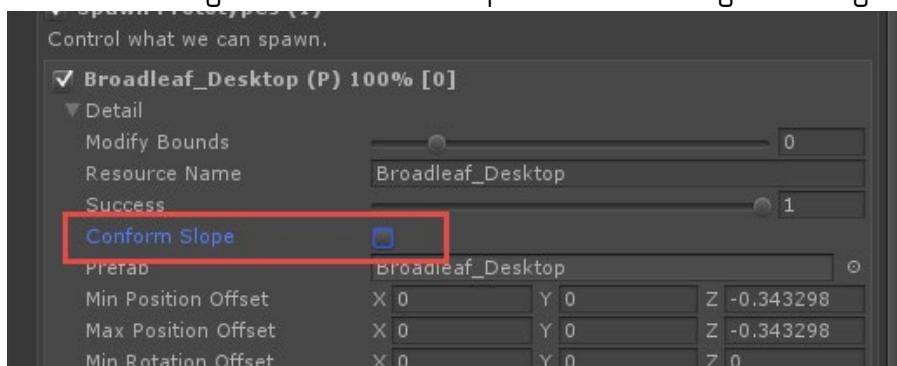
TIP: The noise generator generates noise in world space, and this means that multiple spawners can use it and expect it will generate the same mask. Try setting up two spawners with the same noise settings, and one, select Invert Mask. This will invert the generated pattern and you can use this to spawn one tree in one section, and another tree in the inverted section. The overall effect of this is a nice populated terrain, and the interesting aspect of this is that you will get nice patches of alternating trees as well. This tip applies to all types of spawning.

Spawning SpeedTrees As Prefabs

1. Add a spawner and drag and drop SpeedTree .spm file onto the spawner.



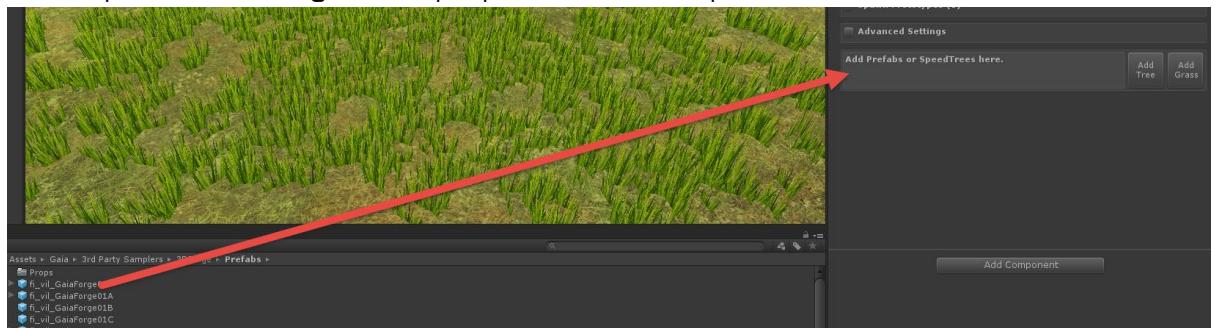
2. Consider turning off Conform To Slope as most trees grow straight up.



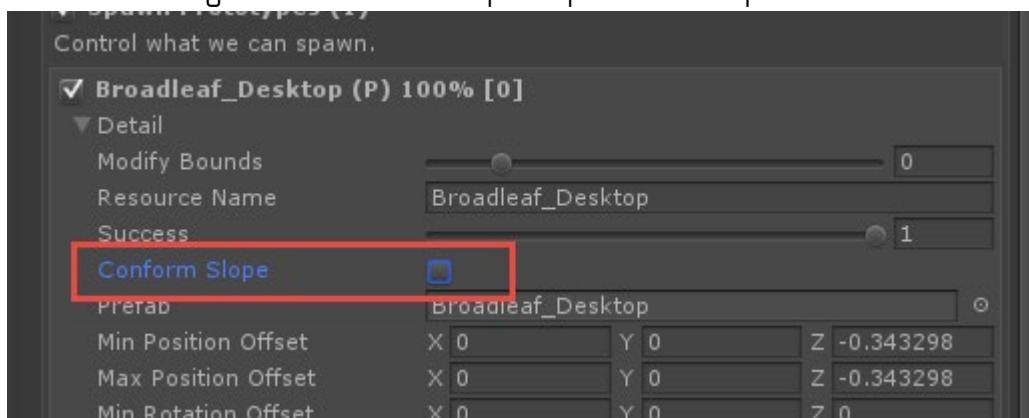
3. Spawn as usual.

Spawning Prefabs

1. Add a spawner and drag and drop a prefab onto the spawner.



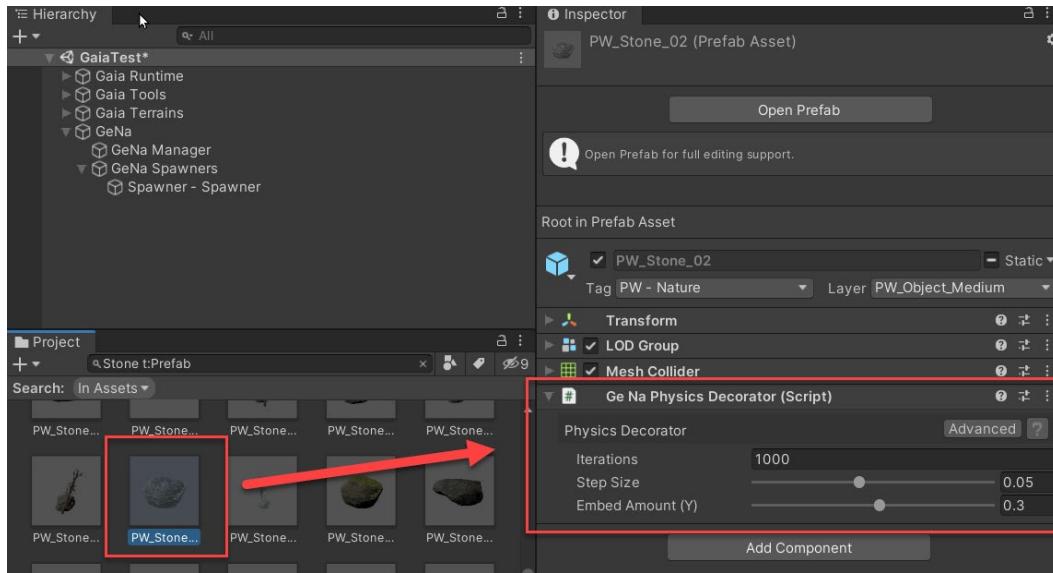
2. Consider turning off Conform To Slope. Depends on the prefab.



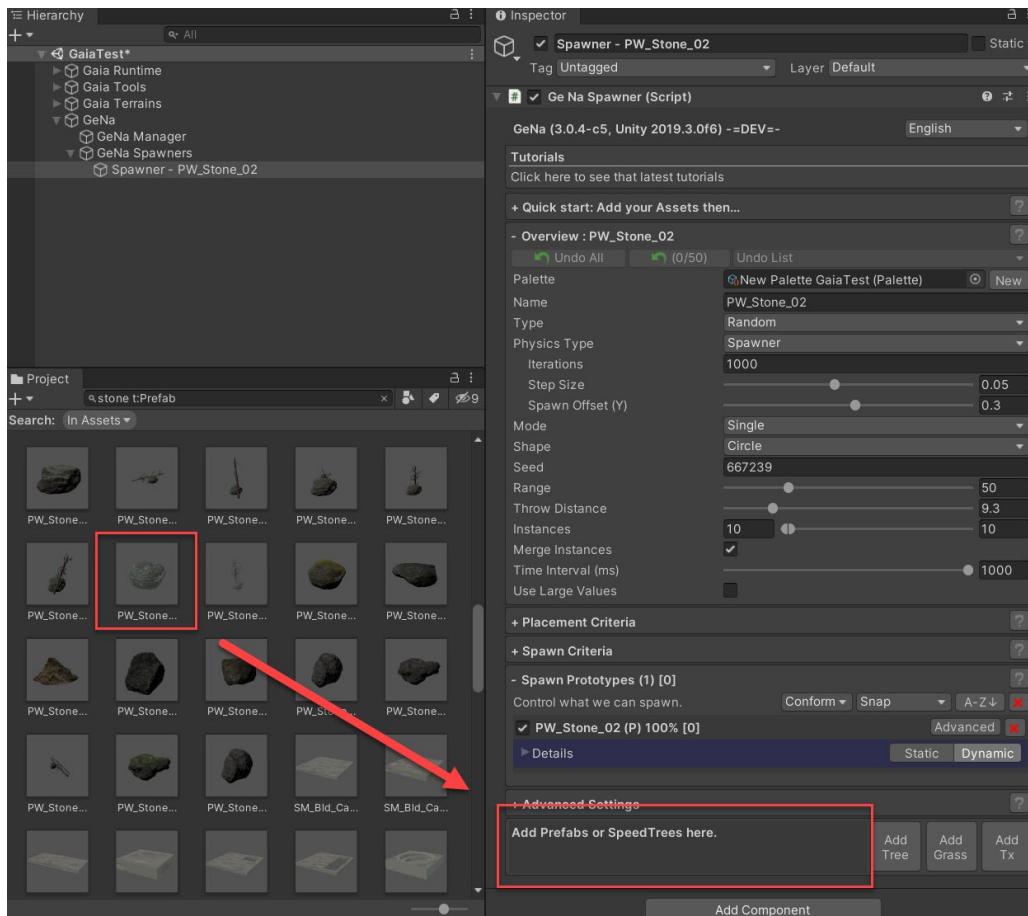
3. Spawn as usual.

Spawning with Physics (Gravity)

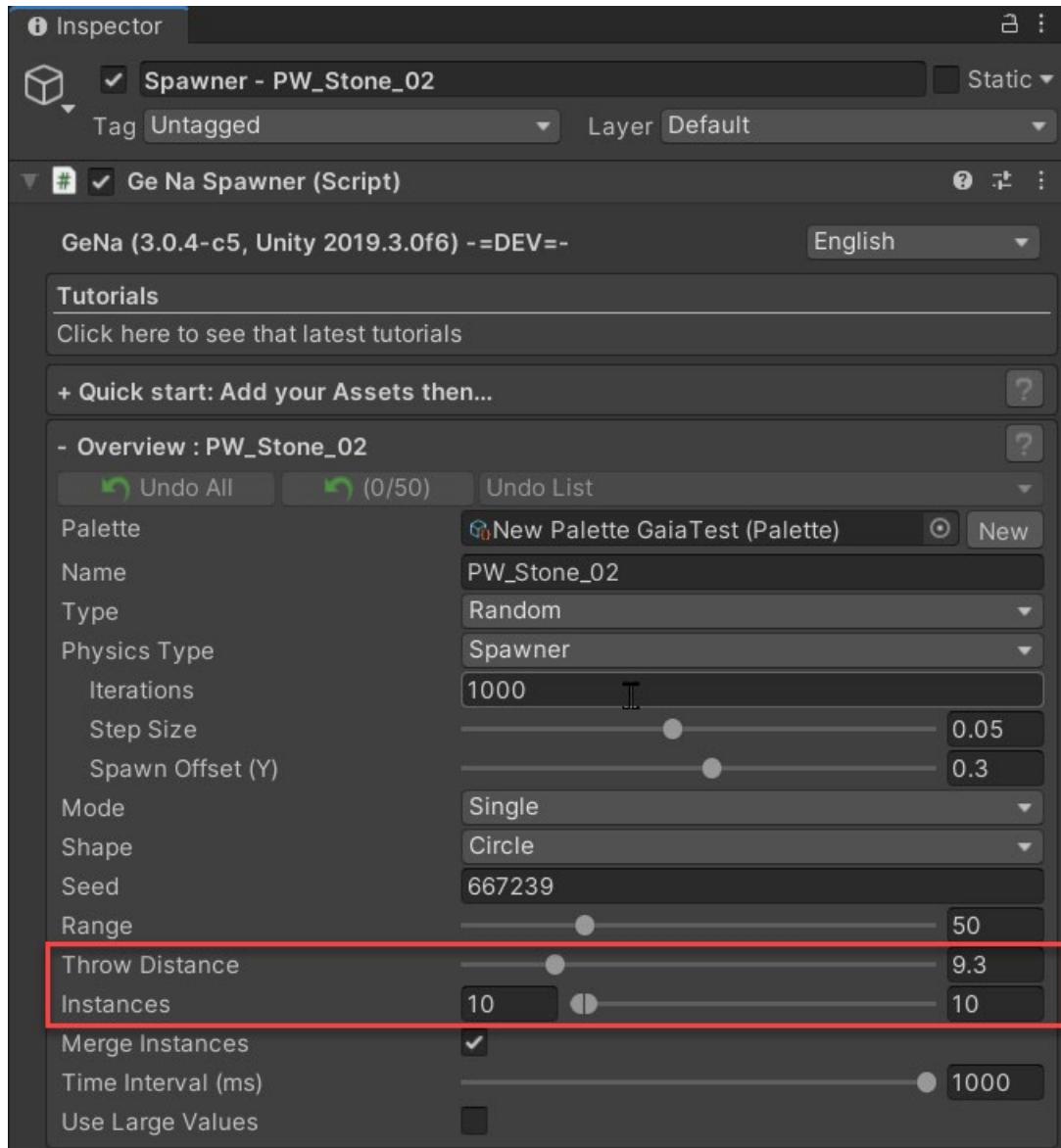
Step 1). Select the Prefab you wish to spawn and add a Physics Decorator to it.



Step 2). Ingest the selected prefab into a Spawner.

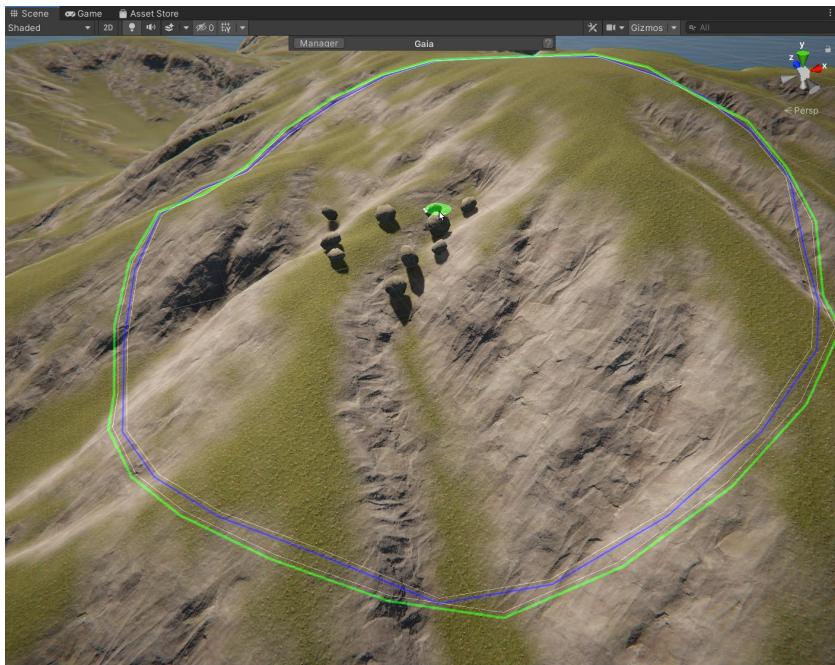


Step 3). Modify the Spawn Settings. In this case, we are going to increase the number of Instances and increase the Throw Distance.



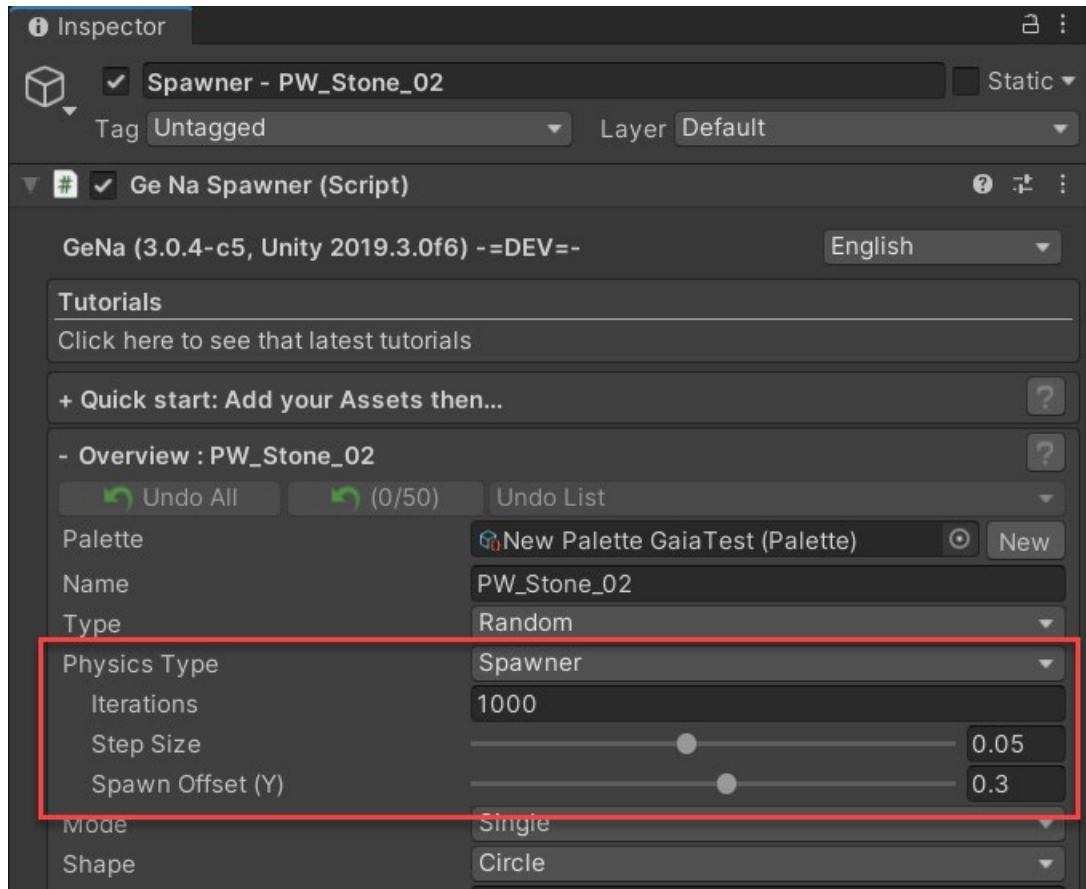
Step 4). Spawn the Prototype.

Performing a Spawn with this Decorator will allow objects to interact with the Environment.



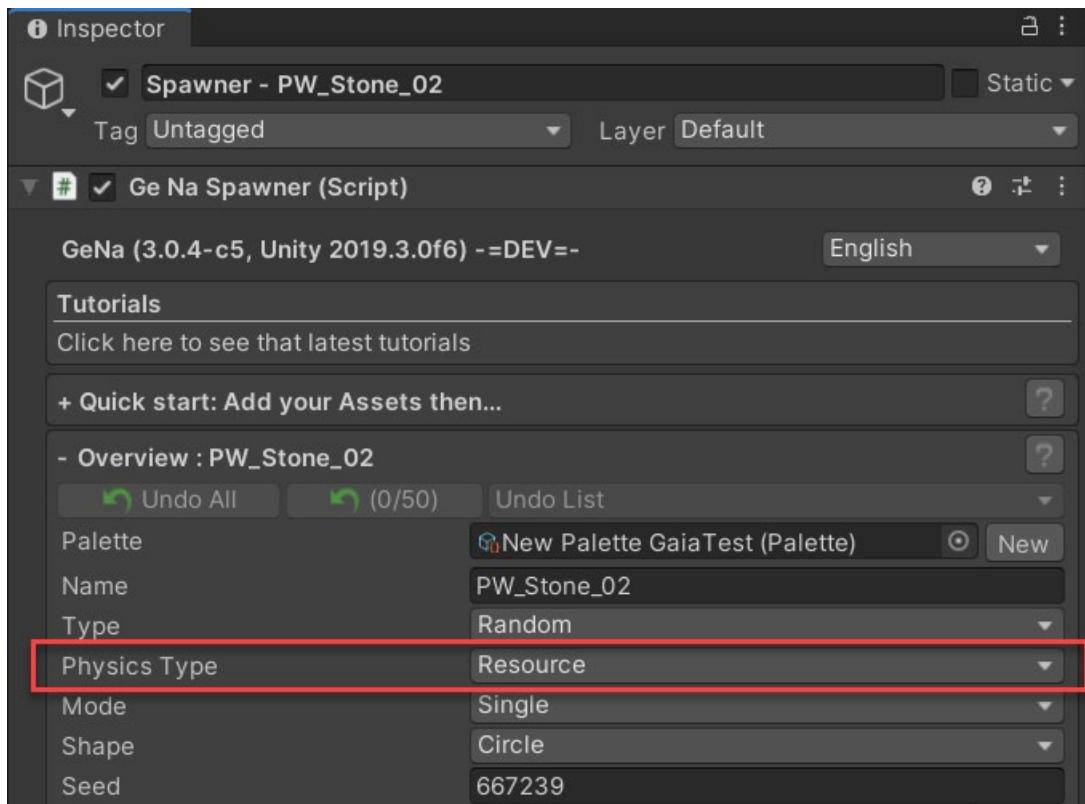
Step 5). There are two types of Spawn Modes – Spawner and Resource.

Spawner will spawn an object using the settings at the root level.

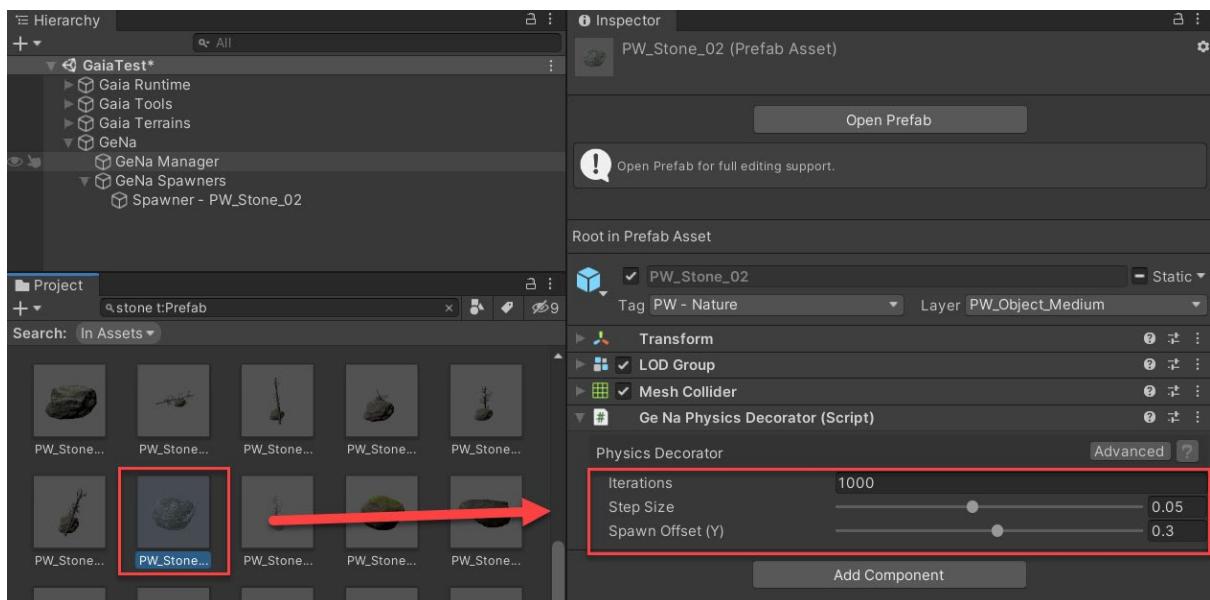


Resource will spawn an object using the Physics settings on the Decorator.

Set the Physics Type to 'Resource'



And you can modify the Physics Settings in the Prefab itself.



Spawning Structures

Sometimes you might want to setup a small village, town or just a collection of Game Objects that you have laid out in your Hierarchy. We refer to these in GeNa as 'Structures'.

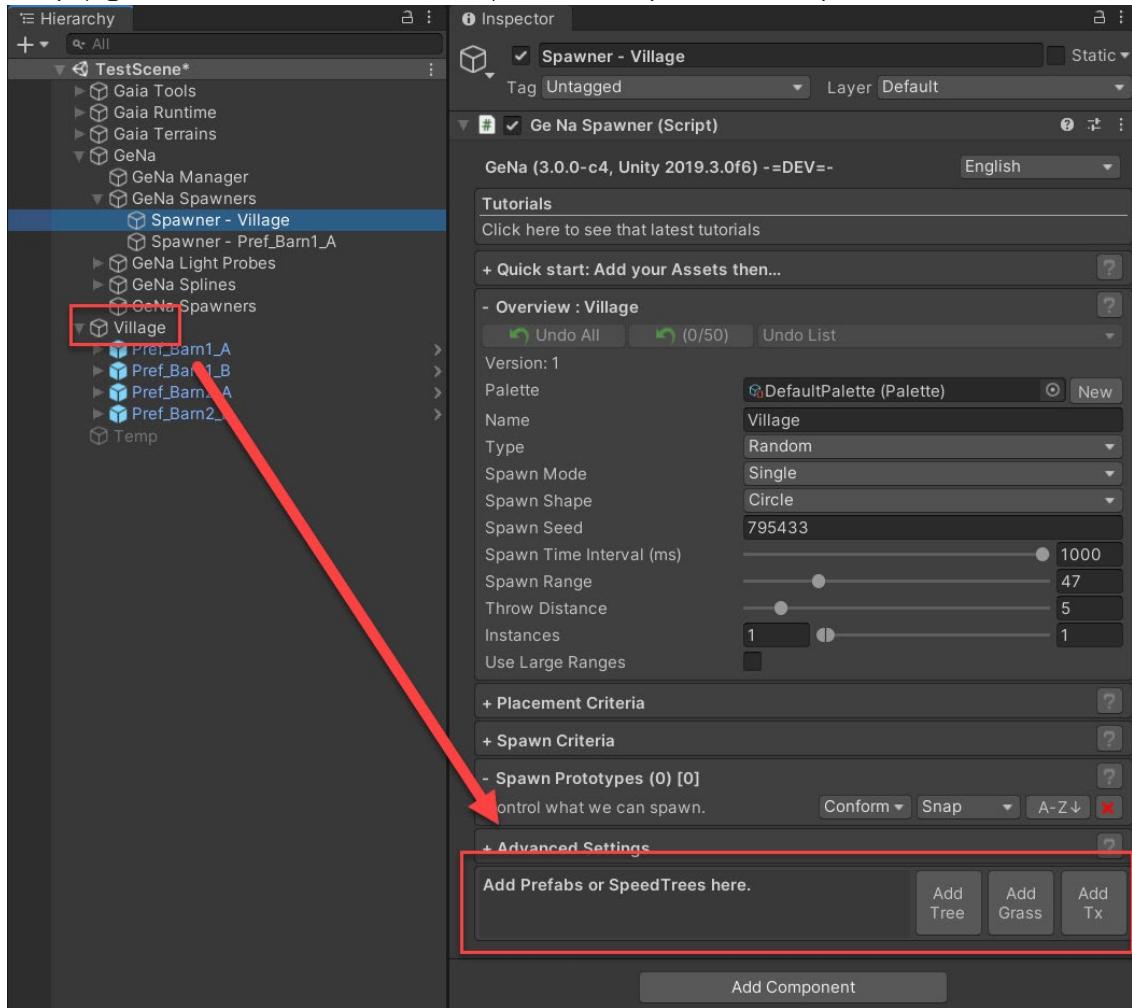
To make Structured Spawners, all you need to do is Drag the Root of your Structure into a GeNa Spawner and GeNa will maintain the structure.

Here is an example:

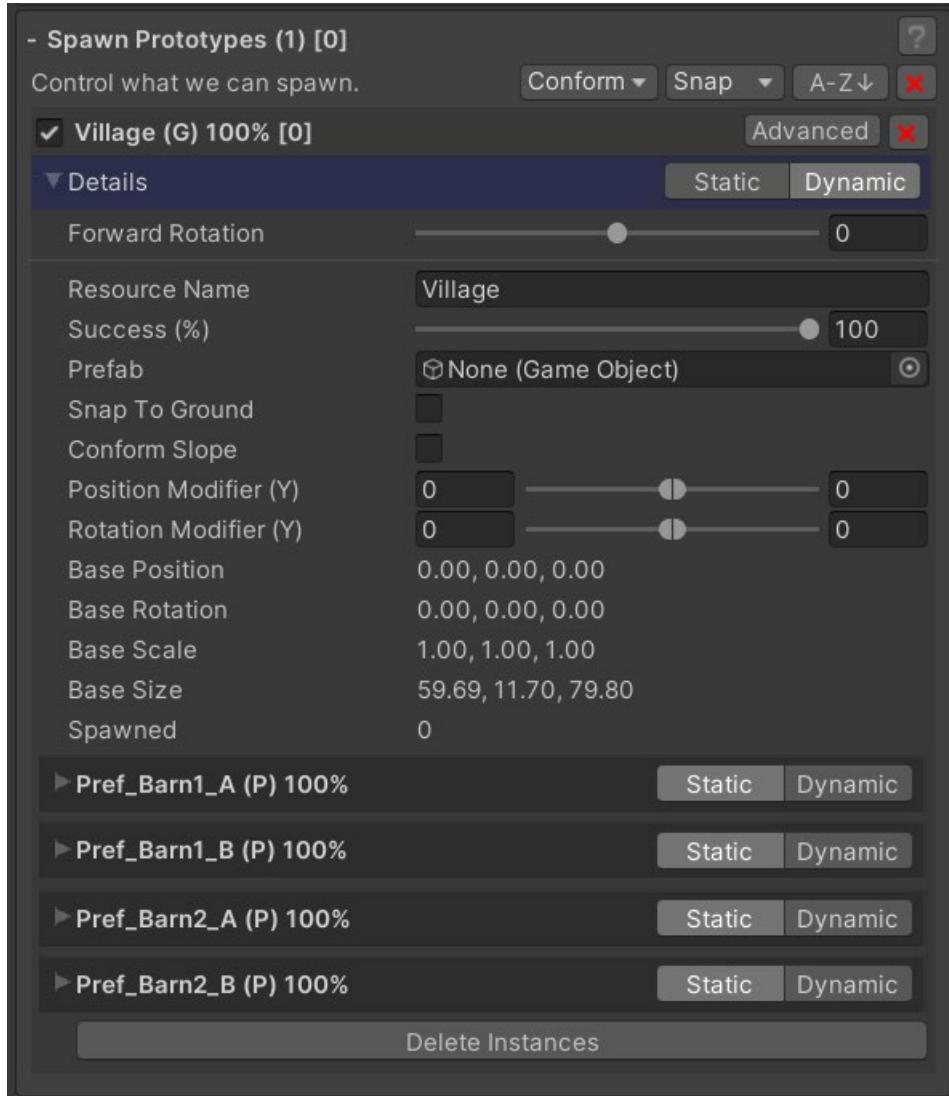
1. Here we have a Village Structure along with the setup in the hierarchy



2. Simply grab the Root of the GameObject and Drop it into the Spawner



3. Now the Village is ingested as a Structured Prototype



When we perform a Spawn, the structure will be maintained.



Using Decorators

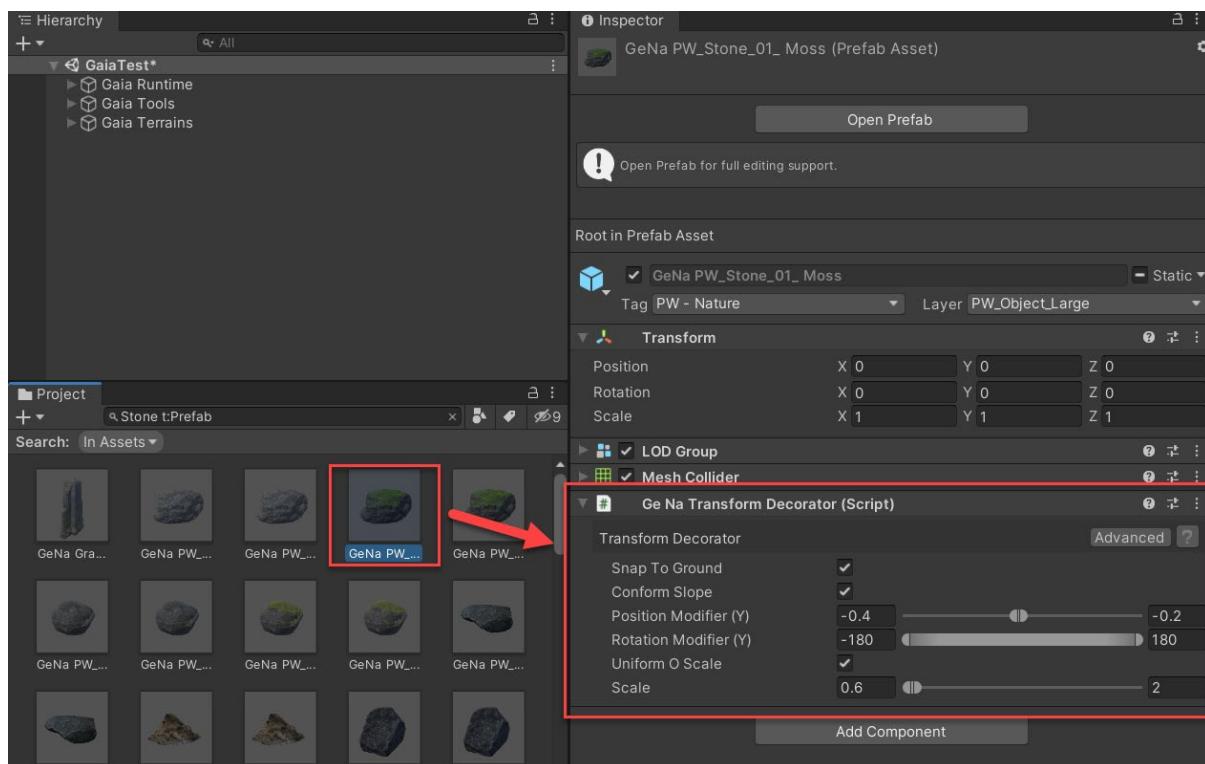
In GeNa, Decorators allow you to add more sophisticated logic to your Spawners.

For more information, see [GeNa Decorators](#).

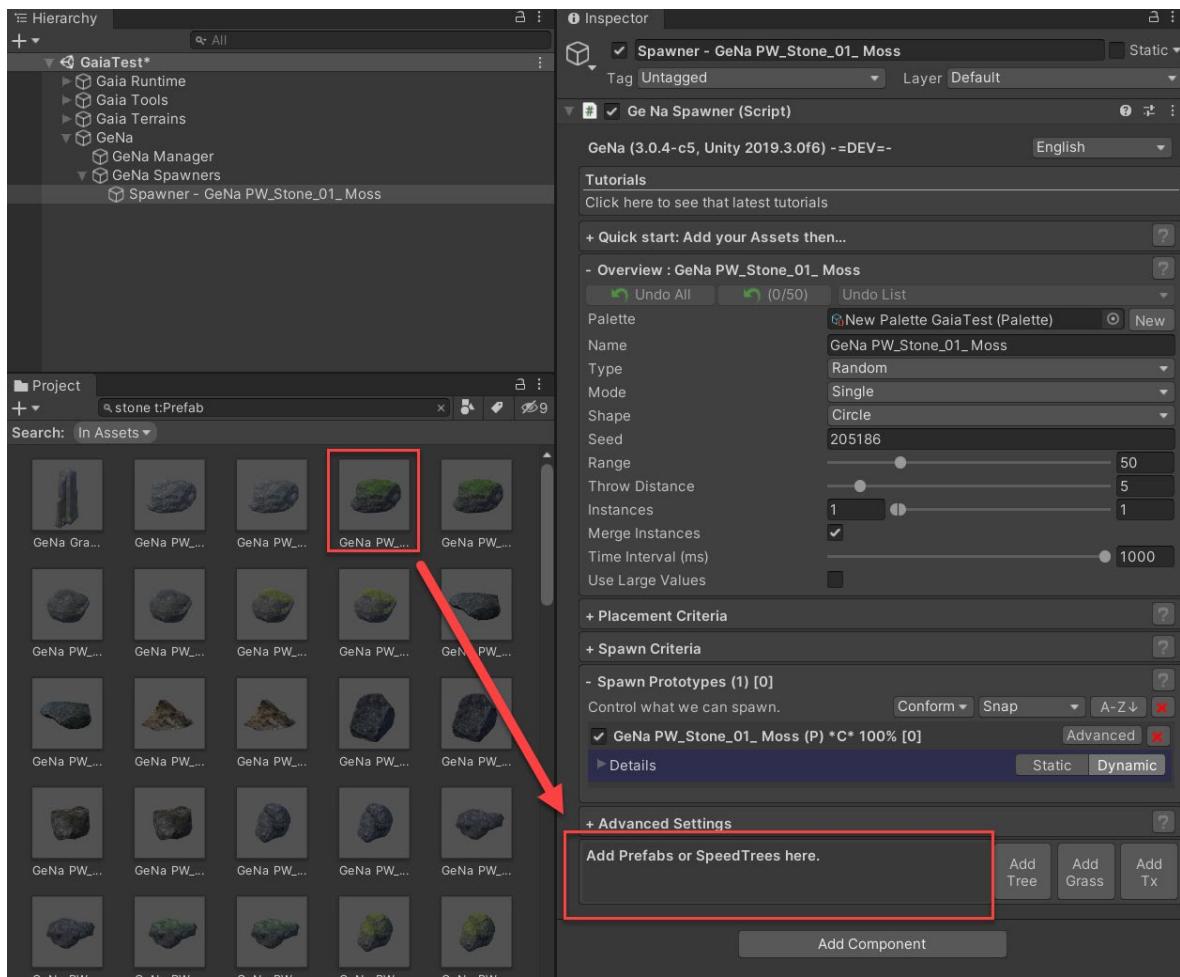
The following steps will guide you through the process of adding and using decorators in your GeNa Spawners.

Step 1). Add a GeNa Decorator to a Prefab.

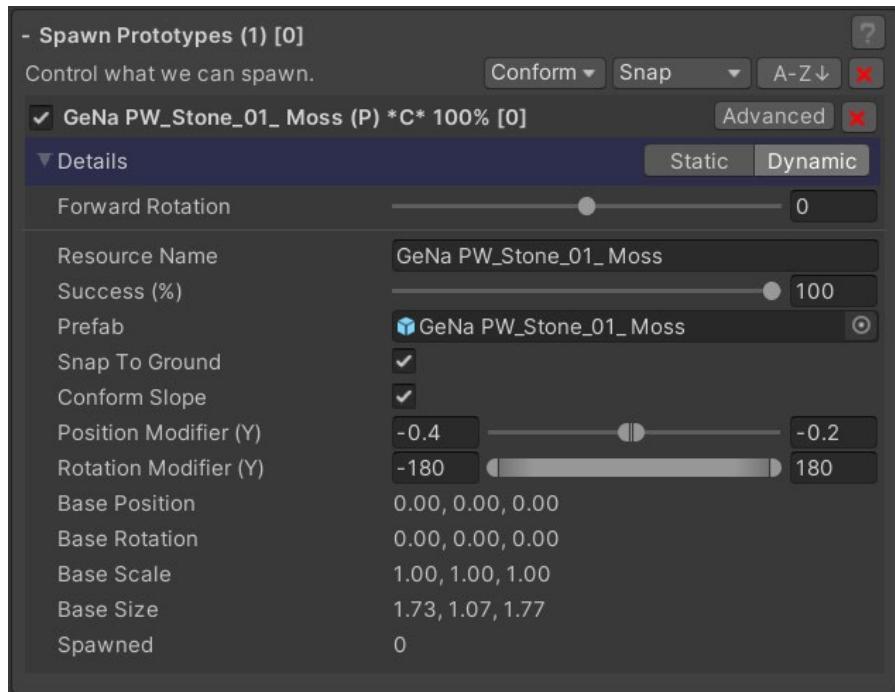
In this case, we will be adding the 'GeNa Transform Decorator' to our Rock.



Step 2). Add the Prefab to a Spawner.



If you open the Prototype, you will notice that GeNa has modified the transform data with what was in the GeNa Transform Decorator.



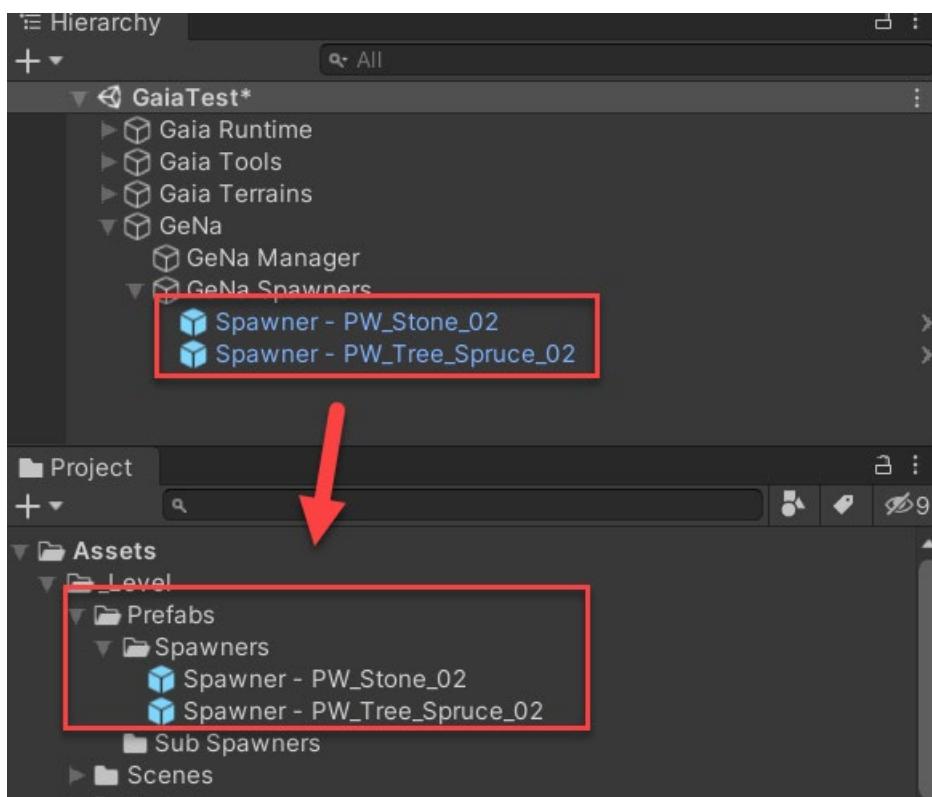
Using Sub Spawners

Gena has the ability run multiple spawns at one time as a single entity. This is great for things that involve multiple objects that can be logically spawned as one entity.

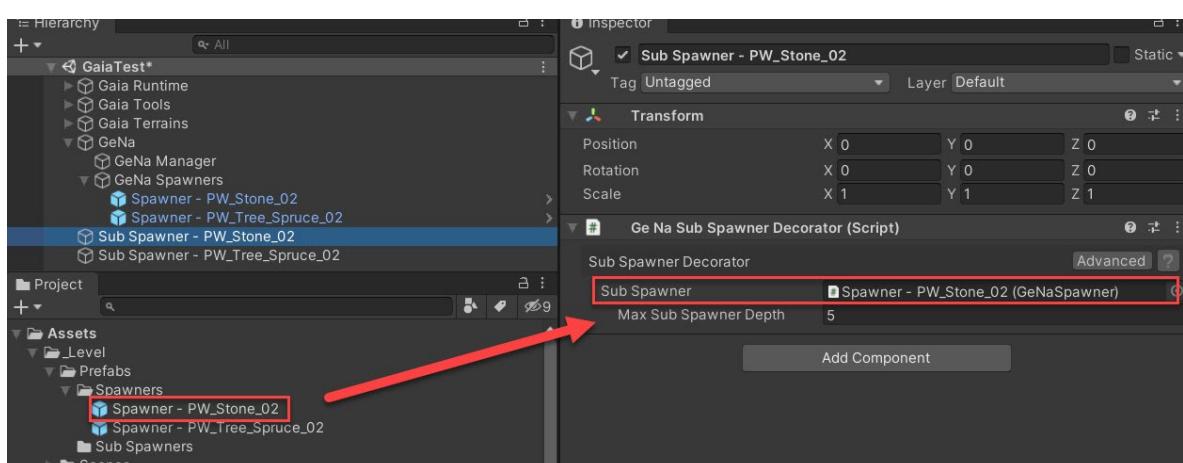
To make a subspawn, follow these steps:

Step 1). Create Spawner Prefabs

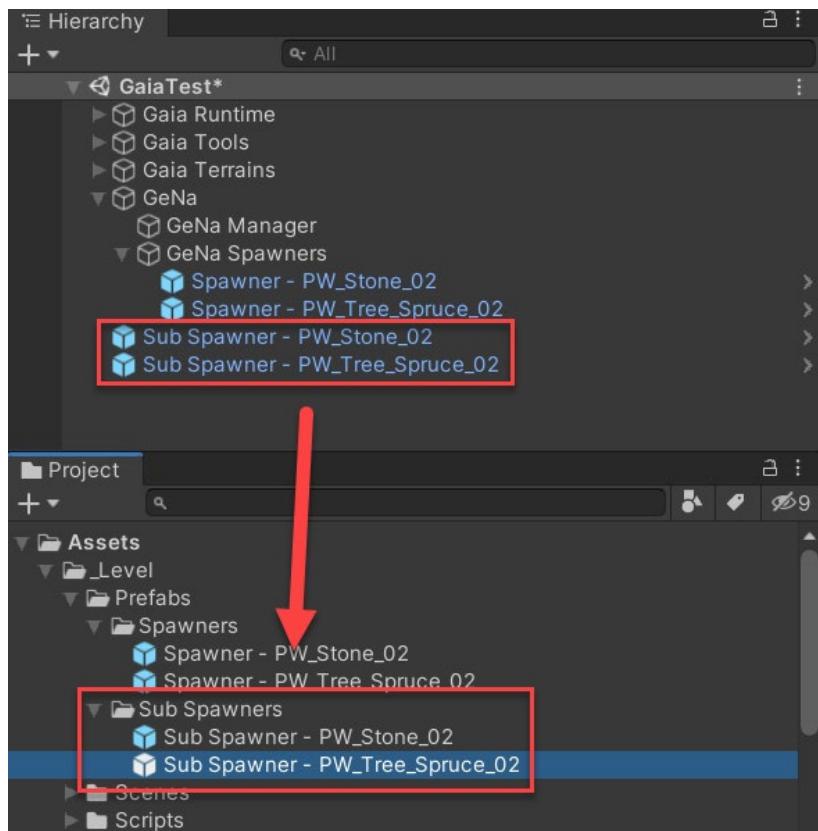
In order to perform Sub-Spawns, the Spawners need to be Prefabs. For example, we've created two different kind of Spawners – One that spawns Trees and one that Spawns Rocks with Physics. For more information, see [Spawning with Physics](#).



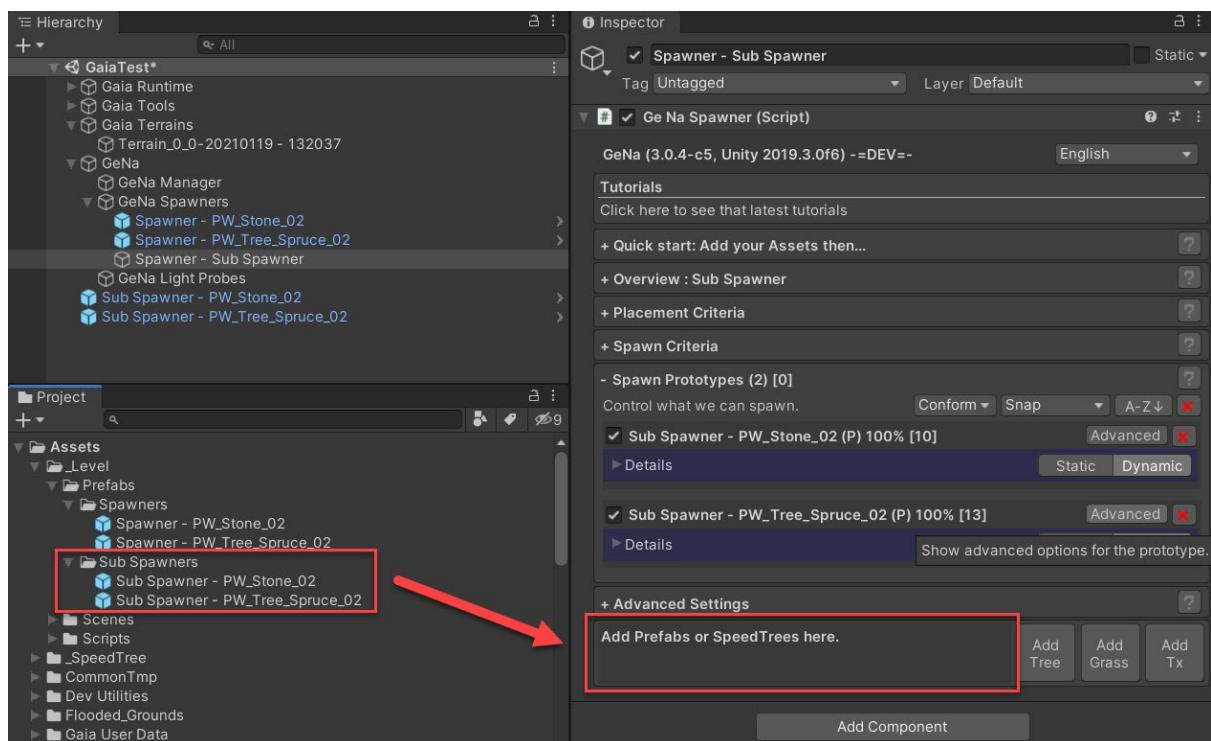
Step 2). Create Empty GameObjects and attach a 'GeNa Sub Spawner Decorator' onto it. Then reference them each.



Step 3). Make prefabs out of the Sub Spawner objects.



Step 4). Attach the Sub Spawners to a new GeNa Spawner.



Step 5). Perform a Spawn

There should be two spawners running simultaneously.



Mesh Based Workflow

Mesh based work flow – i.e. the process of spawning onto meshes is the same as the terrain based workflow with the exception that you cannot spawn terrain textures, grass or trees.

Set up your spawner and then shift click to visualise, and ctrl click to place. The target that you will spawn your prefabs on will be the mesh that you clicked on.

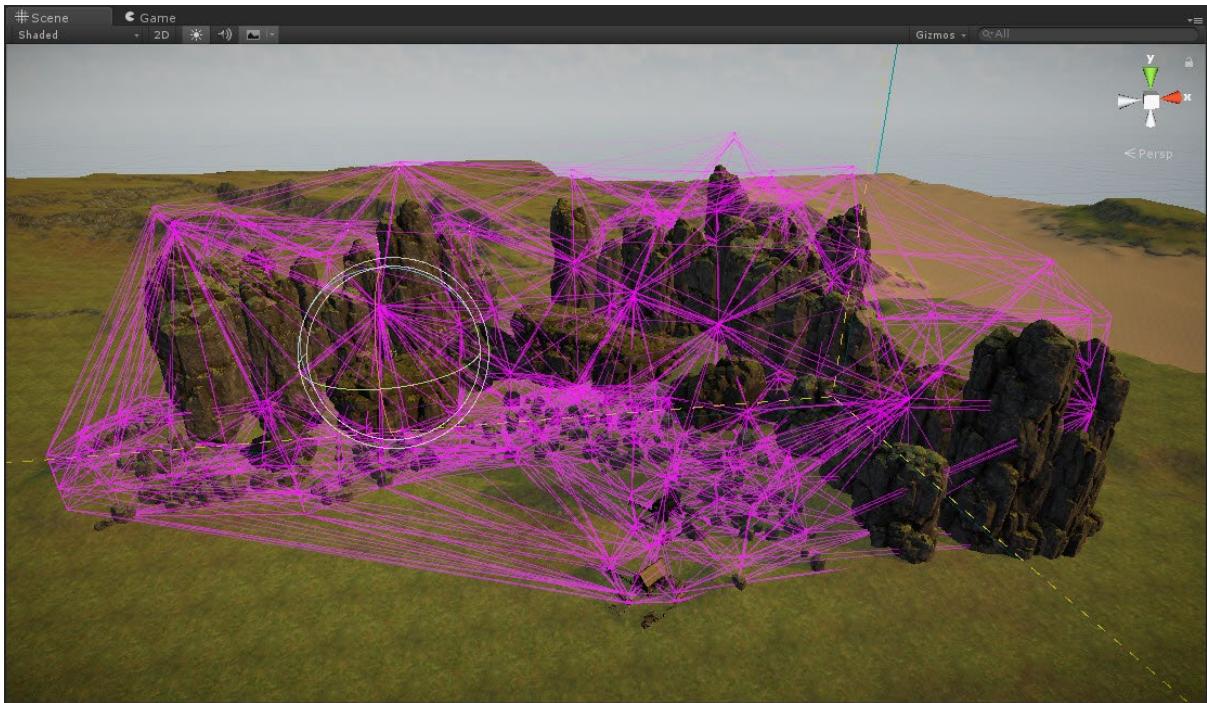
Prefabbing / Reuse Workflow

GeNa spawners and their configurations can be saved as prefabs, and then re-instantiated and used like the original objects.

The great benefit of this is that you can save your spawner configurations and then re-use them. Treat them as normal prefabs and the other operations and workflows described in this document will continue to work as normal.

Extras

Light Probe System



To get the best lighting out of the Unity Global Illumination (GI) system you should always allow your light to bake. The problem with this is that even a relatively simple scene can take hours or days.

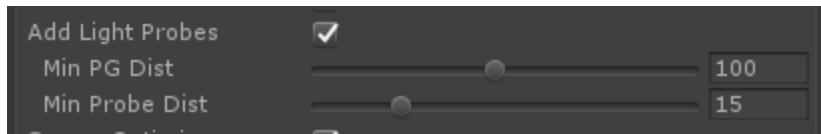
The biggest culprit are small objects that have been set to Lightmap Static. This causes Unity to undergo a time and resource intensive baking process that is not only slow in the editor but can also cause performance issues at runtime.

The solution to this is to use light probes. Light probes are light weight, fast, and minimise the need of lightmap baking. However, in addition to setting light probes up in your scene, the mesh renderers in the assets also need to be configured to use blend probes. When a prefab is spawned using the GeNa optimisation system it is also modified to use blend probes.

On top of this, many assets are not configured correctly to take advantage of Unity batching, and these can compound performance issues. When prefabs are spawned as optimised prefabs by GeNa they are also set up for batching.

The GeNa light-probe and optimization system addresses these issues by changing the way objects are spawned – it makes sure that the respective static flags are set optimally, that all mesh renderers have been configured to take advantage of light probes, and it automatically places light probes.

To enable the Light Probe system in your spawner go into Advanced Settings and ensure that Add Light Probes is selected. GeNa will use these settings to add light probes when you spawn Prefabs into your scene.



When GeNa creates light probes it will also create a GeNa Light Probes object in your scene and then parents each Light Probe Group under it. The naming standard appends the x & z location onto the light probe group so it's easy to locate and enable or disable individual probe groups.



The probes are added in stacks of 3 to best capture the light. One is ½ meter above the spawn point, one ½ meter above top of the prefab, and another 5 meters above that. The probe system enforces minimal distances between probe groups and probes so that you do not get too great a density of them, as this can be detrimental to performance.

The Min PG Dist setting is the minimum distance between Light Probe Groups that are added to your scene.

The Min Probe Dist setting is the minimum distance between the Light Probes that are added to your scene. Adding too many light probes can be detrimental to performance, so do not make this setting too small.

Here is a great tutorial from Unity on Precomputed Realtime GI:

<https://unity3d.com/learn/tutorials/topics/graphics/introduction-precomputed-realtime-gi?playlist=17102>

Spawn Optimisation System

To enable the Spawn Optimisation system in your spawner go into Advanced Settings and ensure that Spawn Optimizer is selected. GeNa will use these configuration settings to automatically optimise prefabs as they are spawned into your scene.



Optimisation consists of ensuring that all meshes are set to use blend probes. You must also turn on the Light Probe System to take advantage of this unless you prefer to manually place your light probes.

The Smaller Than (m) setting is the size below which objects will be automatically optimised when they are spawned, however you can also influence and override this in your resource settings.

Here is the Unity documentation on batching:

<https://docs.unity3d.com/Manual/DrawCallBatching.html>.

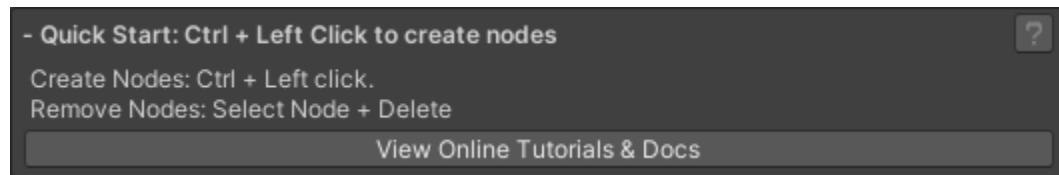
GeNa Spline

The spline system allows you to create splines and then apply operations into your scene using Spline extensions.

GeNa has 3 main types of spline. Generic splines, Road splines and River splines. Road and River splines have additional capability embedded into them to help in the creation of roads and rivers.

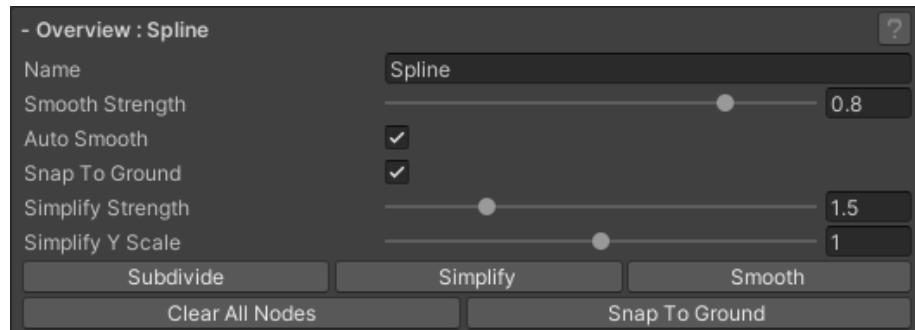
Interface

Quick Start Panel



The shortcuts panel shows the mouse and keyboard controls for the spline. It is there for convenience and can be toggled by clicking on the *Question Mark* at the top righthand side. For more information on the keyboard and mouse controls please see the Mouse & Keyboard controls section later in of the manual.

Overview Panel



Name: The name of the spline.

Smooth Strength: The smoothness strength of the curves between nodes.

Auto Smooth: Automatically smooths the curves between newly added nodes.

Snap to Ground: Automatically snaps nodes to ground when subdividing.

Simplify Strength: Strength of simplification (max distance between 0-5).

Simplify Y Scale: Amount of height difference simplification.

Subdivide: Subdivides the number of nodes.

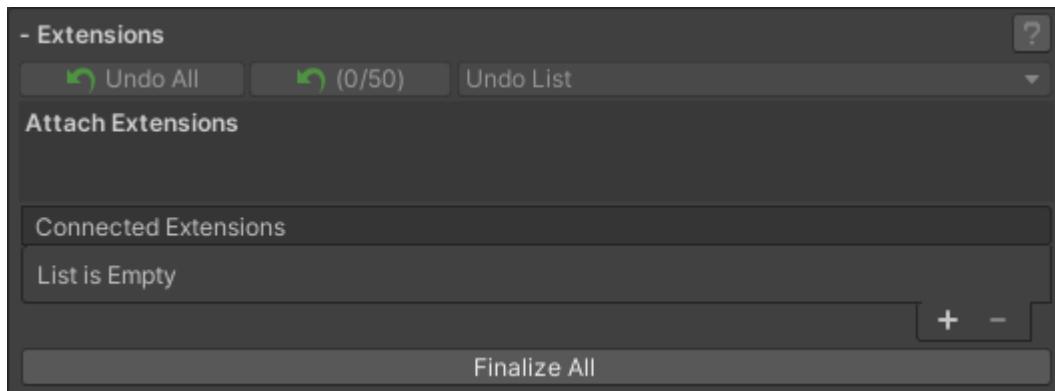
Simplify: Removes unnecessary nodes between line segments using approximation.

Smooth: Smooths the curves between nodes.

Clear All Nodes: Removes all nodes from spline.

Snap to Ground: Snaps all nodes to nearest ground height.

Extensions Panel



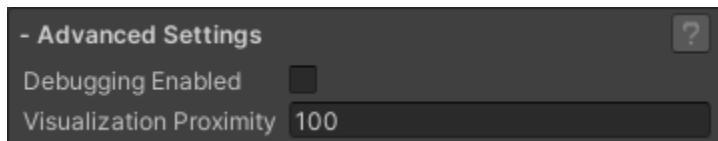
Undo: Undoes recorded actions of any Extensions.

Attach Extensions: Drag and Drop area for Extension objects.

Connected Extensions: Currently attached Extensions on the Spline.

Finalize All: Performs a Bake on all Extensions.

Advanced Settings Panel



Debugging Enabled: Shows any visualization for spline debugging

Visualization Proximity: Distance in world units where visualization is drawn.

Extensions

Spawner Extension

The Spawner Extension is used to perform GeNa Spawner operations along a spline.



Spawner: The connected Spawner object.

Flow Rate: The distance between spawn locations in world units.

Spawn Range: The maximum range of the spawner in meters. Prototypes will only be spawned in this range around the central spawn location.

NOTE: Gena will choose a random value between min and max. This allows successive iterations to spawn different numbers of instances which is a great way of introducing variability into your spawns.

Throw Distance: The distance that will be used by the various spawn algorithms to place newly spawned instances. How it is used will vary from algorithm to algorithm. Set this to zero when in Paint mode to have your spawned objects accurately follow your mouse.

Offset Position X: Position offset on the X axis for each spawn location.

Offset Rotation Y: Rotation offset around Y axis for each spawn location.

Modify Spawner: Allows Spawner editing in the Scene View.

Auto Iterate: Performs Iterate procedure when adding new nodes.

Align to Spline: Aligns all spawned entities to spline (in rotation).

Conform to Slope: Conforms all spawned entities to slope along spline.

Snap to Ground: Snaps all spawned entities to nearest ground height.

Use Spawn Criteria: Updates visibility of objects based on Spawner's Criteria

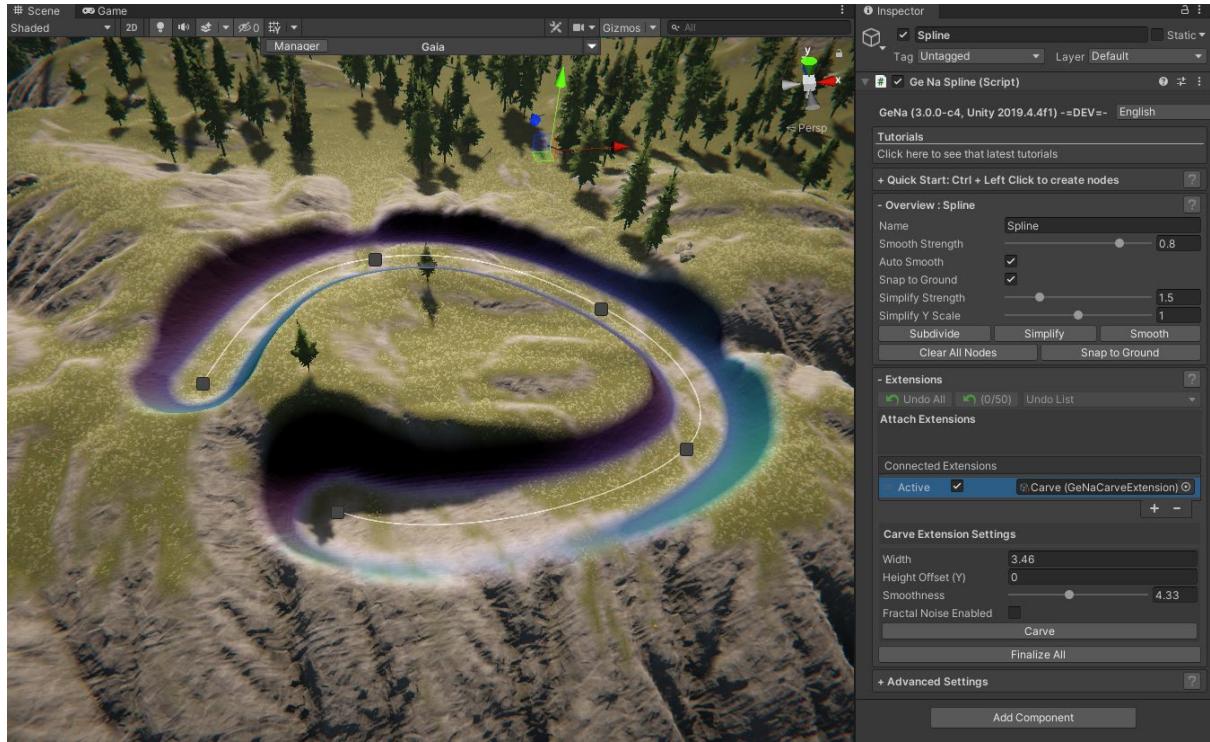


Spawn: Performs a Spawn operation on GeNa Spawner.

Iterate: Performs an Iterate operation on GeNa Spawner.

Carve Extension

The Carve Extension is used to create embankments in your Terrain.

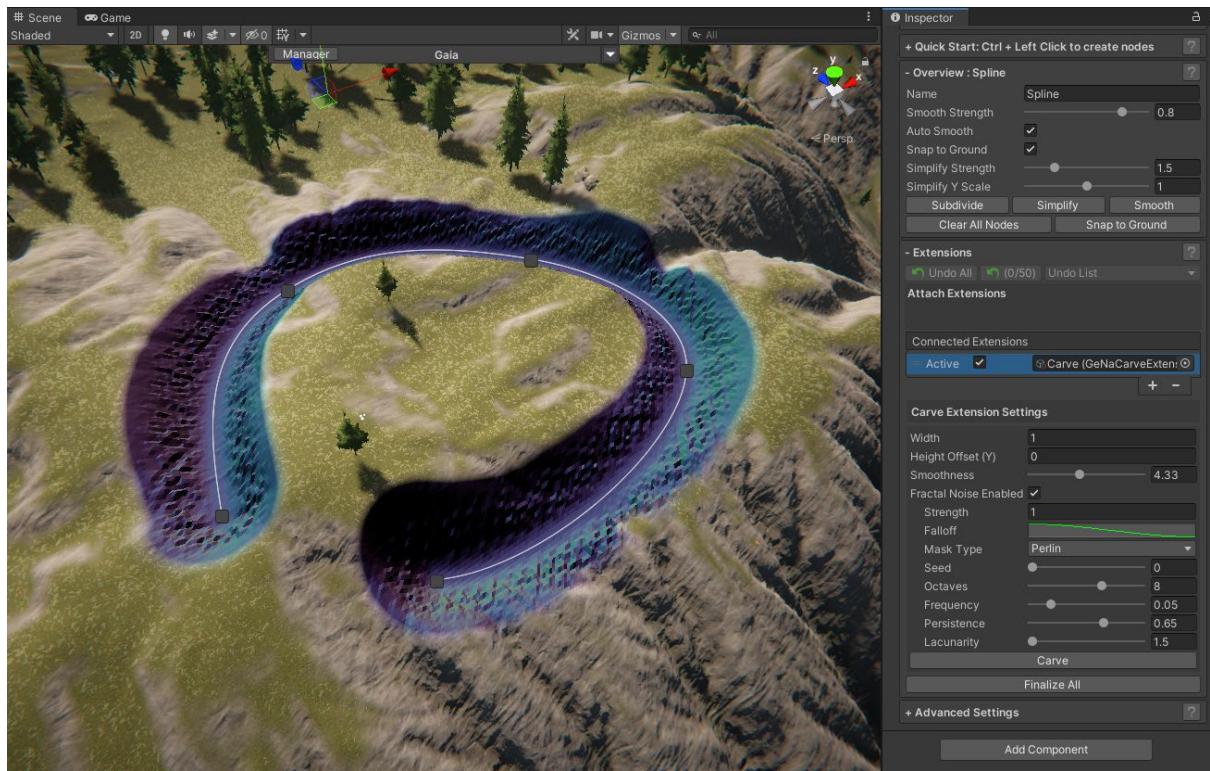


Width: The width of the carve

Height Offset (Y): The offset of the carve operation in the Y axis

Smoothness: Smoothness in World Units on the left & right side of the spline

Fractal Noise: Enabled Noise operations along the Carve



Strength: Strength of the noise

Falloff: Noise falloff in strength along the sides of the spline

Mask Type: Perlin, Billow, Ridged – noise based masks. Noise is evaluated in world space.

Seed: The seed for the noise function – the same seed will always generate the same noise for a given set of parameters.

Octaves: The amount of detail in the noise – more octaves mean more detail and longer calculation time.

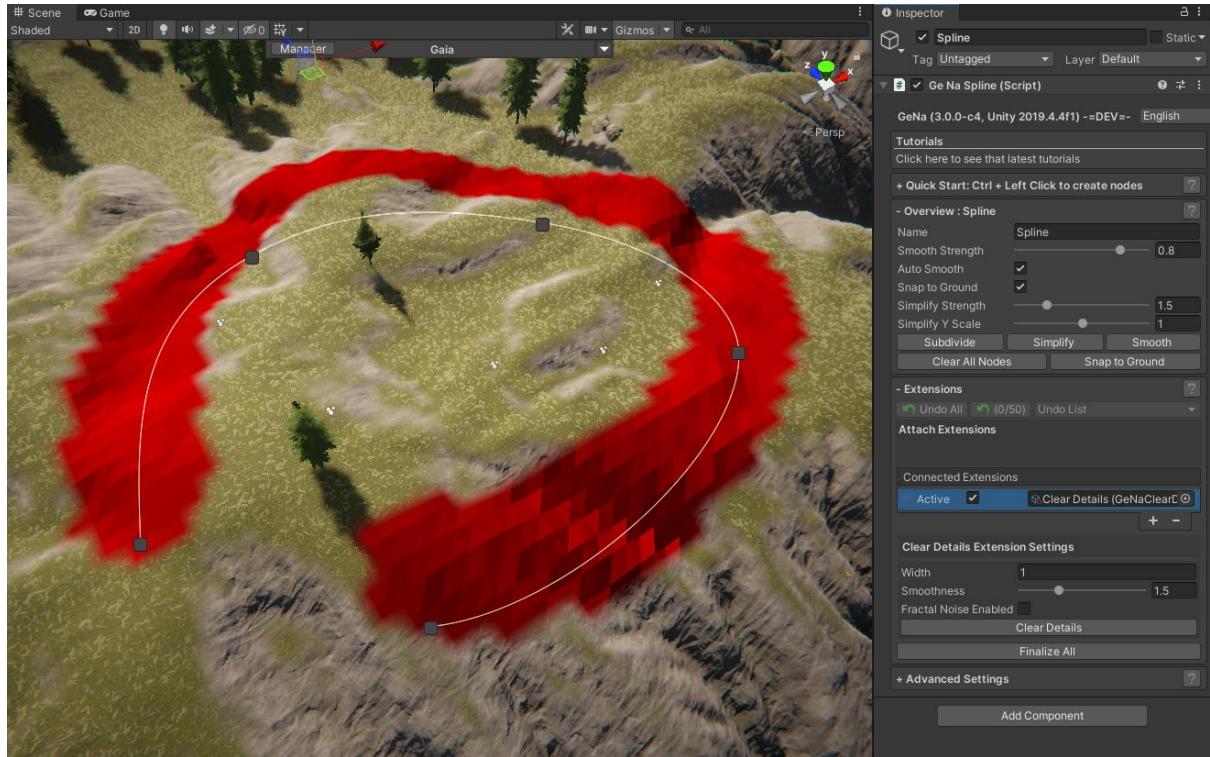
Frequency: The frequency of the first octave. Smaller values create larger noise patterns.

Persistence: The roughness of the noise. Controls how quickly amplitudes diminish for successive octaves. 0...1

Lacunarity: The frequency multiplier between successive octaves. Experiment between 1.5 – 3.5

Clear Details Extension

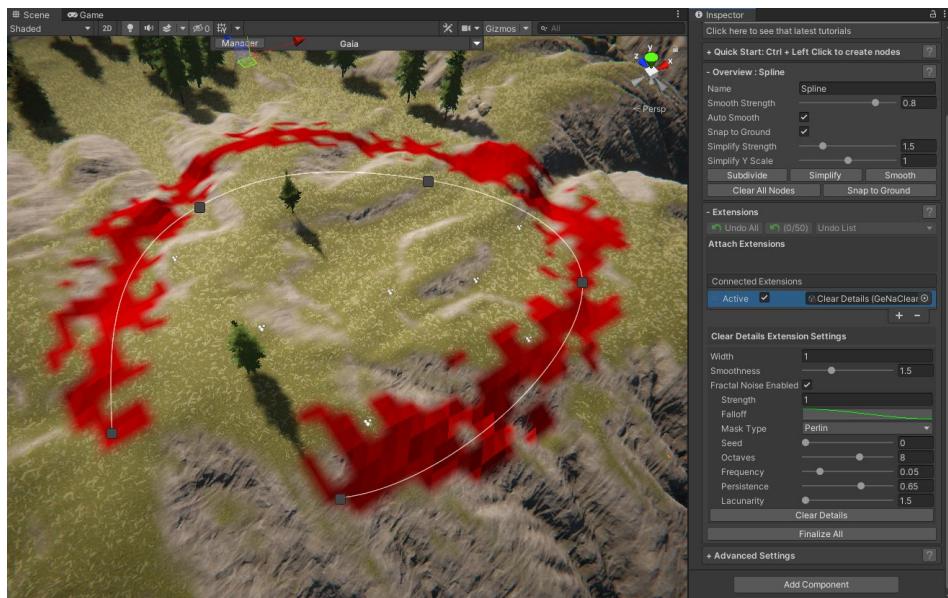
The Clear Details Extension is used to remove any Terrain Details along the Spline.



Width: The Width of the removal texture along the Spline.

Smoothness: Smoothness of removal texture.

Fractal Noise: Enables Fractal Noise for removal texture.



Strength: Strength of the noise.

Falloff: Noise falloff in strength along the sides of the spline.

Mask Type: Perlin, Billow, Ridged – noise based masks. Noise is evaluated in world space.

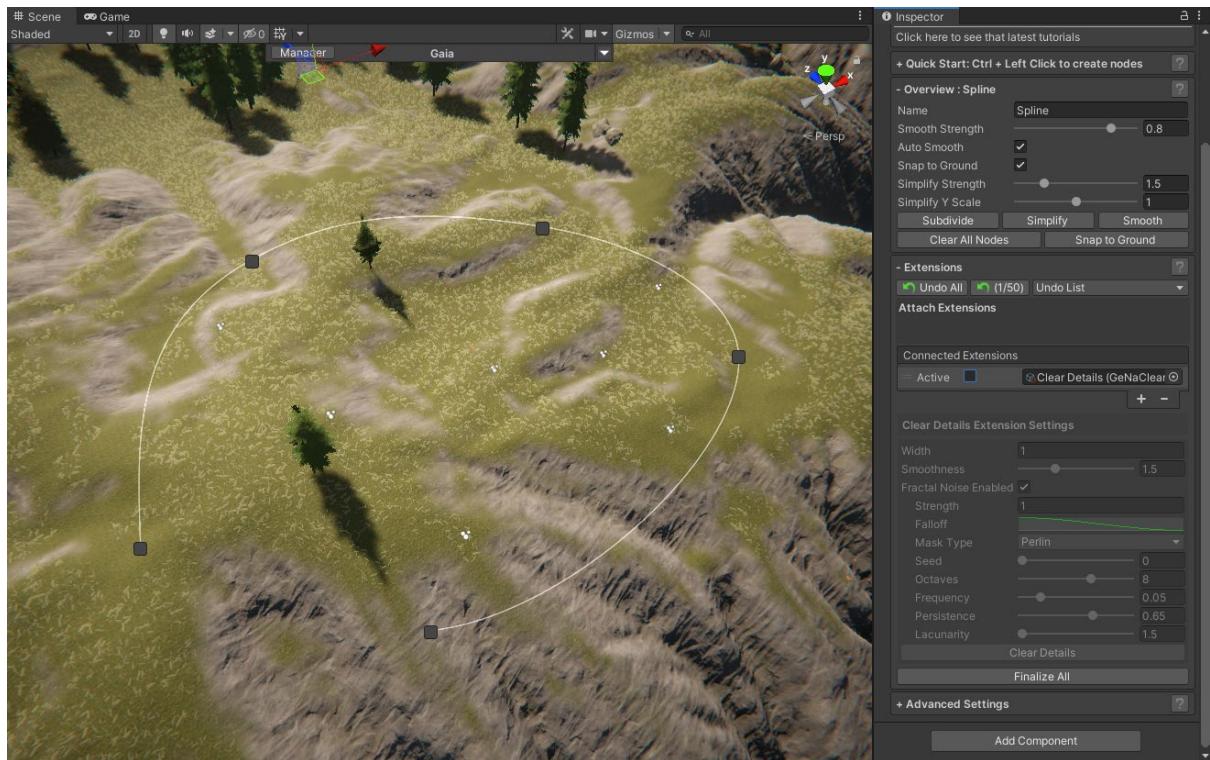
Seed: The seed for the noise function – the same seed will always generate the same noise for a given set of parameters.

Octaves: The amount of detail in the noise – more octaves mean more detail and longer calculation time.

Frequency: The frequency of the first octave. Smaller values create larger noise patterns.

Persistence: The roughness of the noise. Controls how quickly amplitudes diminish for successive octaves. 0...1.

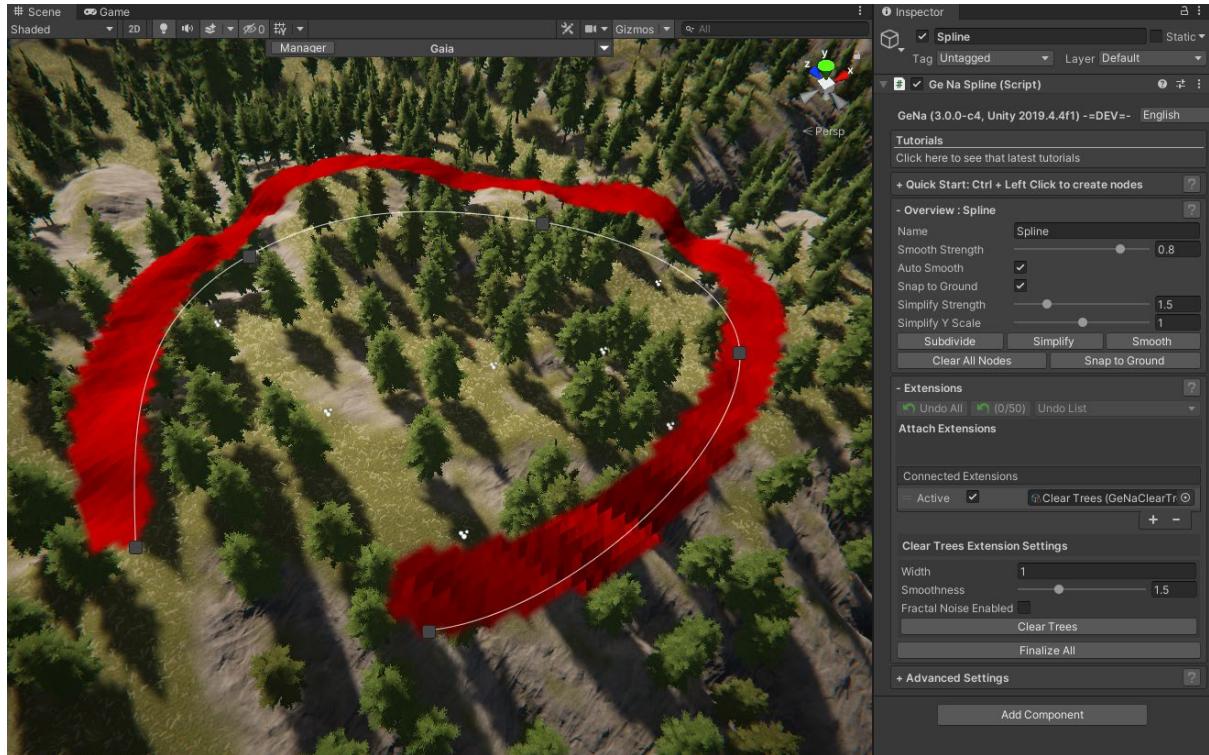
Lacunarity: The frequency multiplier between successive octaves. Experiment between 1.5 – 3.5.



Clear Details: Performs the clear operation with the removal texture.

Clear Trees Extension

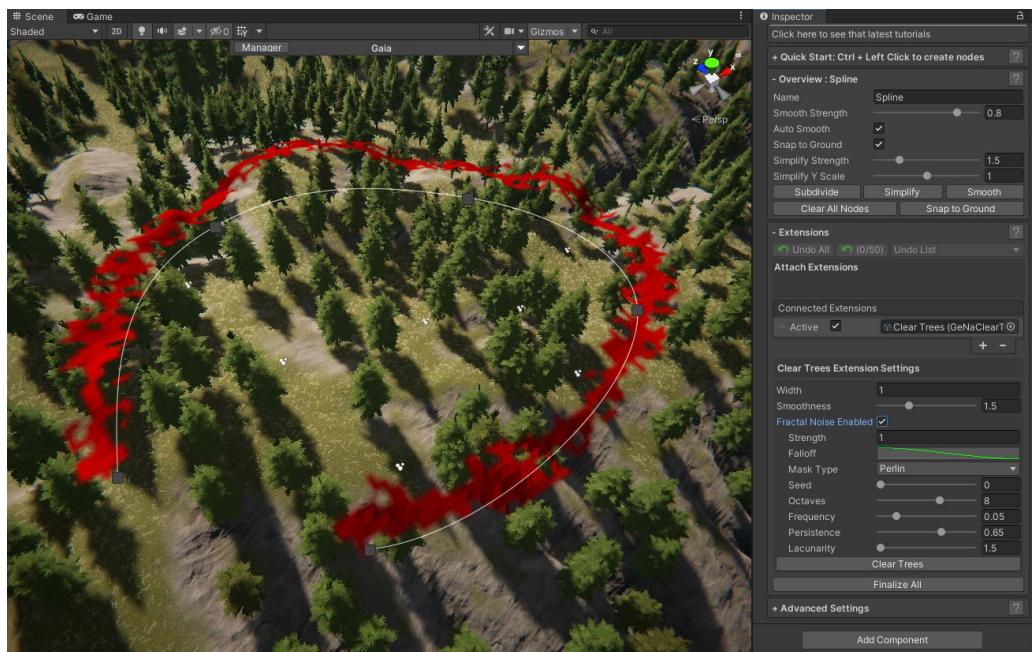
The Clear Trees Extension is used to remove any Terrain Trees along the Spline.



Width: The Width of the removal texture along the Spline.

Smoothness: Smoothness of removal texture.

Fractal Noise: Enables Fractal Noise for removal texture.



Strength: Strength of the noise.

Falloff: Noise falloff in strength along the sides of the spline.

Mask Type: Perlin, Billow, Ridged – noise based masks. Noise is evaluated in world space.

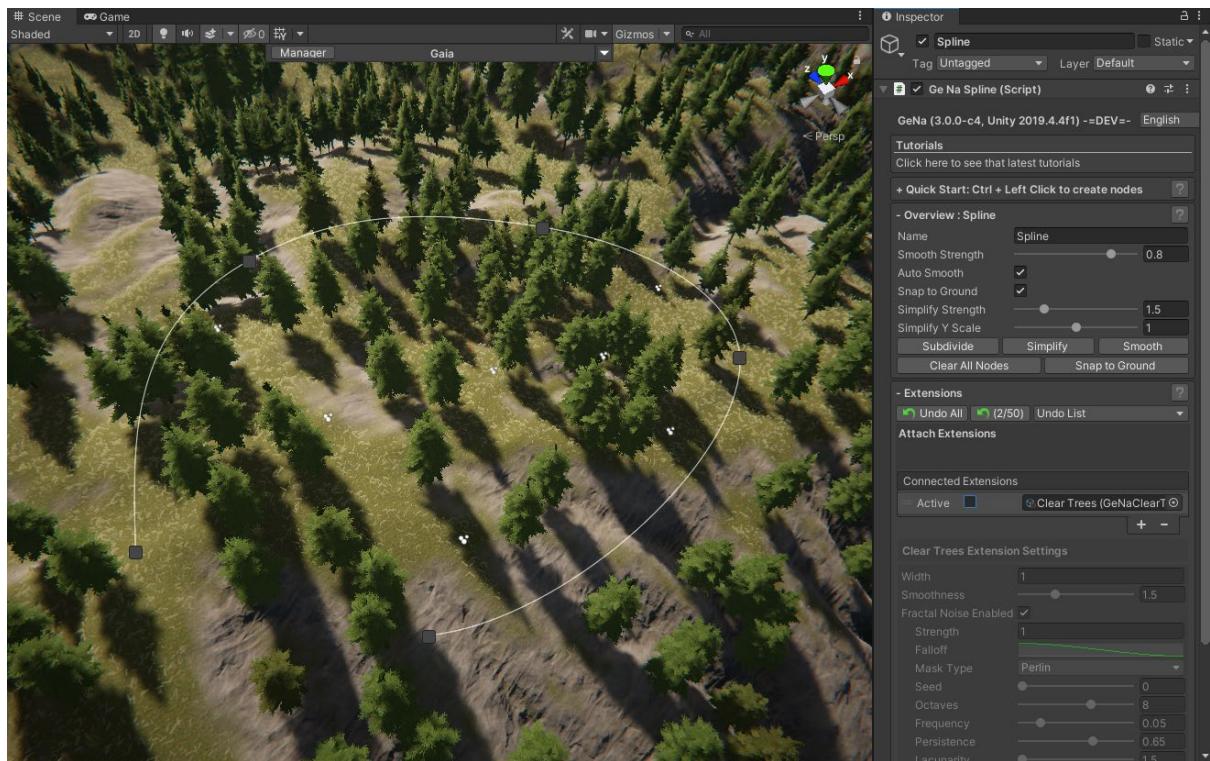
Seed: The seed for the noise function – the same seed will always generate the same noise for a given set of parameters.

Octaves: The amount of detail in the noise – more octaves mean more detail and longer calculation time.

Frequency: The frequency of the first octave. Smaller values create larger noise patterns.

Persistence: The roughness of the noise. Controls how quickly amplitudes diminish for successive octaves. 0...1.

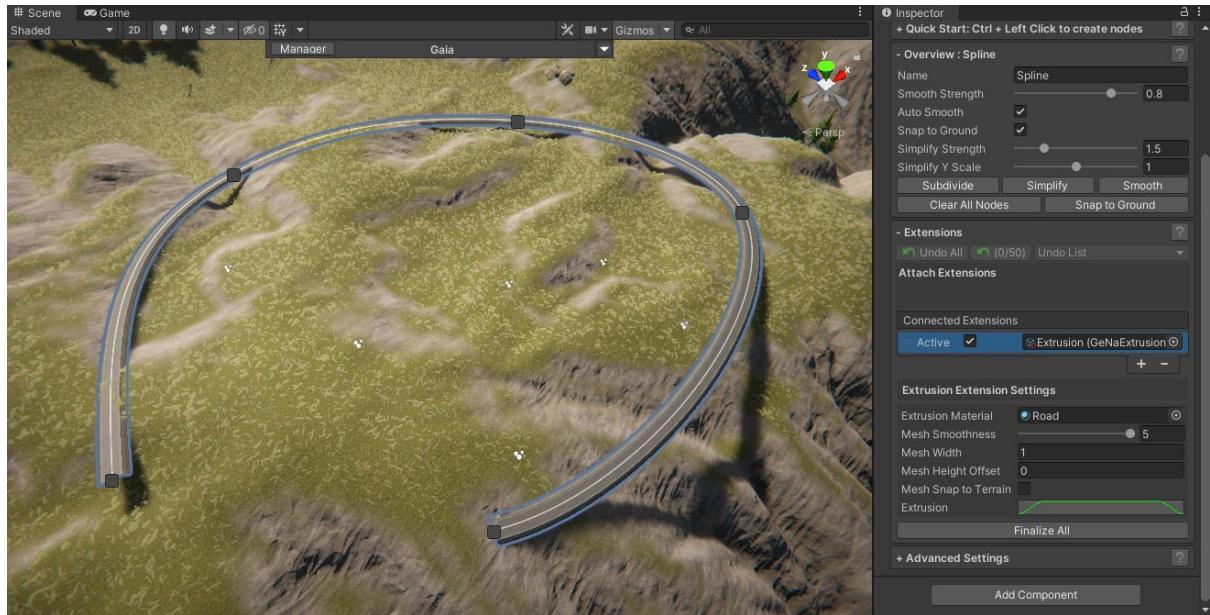
Lacunarity: The frequency multiplier between successive octaves. Experiment between 1.5 – 3.5.



Clear Trees: Performs the clear operation with the removal texture.

Extrusion Extension

The Extrusion Extension is used to elongated meshes along the spline. Examples include Roads, Rivers, Bridges, etc.



Extrusion Material: The Material applied to the extrusion meshes.

Mesh Smoothness: Smoothness in vertices of the mesh along the spline.

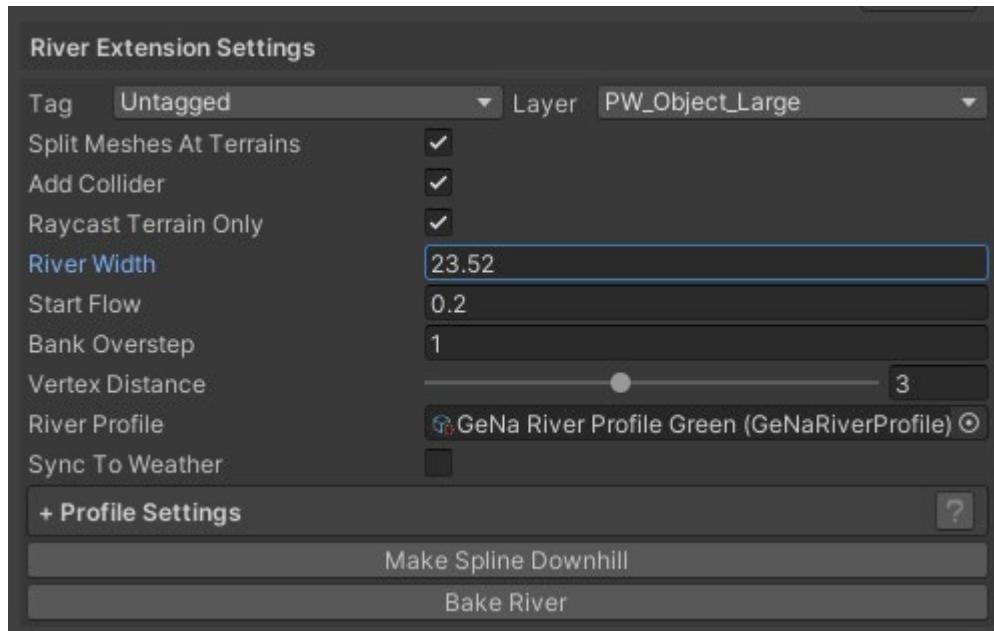
Mesh Height Offset: Height offset of the mesh along the spline in the Y axis.

Mesh Snap to Terrain: Snap the edges of the extrusion along the spline to the Terrain.

Extrusion: Animation Curve representing the shape of the extrusion along the spline.

River Extension

The Rivers Extension is used to create high fidelity river flows along the spline.



Tag: Defines whether the river object should have a tag applied.

Layer: Defines whether the river object should have a layer applied.

Add Collider: Adds a collider to the river mesh.

Raycast Terrain Only: River defined by raycast to all objects or just the terrain.

River Width: The maximum width of the river. Used to limit raycasts for edge detection.

Start Flow: The depth of the river.

Bank Overstep: The addition depth into the terrain that a river mesh will be generated.

Vertex Distance: The distance between river vertexes.

River Profile: The river profile and shader settings for this river.

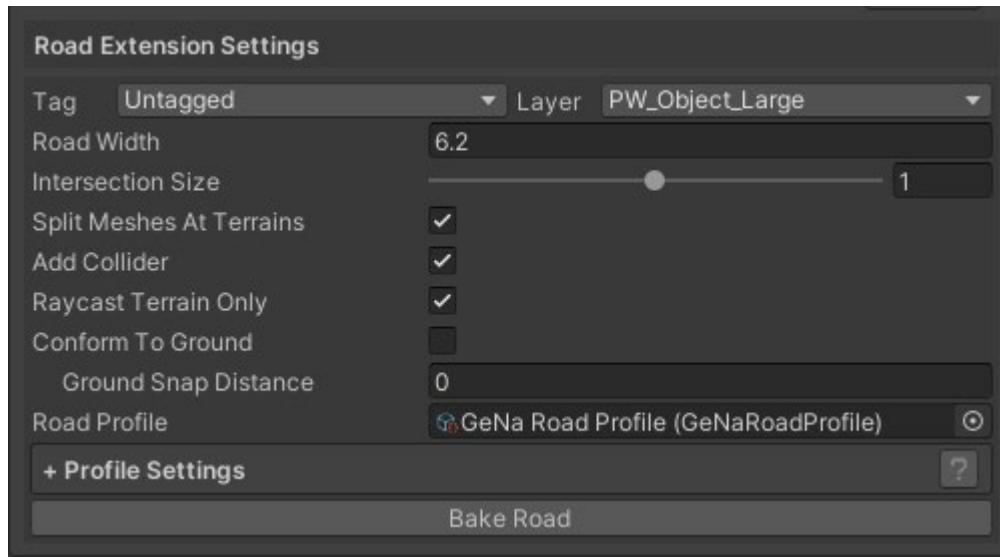
Sync To Weather: Whether the river should sync with Gaia weather, and the profile to use.

Make Spline Downhill: Force the river to always flow downhill.

Bake River: Bake the river mesh into the scene and remove the GeNa Spline.

Road Extension

The roads extension is used to create high quality road meshes along the spline.



Tag: Defines how the tag should be setup on this object.

Layer: Defines how the layer should be setup on this object.

Road Width: How wide the road mesh is.

Intersection Size: The size of how big intersections can be.

Split Meshes at Terrains: When it bakes the road, it will split the mesh up where the end of the terrain. This will also parent the split baked mesh to the terrain it is on.

Add Collider: Adds a mesh collider to this spline.

Raycast Terrain Only: If enabled, the mesh will always stick to the terrain and conform the mesh shape to the shape of the terrain.

Conform To Ground: If enabled, the road will always conform to the ground.

Ground Snap Distance: Distance above the terrain before snapping activates.

Road Profile: The profile that settings used to set the road materials up.

Split Meshes at Terrains: Will split road meshes at the edge of terrains when baking.

Bake Road: Bake the road mesh into the scene and destroy the road spline.

Usage

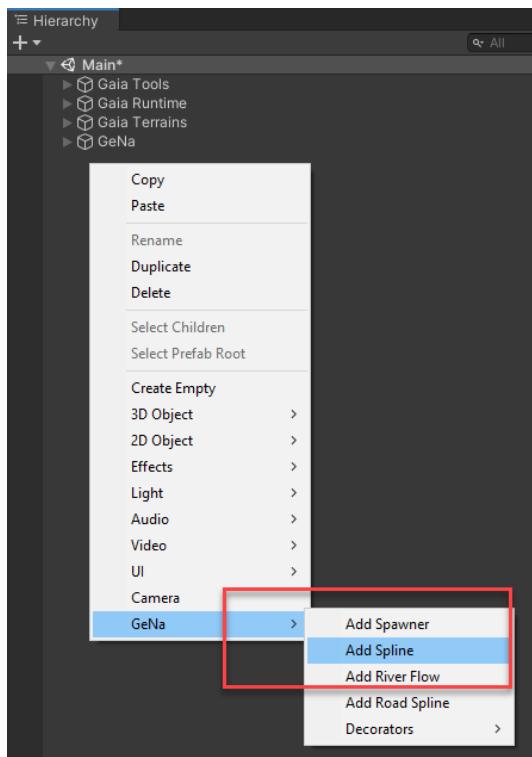
This section details some of the common usage scenarios for Splines and makes some suggestions on how to get better results.

Create a GeNa Spline

This work flow will act also work the same way for river and road splines.

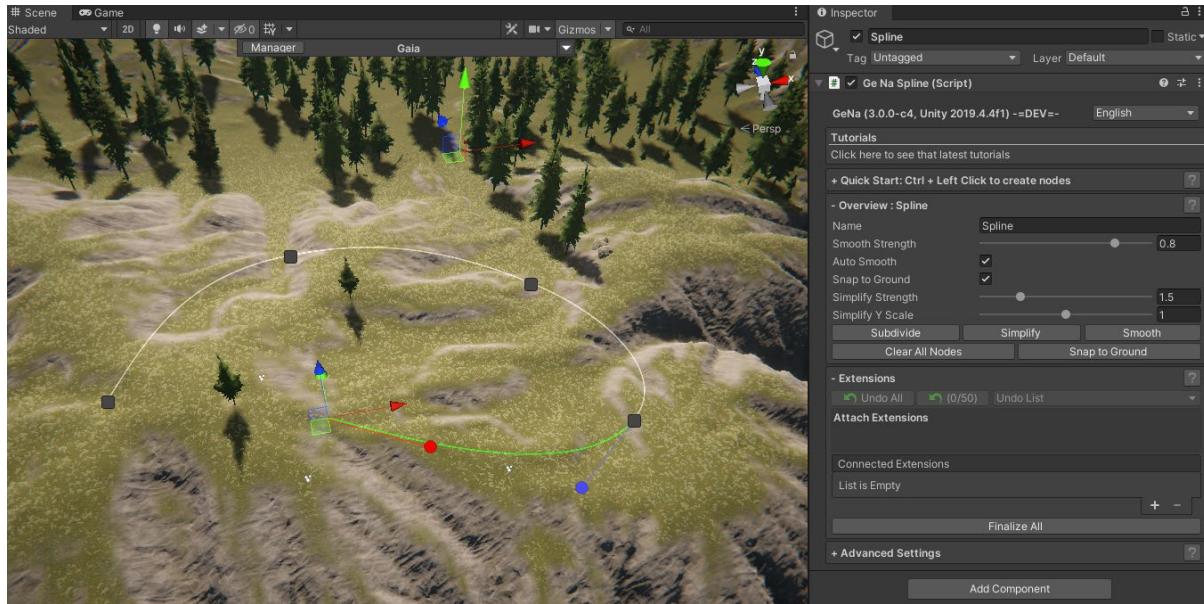
Step 1). Create a GeNa Spline GameObject

Right-Click on your Hierarchy and Select GeNa > Add Spline



Step 2). Create Spline Nodes

To add nodes CTRL and Left-Mouse Click anywhere on Terrain or GameObject in the Scene to add nodes.



Step 3). Remove Spline Nodes

Select a grey spline node by clicking on it. Hit the DEL key to delete it. This will split the spline.

Step 4). Join Spline Nodes (Loop Splines)

To join a spline node to another node select the first grey node by left clicking on it, and then Ctrl Left Click to join it to the node at the other end.

Step 5). Subdivide Spline Nodes

To add more detail to your spline you can subdivide it by clicking the subdivide button.

Step 6). Smooth Spline Nodes

To smooth splines click on the smooth splines button.

Step 7). Simplify Spline Nodes

To smooth splines click on the Simplify splines button. This will remove spline nodes while attempting to keep the same basic shape of the spline.

Step 7). Change Spline Tangent Angles

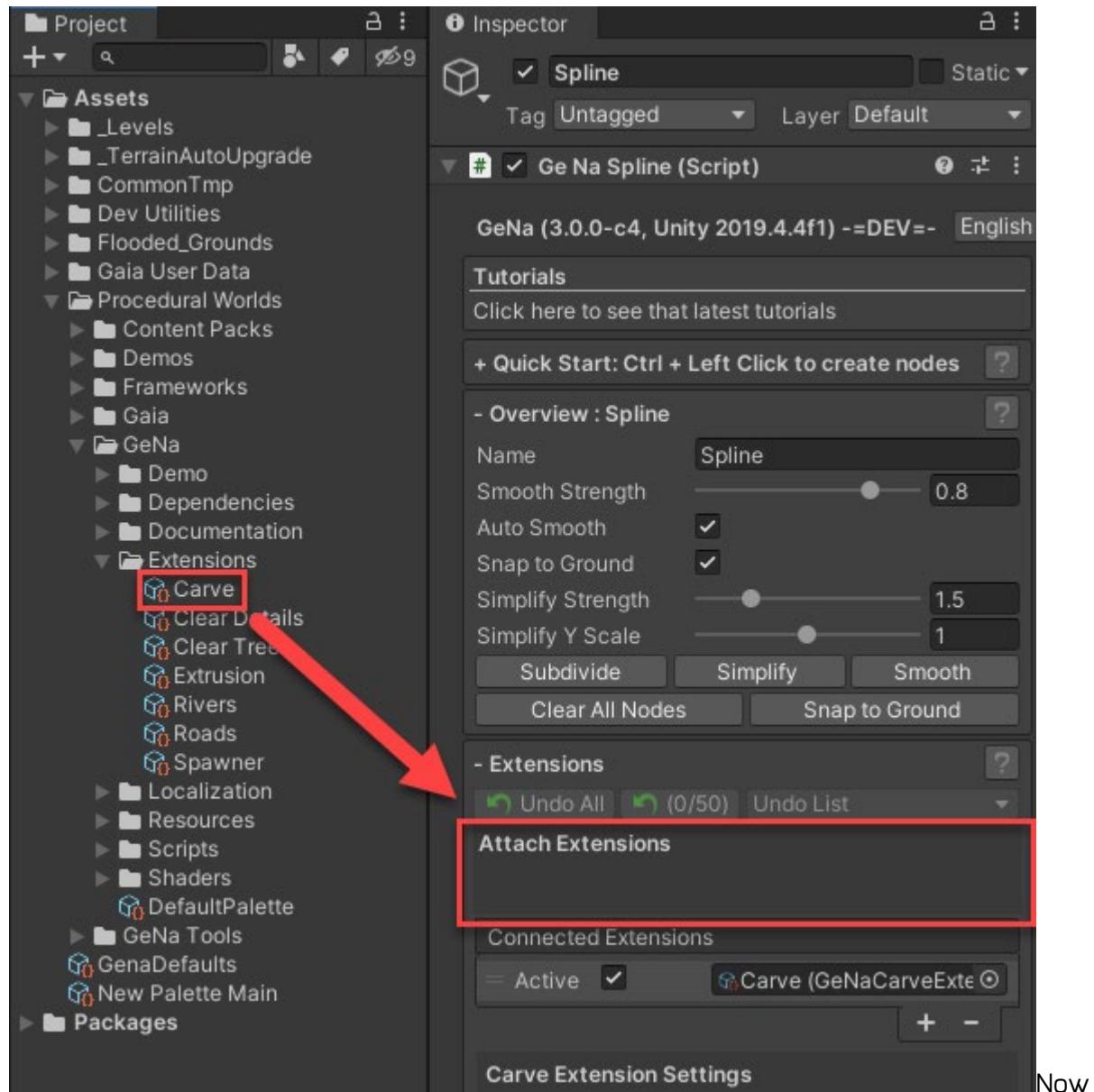
To change the angle that a spline joins another spline, click on the Grey Spline Node, and then select either the red or the blue tangent's and move them around.

Adding Extensions

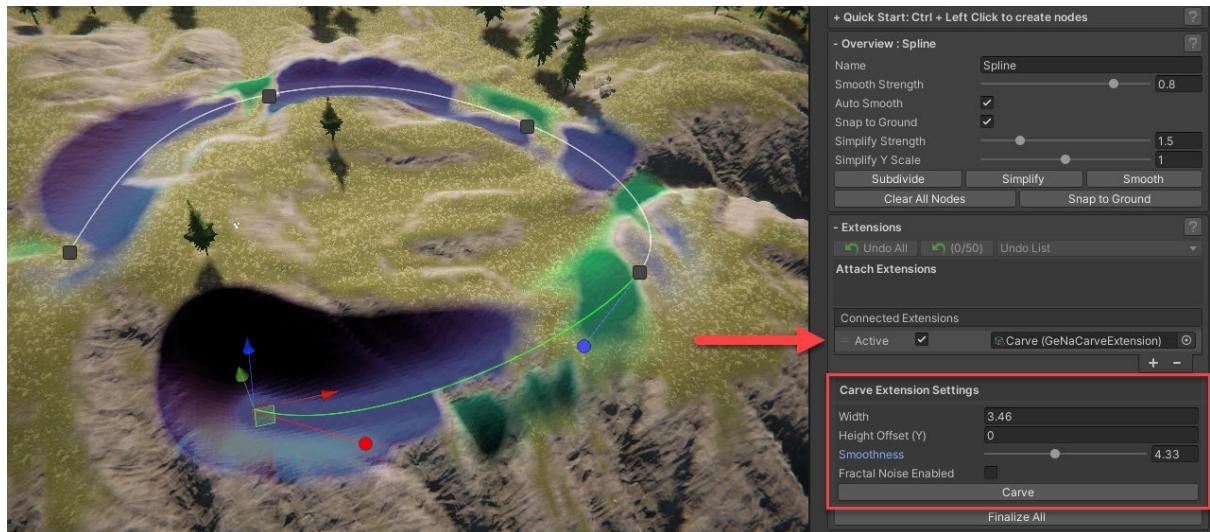
Step 1). Using Spline Extensions

You can perform various operations along a spline depending on which 'Spline Extension' you use. Let us start by connecting a GeNa Spawner. These Extensions are in the form of a Scriptable Object and can be attached to a Spline.

For this example, locate the 'Carve' Extension under Procedural Worlds > GeNa > Extensions then Simply Drag and Drop the Carve Extension into 'Attach Extensions'.



Carve should be added as a 'Connected Extension'. Here you can modify settings specific to Carve by selecting it.



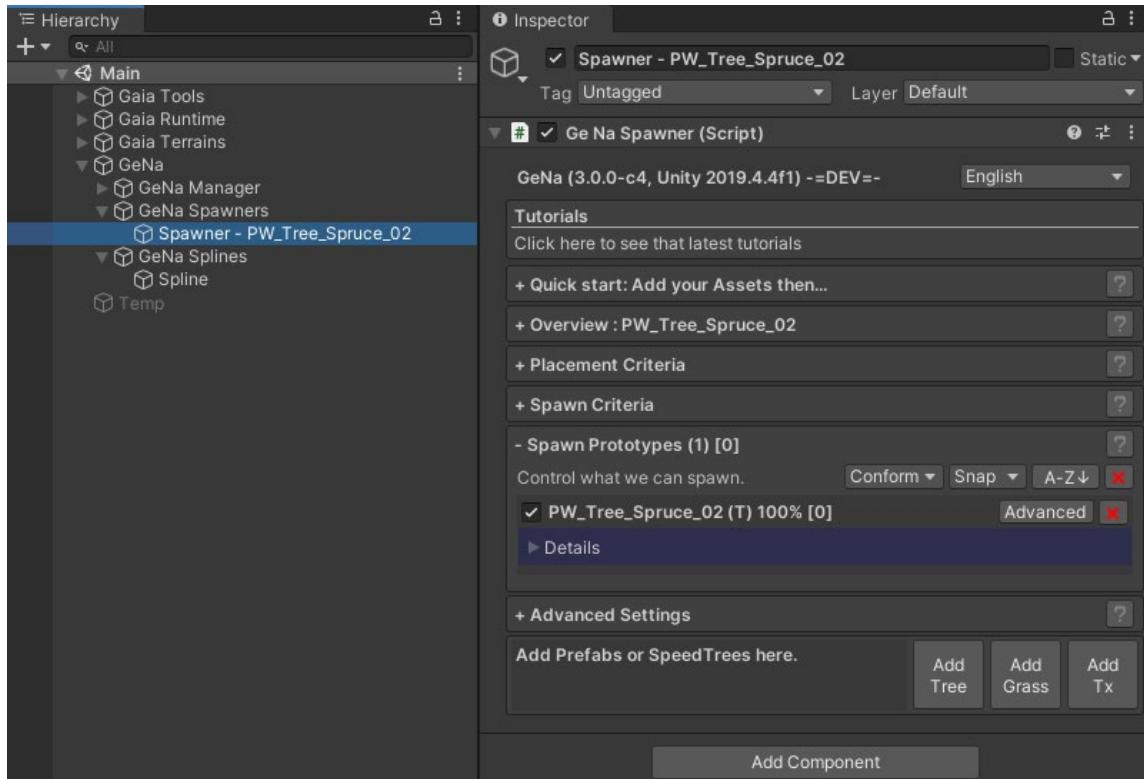
And now we can click 'Carve' to create various embankments into our Terrain.



Spawning along Spline

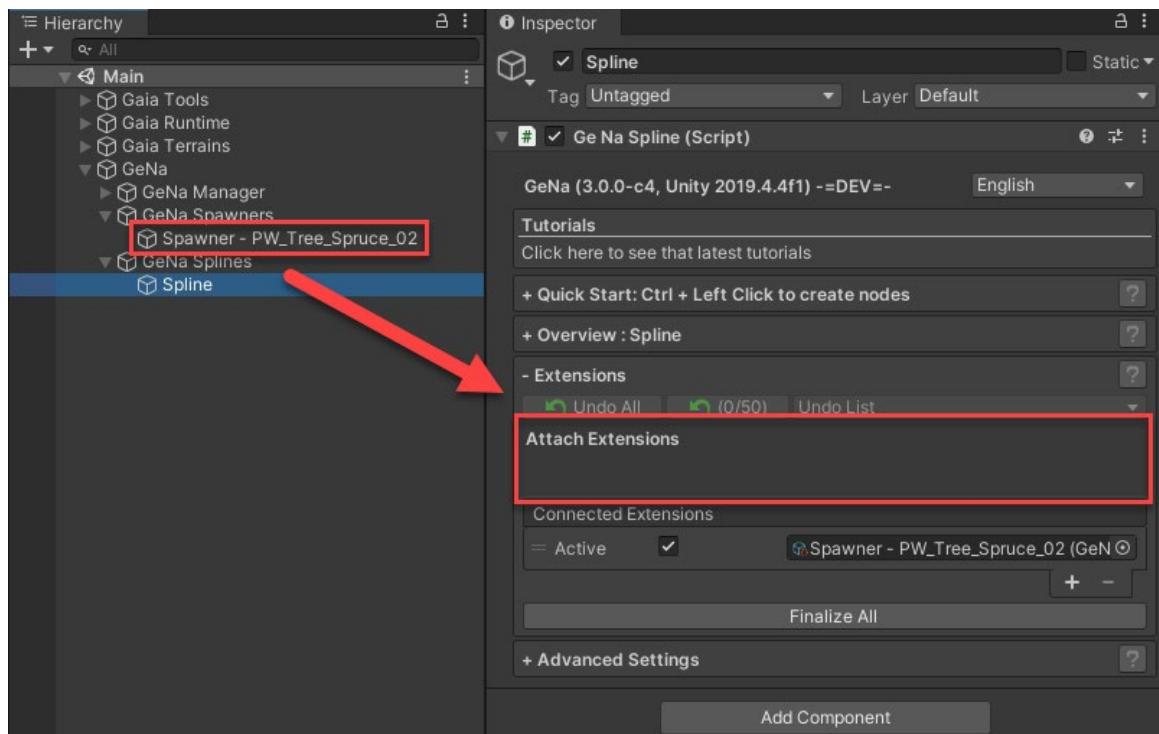
Step 1). Create a Tree Spawner

For this example, we will [Create a GeNa Spawner](#) that just spawns Terrain Trees.

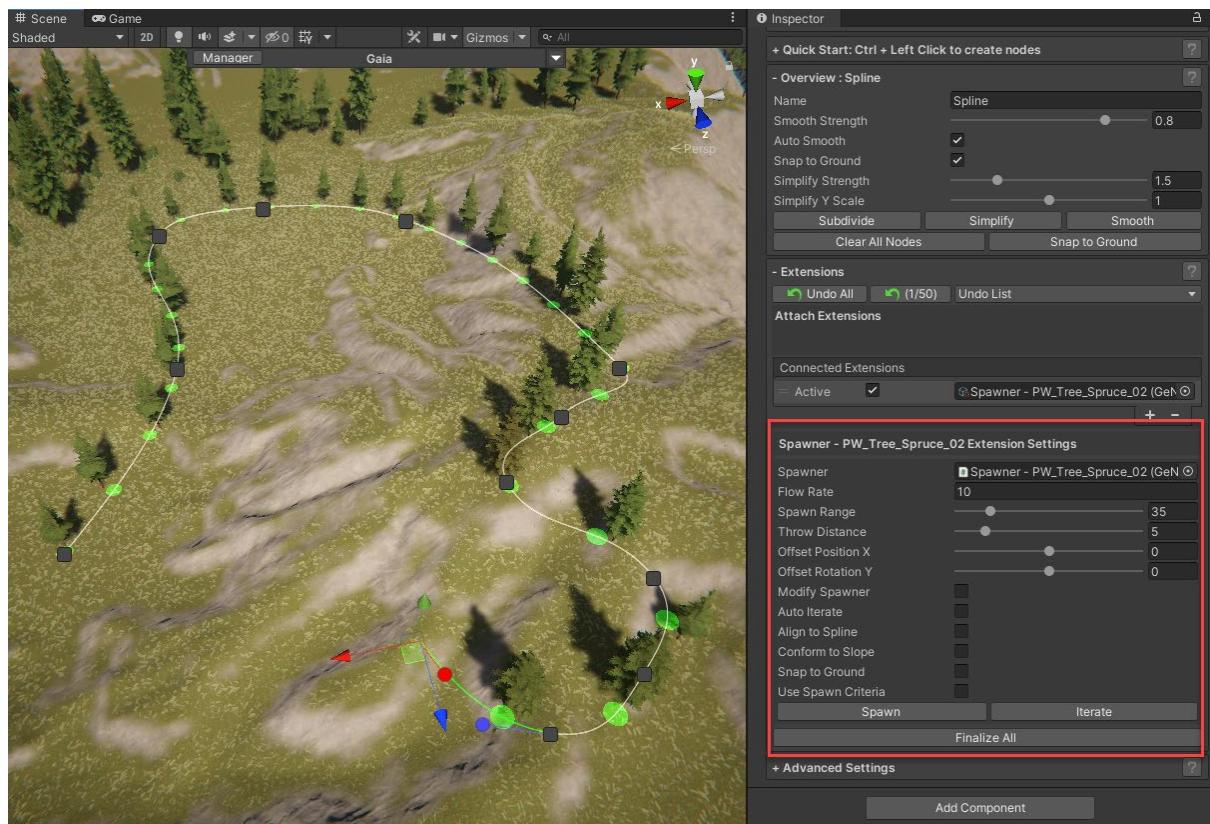


Step 2). [Create a GeNa Spline](#)

Step 3). Click and Drag your GeNa Spawner into the Spline's 'Add Extension' area.

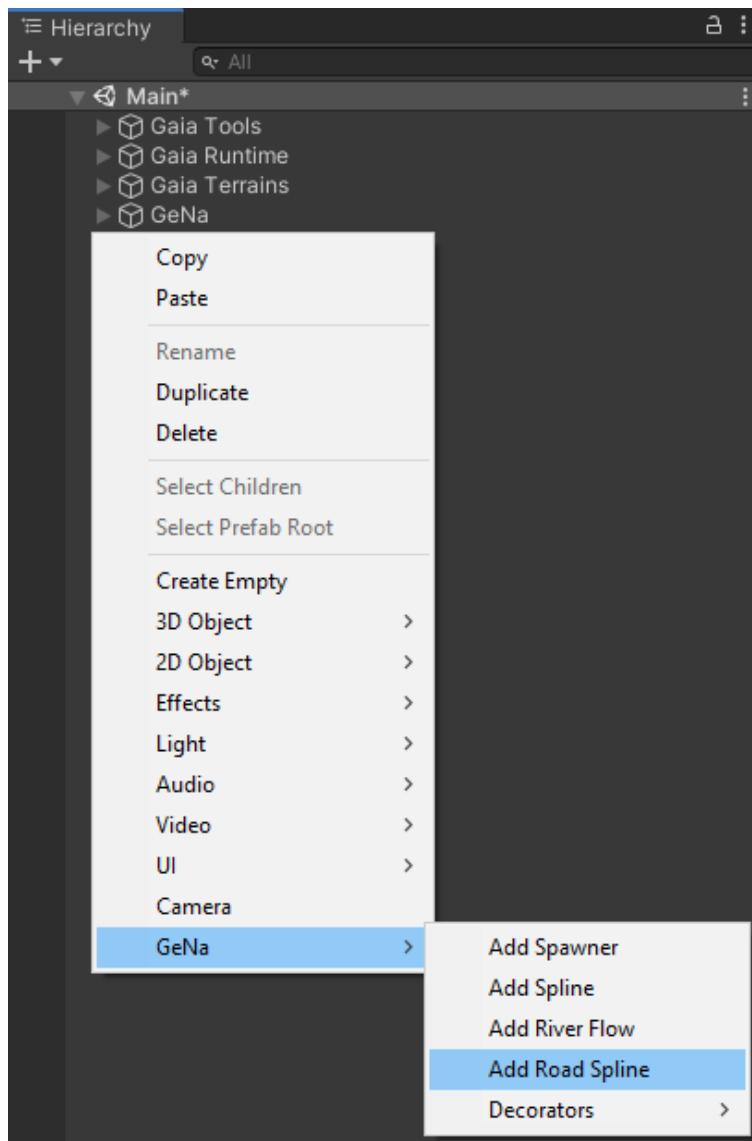


Step 4). Select a Connected Extension to see available settings & procedures.

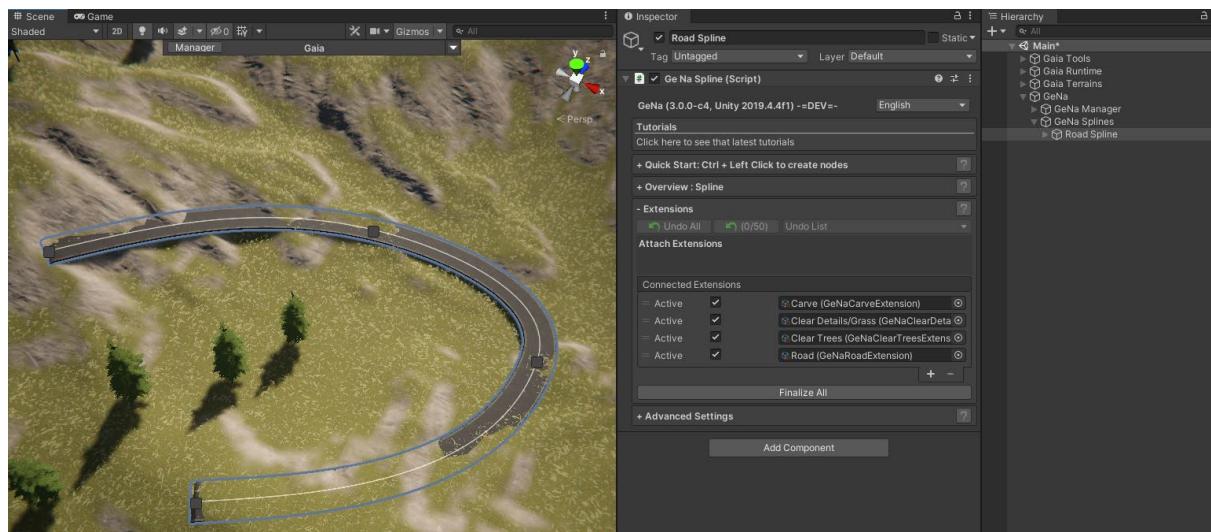


Roads

Step 1). Right-Click on your Hierarchy and select GeNa > Add Road Spline.



This operation will create a Road Spline with all the essential Extensions.

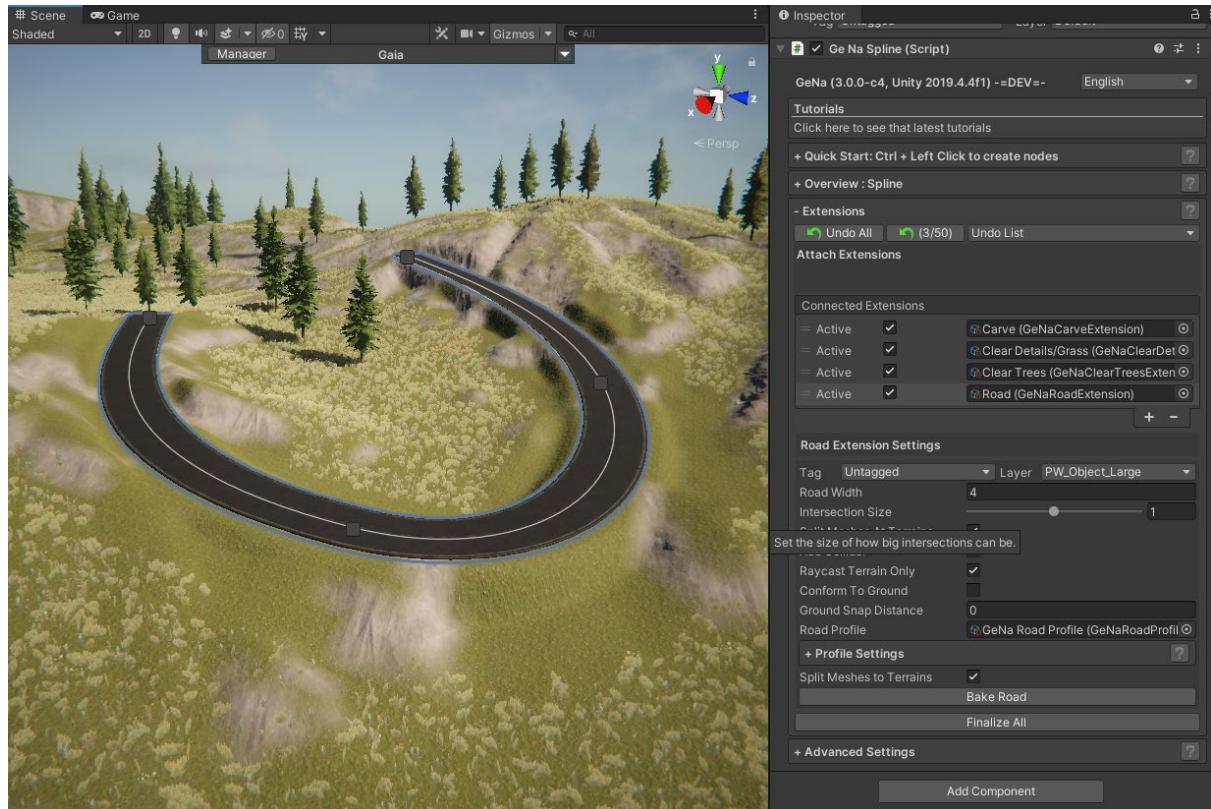


Step 2). Perform a [Carve](#) operation.

Step 3). Perform a [Clear Trees](#) operation.

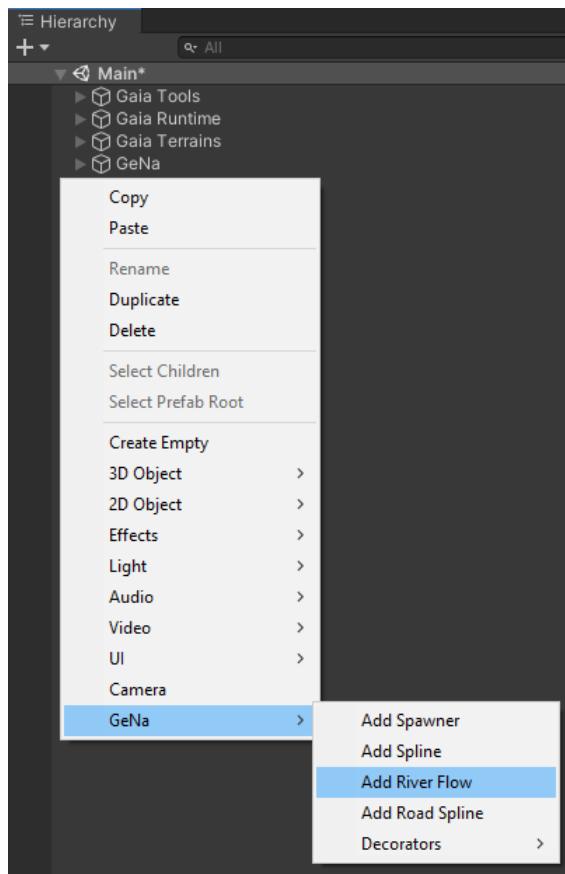
Step 4). Perform a [Clear Details](#) operation.

Step 5). Modify the [Road](#) to your liking.



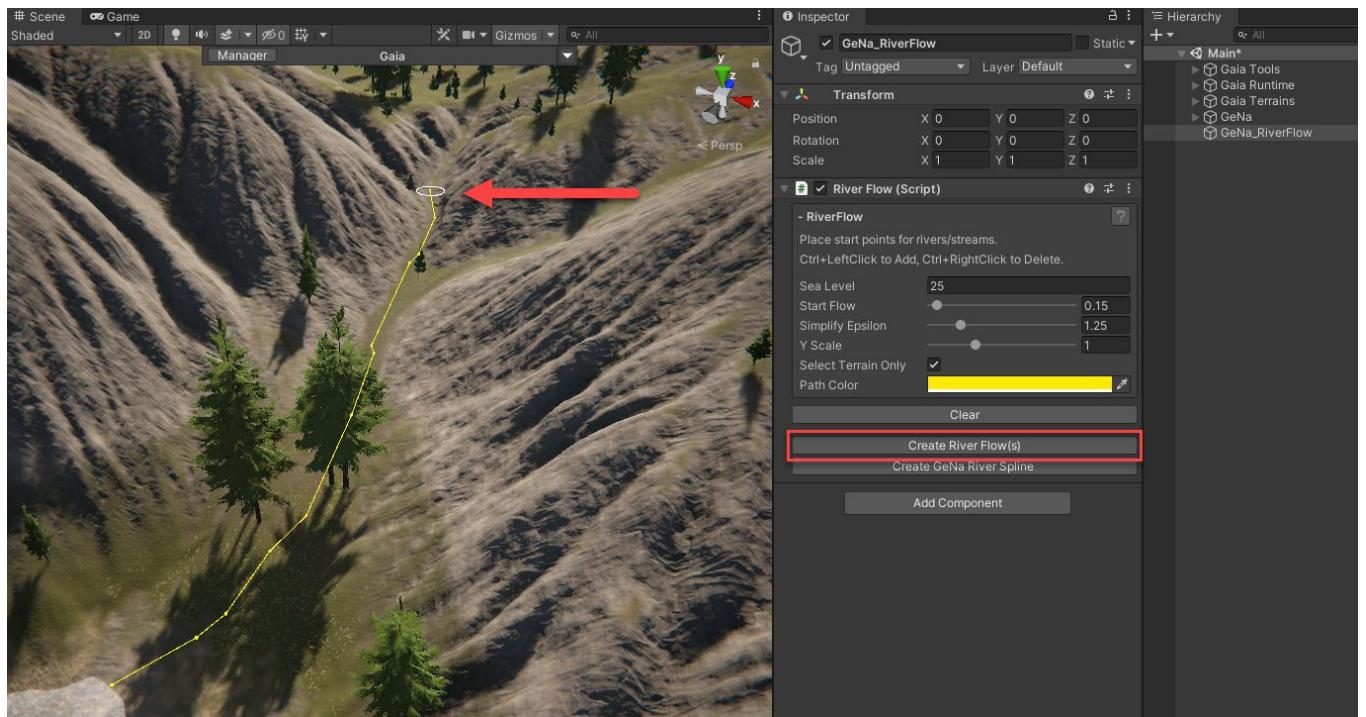
River Flow

Step 1). Right-Click on your Hierarchy and select GeNa > Add River Flow.



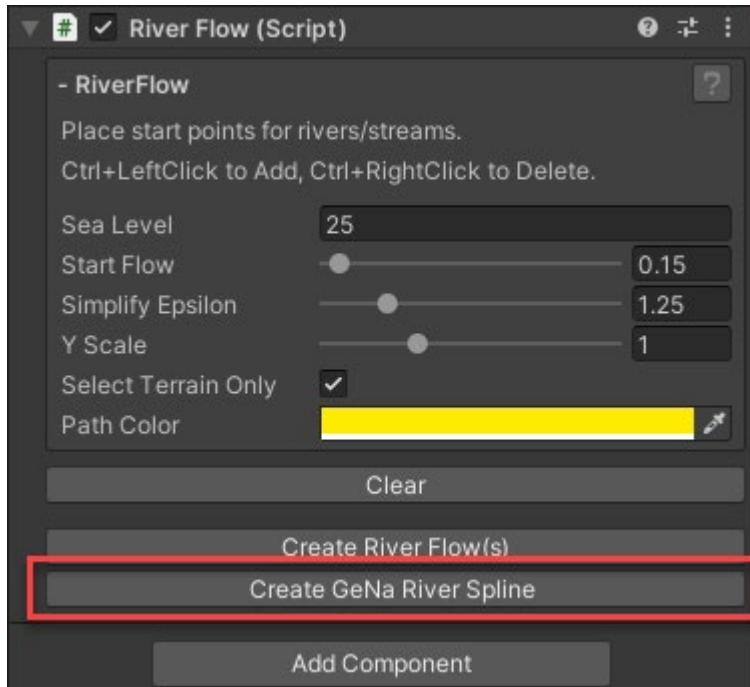
Step 2). Sampling a River Flow

Select the 'GeNa_Riverflow' object in the Hierarchy and CTRL+Left-Click a high point on your terrain to simulate a river flow. Then click 'Create River Flow(s)'.

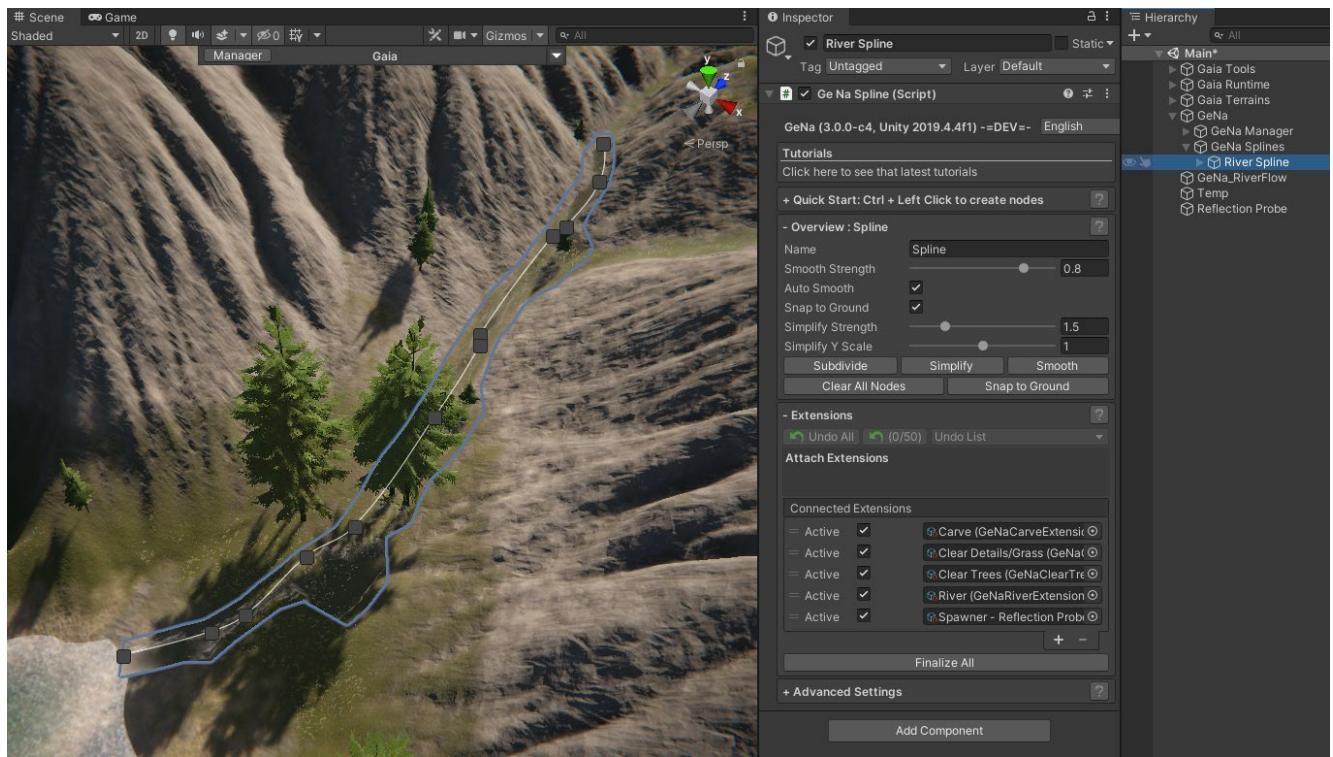


Step 3). Generate the River Spline

On the River Flow Script, click 'Create GeNa River Spline'



You should now see a River Spline in your Hierarchy.

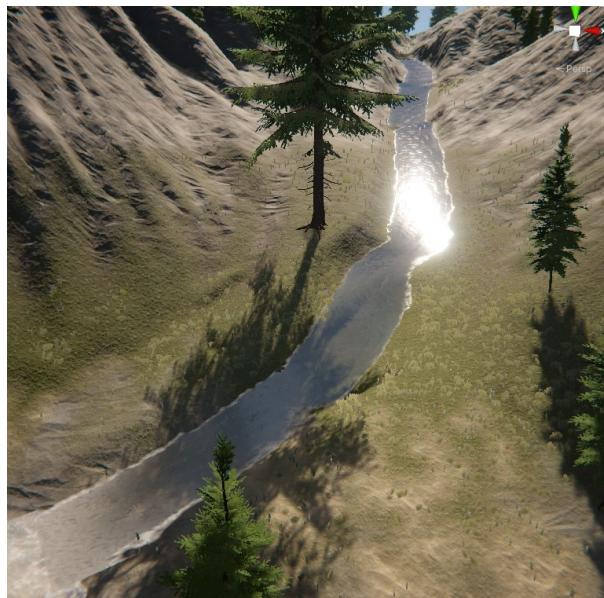


Step 4). Perform a [Carve](#) operation.

Step 5). Perform a [Clear Details](#) operation.

Step 6). Perform a [Clear Trees](#) operation.

Step 7). Perform a 'Reflection Probe' [Spawn](#) operation.



Spawning Buildings / Villages

Step 1). [Create a GeNa Spawner](#) and add some Building / Village Prefabs.

Step 2). Configure [Placement Criteria](#) & [Spawn Criteria](#) to your liking.

Step 3). (Optional - Recommended) Create a Prefab out of the Spawner.

Step 4). [Create a GeNa Spline](#) and attach the Spawner to it.

Step 5). Perform a [Spawn](#) operation.

Spawning Fences / Road Lights

Step 1). [Create a GeNa Spawner](#) and add some Fences / Road Lights to the spawner.

Step 2). Set the Throw Distance to zero (0). This will ensure the Fence is spawned at the centre of the Spawn location.

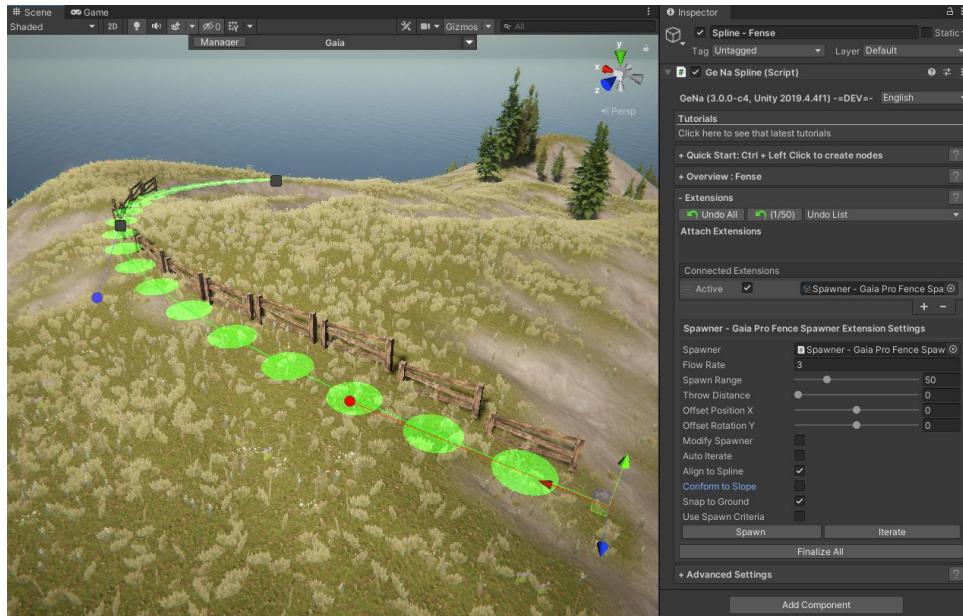
Step 3). Set the Rotation Type to Mixed and set the Fixed Rotation to zero (0). This will allow us to control the rotation offsets on the spline later.

Step 4). Configure the rest of the settings in [Placement Criteria](#) & [Spawn Criteria](#) to your liking.

Step 5). (Optional – Recommended) Create a Prefab out of the Spawner.

Step 6). [Create a GeNa Spline](#) and attach the Spawner to it.

Step 7). Adjust the settings where necessary and perform a [Spawn](#) operation.



Clearing Trees

Step 1). [Create a GeNa Spline.](#)

Step 2). Attach a [Clear Trees](#) Extension to the Spline.

Step 3). Configure settings and perform Clear operation.

Clearing Details

Step 1). [Create a GeNa Spline.](#)

Step 2). Attach a [Clear Details](#) Extension to the Spline.

Step 3). Configure settings and perform Clear operation.

Components

GeNa Growth Script

As a fun value add, Gena comes with a simple but efficient growth script that can be placed on things like trees, and then used either at design time or run time.

To demonstrate let's perform the following steps:

1. Physically drag a speed tree into your scene.
2. Attach the "GenaGrowthScript.cs" to your tree and set the growth settings.
3. Save the tree as a prefab by dragging it into your assets folder.
4. Delete the tree from your scene.
5. Set the x, y, and z values on the prefab to zero.
6. Create a spawner and drop the new tree prefab onto it.
7. Update the prototype and un check "Conform Slope" under the detail folder.
8. Spawn a bunch of trees into your scene.
9. Click play and watch them grow ☺
10. Optionally, set these up on a runtime spawner and spawn growable trees at runtime.

For a video example please see:

https://www.youtube.com/watch?v=mFhECi_6qak&index=5&list=PLckEMv5tzOE6Gw6PlN1vP0c2M-ZRMG63F

Mouse & Keyboard Controls

GeNa is controlled by both the keyboard and the mouse, and it's the combination of these and the dynamic way that GeNa interprets where you click that makes it so powerful. You can modify these defaults by changing the settings in the GeNa Defaults file.

Shift + Left Click

Visualise the environment at that location.

Ctrl + Left Click

Run a spawn iteration at the location.

Ctrl + Left Click + Drag

Paint spawn iterations at the location when Paint mode selected.

Shift + Ctrl + Left Click

Run a global spawn iteration based on the scene interpretation of that location i.e. find similar locations across the entire scene and run a spawner iteration on them.

Ctrl + Backspace

Delete all instances of the resources managed by this spawner from the scene. USE WITH CAUTION as it will delete every instance of the same resource regardless of whether it was placed by this spawner or not.

Shift + Left Click & Drag

Modify the rotation of the prototype. Only active when Draggable Rotation is enabled in the Advanced Settings panel.

Shift + Scroll Wheel

Change the range of the spawner.

Ctrl + Scroll Wheel

Change the instances of the spawner.

Ctrl + Left, Right, Up, Down Arrow

Move the position of the last prefab spawned.

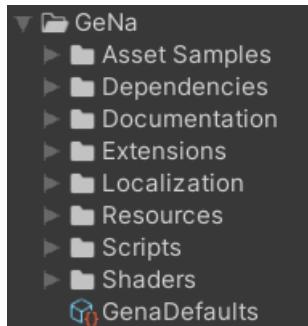
Shift + Ctrl + Up, Down Key

Change the Y axis height of the last prefab spawned.

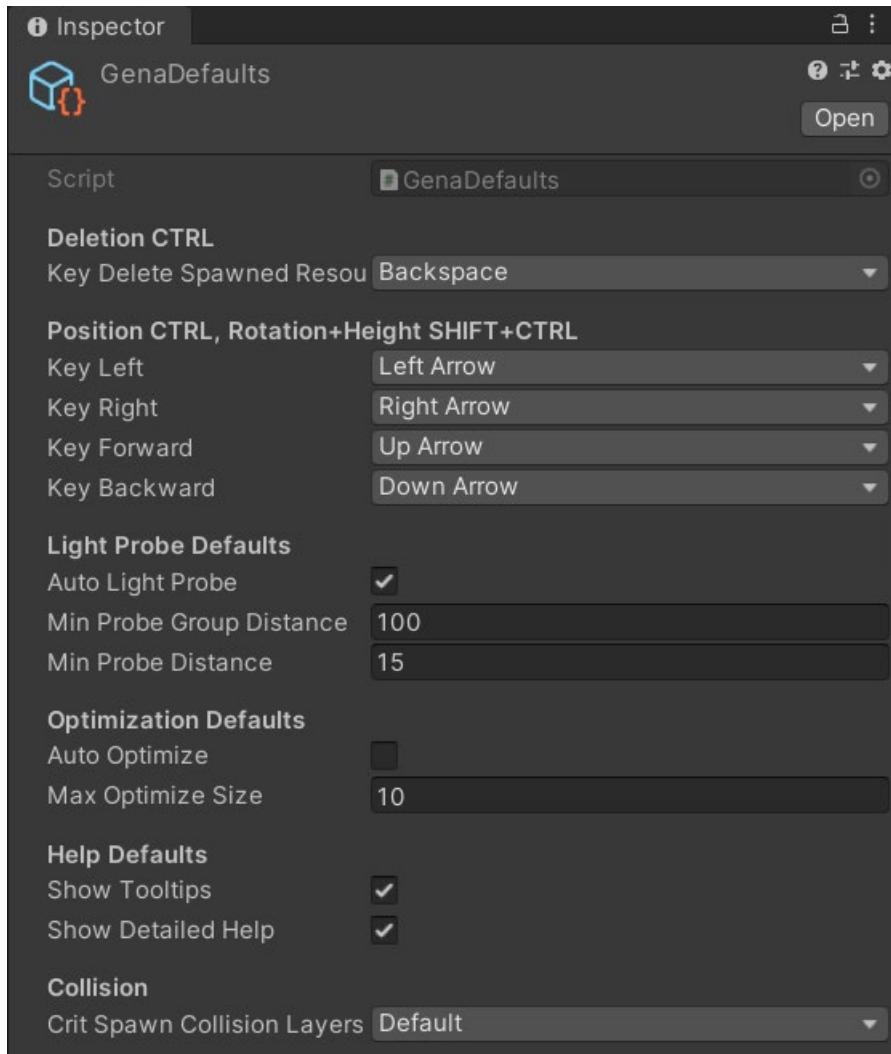
Shift + Ctrl + Left, Right, Up or Down Keys

Change the Y axis rotation of the last prefab spawned.

Defaults File



Located in the GeNa directory, the defaults file allows you to change the defaults that are added to every new spawner. There can be only one of these files per project, and if you mess this file up then just delete it and GeNa will recreate it with factory defaults.



The settings here are reflected in the way the spawner behaves.