

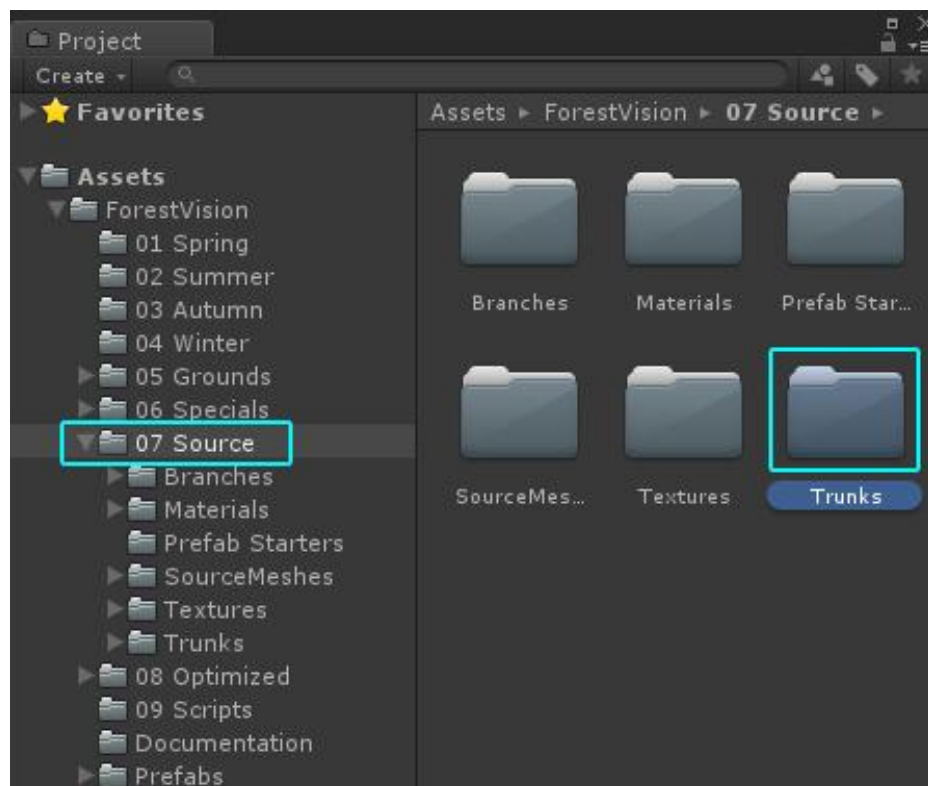
# ForestVision Basic Tree Construction and Overview Tutorial

First off, thank you for purchasing ForestVision! I look forward to continuing to develop this product and doing everything I can to make this a perfect tool in your arsenal of game development.

Second, let's get right to it.

## Making your own tree.

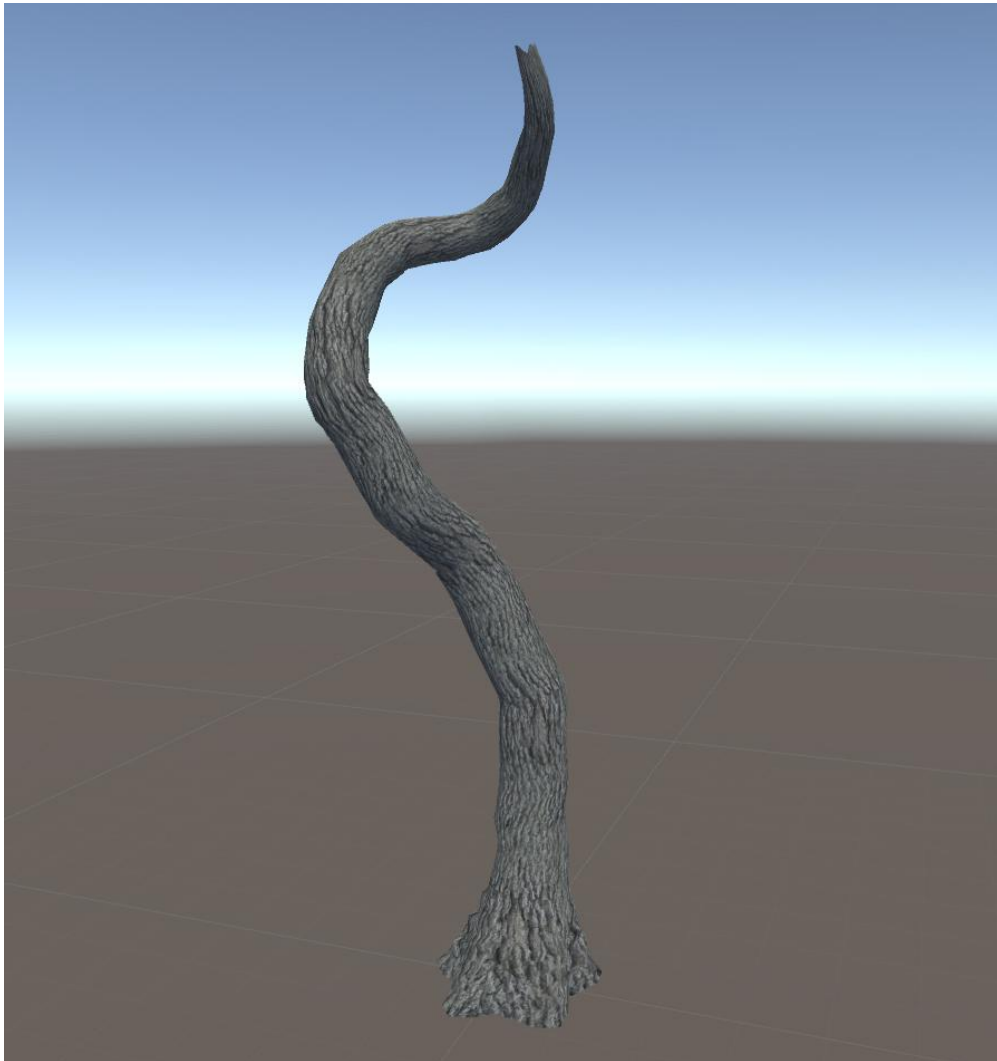
1. First, locate the Trunks folder inside of: ForestVision/07Source/Trunks.



This folder, 07 Source, contains all of the source material that you can use to make your own creations. Therefore when it comes to creating something from scratch, this is where you want to begin.

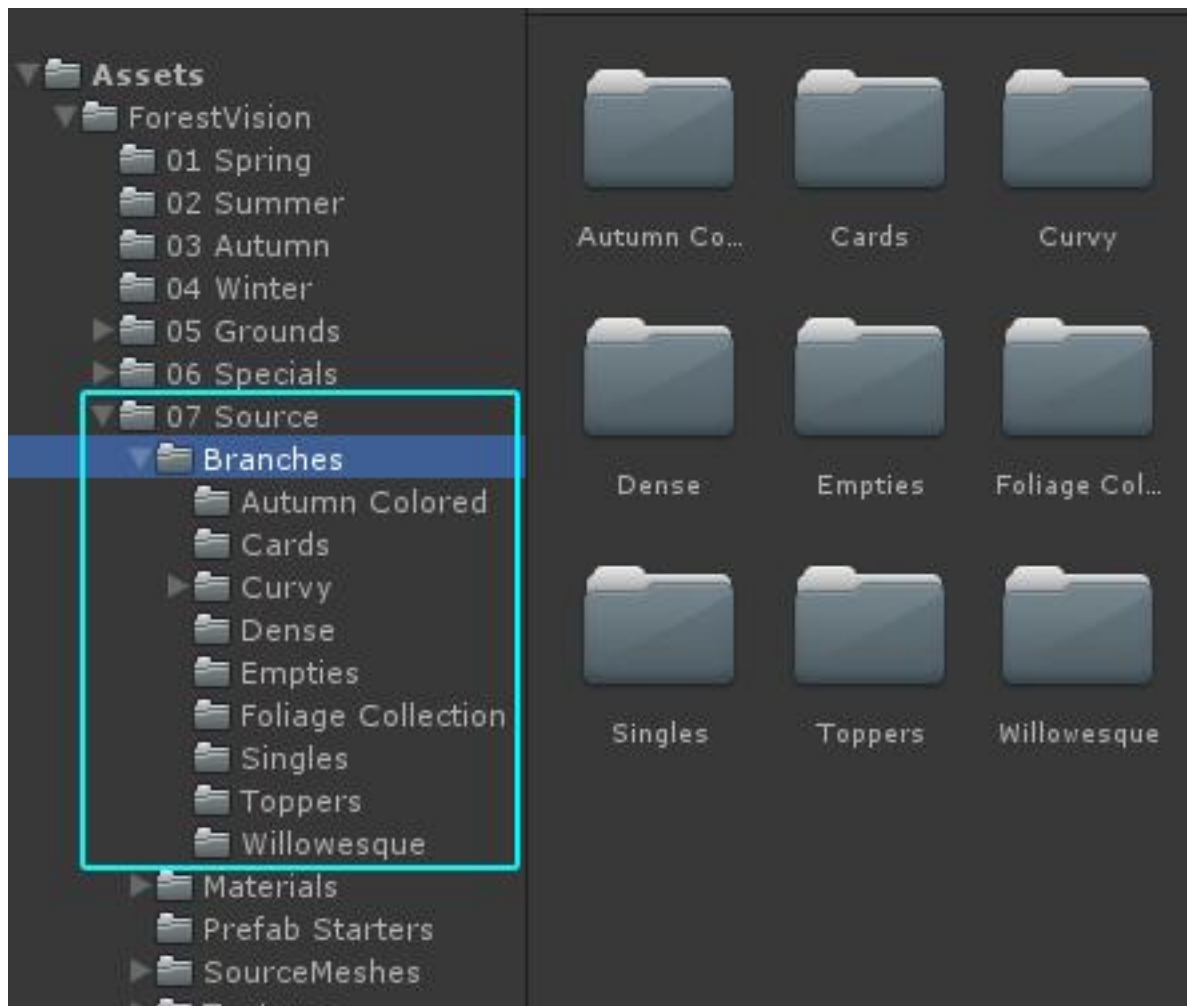
So inside of Trunks, let's go ahead and drop into the scene one of the trunk choices.

2. I'm going to use "CurvyTrunk03". Just drag this from the Asset Browser, directly into the Hierarchy window so it will place the trunk at its prefab position of (0,0,0) so it will be centered to the world.



Now we need some branches.

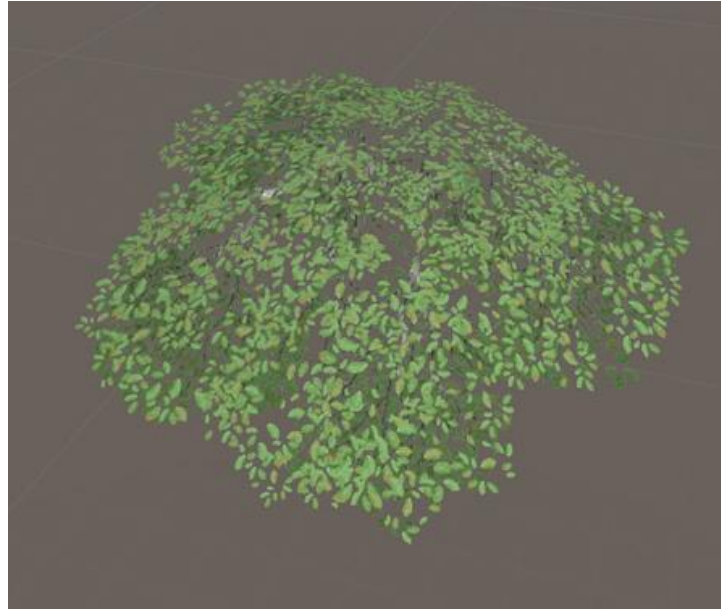
3. Dig into the Branches Folder, and you will find more choices.



Quick Breakdown of my thinking behind these folders.

**Autumn Colored:** pretty self explanatory will soon add another folder, Winter Branches, and Spring Branches. Go here when you need to make season specific trees.

**Cards:** These are you bulk leaves and are used as filler to make your tree creations denser. Here is the LargeLight\_Card mesh:

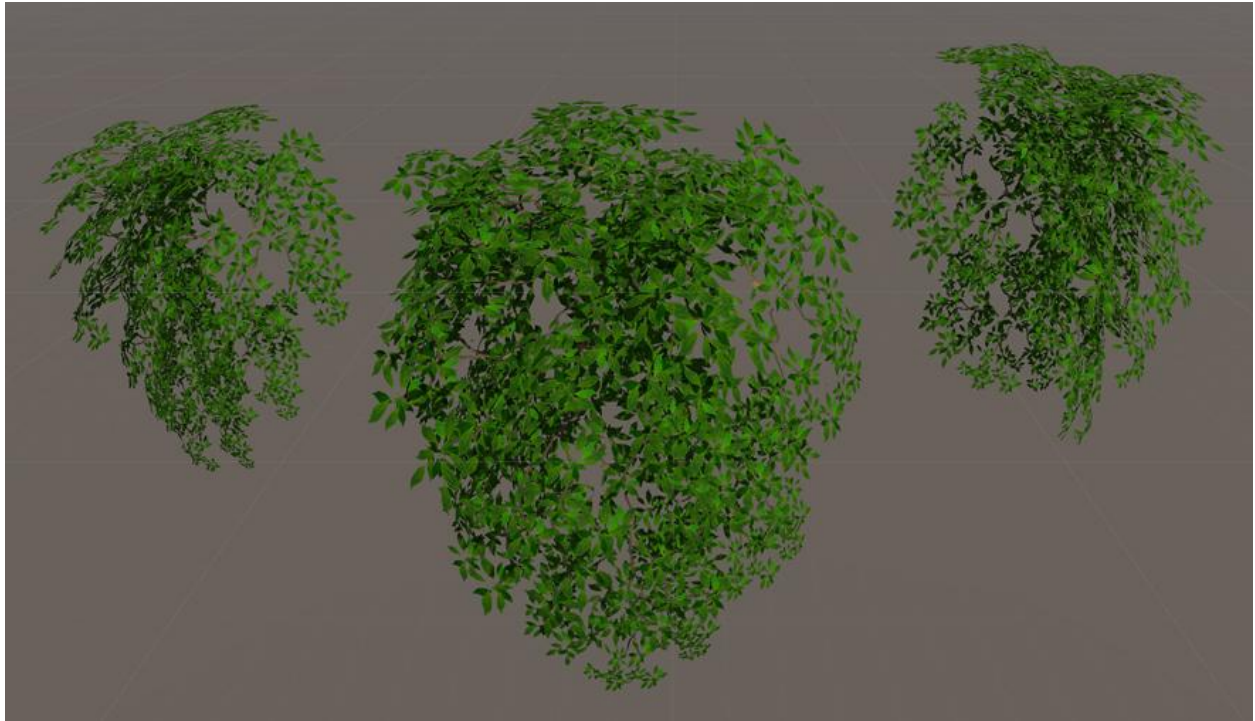


**Curvy:** these are branches that have a bit more curve, and bend to them. They come complete with the branch itself, as well as attached leaves. You cannot adjust these leaves as they are attached to the branch, but you can add to them. These leaves also have larger leaf textures, in that they do well with tree that are not lush with plentiful leaves.

**Dense:** These are the branches that ARE lush with leaves. They make for great tops of trees, and larger trees where you need to show that there are many leaves in place.

**Empties:** These are a collection of branches that are without any leaves, only the wooden branches themselves. Use these when you want to build your own branches from scratch.

**Foliage Collection:** These are prefabs that I created using base meshes and created some initial prefabs for you that are combinations to help jump start your asset building. For example, here is the "BulkLeaves" prefab. It is a pre-arranged combination some meshes from the Cards category which do great with it comes to giving a trees so nice dense exterior shape with a visible curved side.



**Singles:** These are the most basic level of branch meshes to use. These prefabs are the most used building blocks of all ForestVision trees.

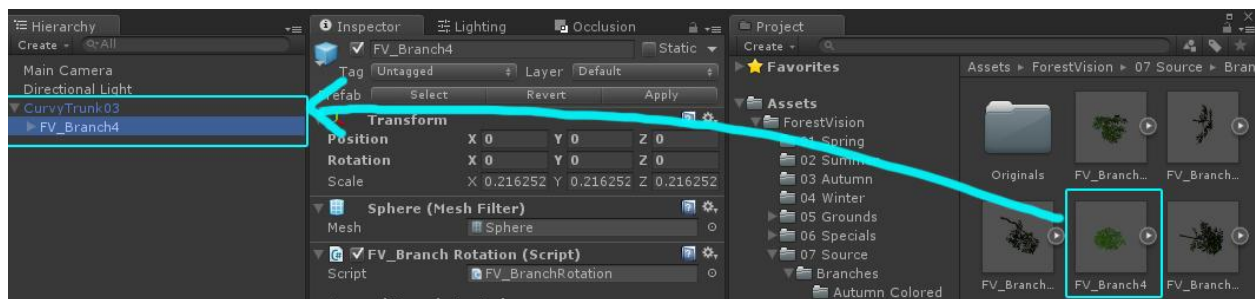


**Toppers:** These prefabs are easily dropped on top of a newly created tree to add a quick "top" to your creation.

**Willowesque:** Simply put, these building block prefabs to help you create the look and feel of Willow trees. While very dense, I would suggest using these sparingly.

Back to our tree.

I'm going to use FV\_Branch4, from inside the Branches/Curvy folder. The best way to add these to your scene and keep things clean and logical, it to simply drag your chosen asset from its native folder, directly onto the Trunk mesh in your scene. This will immediately parent it, and place the new asset (branch in this case) at the location of your tree trunk.

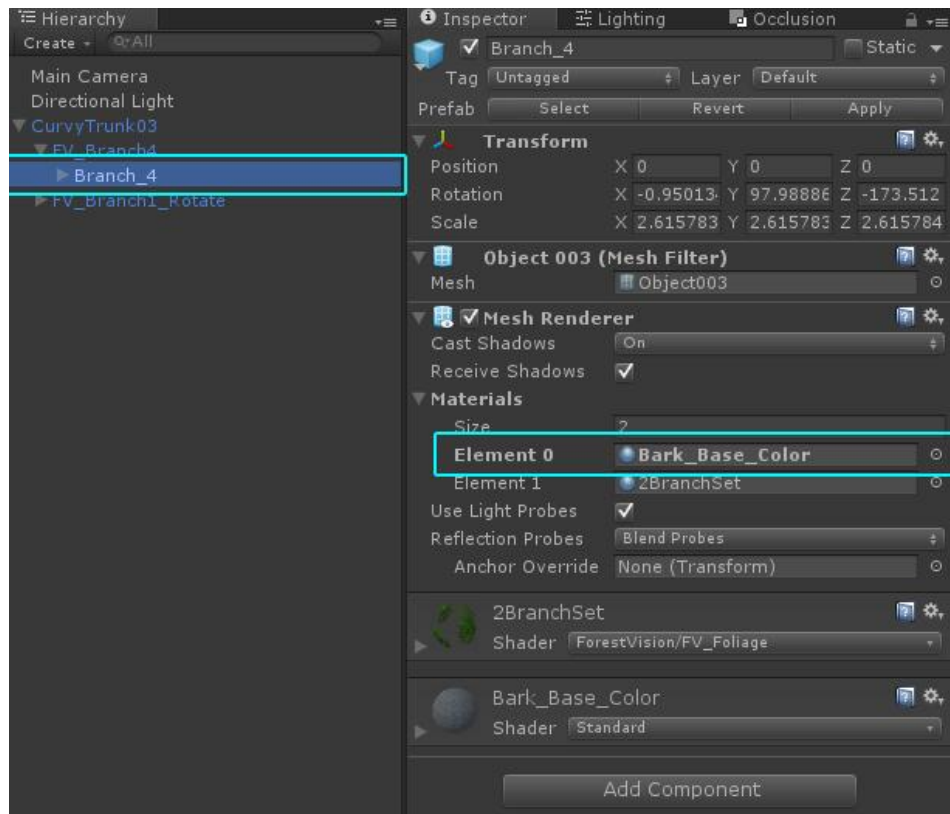




Now just rotate, scale, and place it where you want.



Clearly, this branch has a wood texture which doesn't match our trunk. Simply apply the same texture of the trunk to the wood of the branch. Just select on the trunk, locate where that trunk material is found, and then apply it to the mesh which has the wrong trunk material applied. In this case, it is "Branch4", the child attached to FV\_Branch4.







Feel free to create a new copy of this material and adjust its tiling if you'd like to help complete the consistent look of the trunk to the branches. Just know that with every new material, every new branch mesh, you are increasing the complexity of the tree and adding draw calls.

Repeat this process with other branch types until you are happy with your creation. Remember, this is where you get to use your creativity and have fun. I recommend studying the way actual trees look and grow, and do your best to replicate what you see. Of course, you can just have fun and make something that looks cool too!



So here I have a base set of branches which fill out the overall structure of the tree. Not bad, but it's not very dense. Let's fix that by adding in some Cards.

Going back to our Card folder, ForestVision/07 Source/Branches/Cards and use one of those.



A key here is that once you place one of these Cards, be sure to parent it to a corresponding branch so that it will move appropriately, and be easy to reposition when required.

Here is my finished tree.



At this point, I would give this a new unique name, and then add it as a PreFab to probably the 03 Summer folder, so I can quickly grab and use it again later.