

MTree Enhanced Branch Editor Manual

Changelog

V1.0 – 11. June 2019

Initial Release:

- Texture Output Size: 512/1024 / 2048 / 4096
- Normal Input for Bark and Leaf Texture.
- Replacement of normal.shader file.
- Changes in BranchEditor.cs file.

V2.0 - 18.June 2019

Rollback:

- normal.shader => Enhanced Branch Editor 2.0 relies on the Mtree's normal.shader
- BranchEditor.cs => does not need to be Replaced anymore.

Added:

- new Shader EnhancedNormal.shader

Changes BranchEditor.cs:

- Added Switch between Previews for Normals / Textures.
- Added Normalmap Mode => Standard and Enhanced
- Cleaned up BranchEditor Userface

IMPORTANT Upgrade from v1.0 to v2.0 :

If you have replaced normal.shader and BranchEditor.cs please reimport it from the MTree Asset.

Setup 2.0

Simply Drag and Drop all the Files into your Project, and you're done. Enhanced Branch Editor is accessible like the Standard Branch Editor.

Path: => "Window/Mtree/Enhanced Branch Editor".

It nothing needs to be deleted / replaced anymore like in version 1.0.

Optional Setup 2.0

You can delete BranchEditor.cs from the Mtree's folder => the new Version supports aswell the Default method (Colored Normals)

Quick Guide Modes

To use the new Normal Map Mode it's necessary to assign Normal Maps for Bark and Leaf, otherwise only the Default Mode will show up and is useable.