

Properties

Trunk node

Generator Node Freehand

Edit

Brush

Size

Falloff

Strength

Actions

+/-

Set

Smooth

Clear

Create

Hand Draw

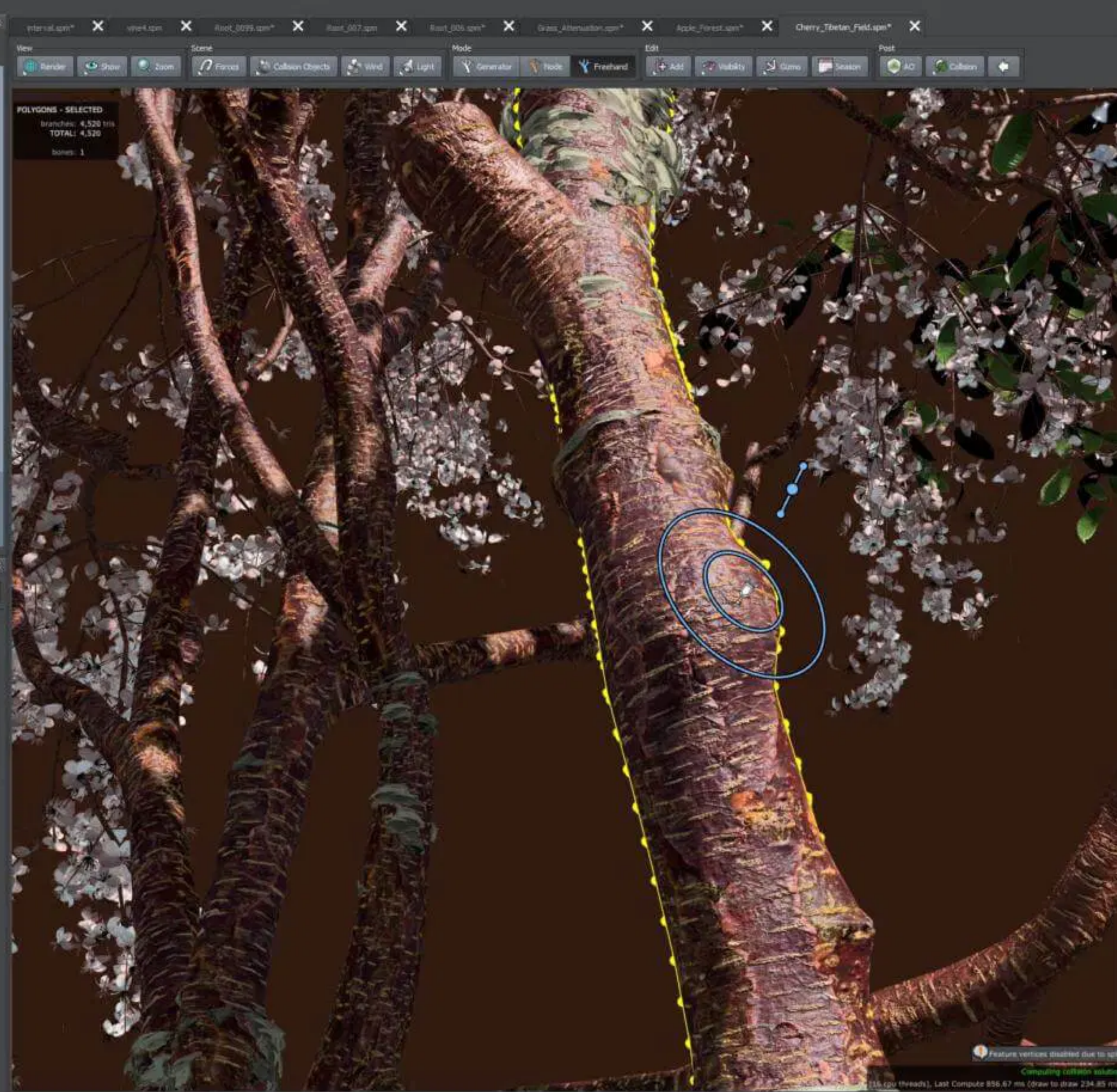
Click Place

Vertex

Edit

Features

Colors



Materials

Search Help

Cherry_bark_2

Settings Outputs/Meshes Atlas Uvs

Add Unwrap Share

None Edit

Color

Opacity

Normal

Gloss

Specular

Metallic

Subsurface

Subsurface%

AO

Height

Custom

Custom2

Meshes Materials

Displacements

No displacements

Filename

Channel

Brightness

Contrast

Material Sets

Spring Leaves

Settings

Override season

Members

Add

Cherry_Front_1 spring

Weight

Season

Timeline

Playback

PPS

Wind

Growth

Strength

Speed