

Custom trees - Blender to Unity

Design new tree in blender	example
turn on 'sapling' plugin	open user preferences, search for sapling and select. save user preferences to retain setting as default.
add tree	go to add-> curve-> sapling generator adjust settings to make tree of your choosing. include bevel. armature and animation not necessary.
texture tree	create textures in photoshop and apply to leaves, and branches. note. with nodes use 'texture coorindates' - 'mapping' into image vector slot to adjust distribution of bark texture
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convert curve to mesh	press alt-c to convert skinned curve to mesh
set bendability of tree for wind	switch to vertex paint or weight paint mode and change colours of vertices - meant to affect what can be affected by wind (zone only). but nothing seems to make a difference.
export	export as obj with -Z foward and Y up
Add to scene in Unity	example
prepare for import	make sure there s a folder called 'Ambient-Occlusion' in assets folder
import into unity	drag and drop obj file AND mtl file AND texture image tiles
modify material shaders	find imported materials, add texture tiles and set to 'natural -> ambient occlusion shader (bark or leaf respectively)
prepare tree prefab	add tree to scene, expand and drag 'default' object to asset folder to make a new prefab. rename prefab, right click and re-import (ensure the nature shaders are interpreted correctly to prepare for terrain)
add to terrain	add a new tree to terrain, drag new prefab to it and set bend-factor paint in scene