2D FOREST DESIGNER
FREE

version 1.2

GETTING STARTED

Thank you for downloading
2D Forest Designer
for Unity 3D

As a developer, we all want unique artwork for our games/projects but hiring an artist can be expensive and drawing it ourselves can be very time consuming. With this in mind, I decided to create the 2D Forest Designer - A unique plug-in that can generate unique trees, plants and rocks design for your game or project using a modular system and with just one click you can easily export the finished design to a single .png file!

There are a whole lot of features included in this plug in and with further updates, I will be adding more features and designs. Please support this plug in by rating it in the asset store.

I hope you enjoy using this plug in and create some awesome stuff with it. If you face any issues/bugs or just wanna say hi, you can contact me at: liyo@blackgreen.net

Thanks again!

Sincerely,
Liyo Kikon

Version Changes:
Version 1.2:
Fixed bug where errors appear on saving file to texture in Unity 5.5

Version 1.1:
Fixed bug where Scene is not marked as modified after creating Objects
You can now move the plugin folder to any convenient location
Renamed the plugin to "2D Forest Designer" coz "Hand Painted Forest Designer"
    was too long :)

This free version has limited features and very few designs. If you enjoy using this, please consider purchasing the full version from the asset store here:

http://u3d.as/CoB

Full version features:
Ferr2D terrain
Season selector for Autumn and Summer trees and plants
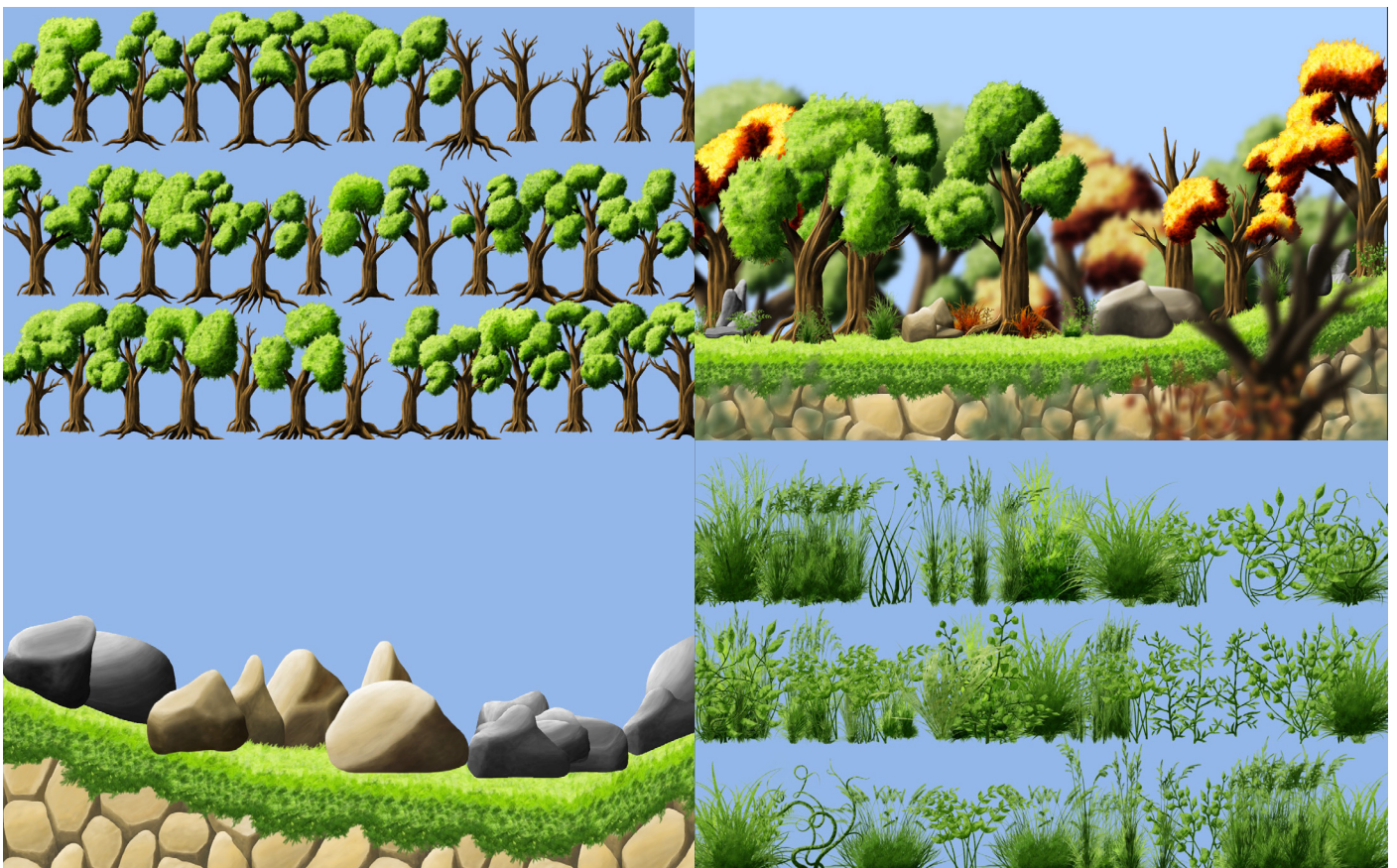Blurred images for background and foreground use
10 Tree top designs
Modular tree roots design
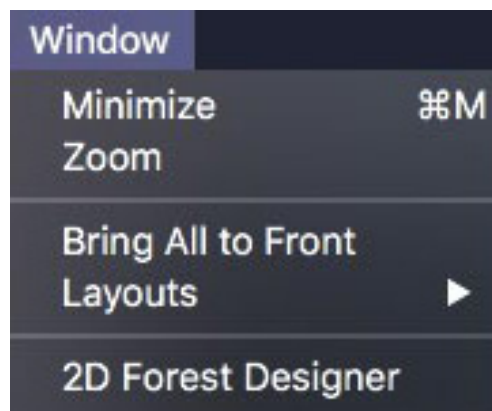340 Tree leaves designs
30 Rock designs
32 Plant designs

GETTING STARTED

After installing 2D Forest Designer from the asset store, open up the Designer by going to your Unity 3D main menu, under "Window" and click on "Forest Designer"


MAIN MENU

The 2D Forest Designer Main Menu is divided into four buttons and in the following pages, I will be going through each of the buttons.

1. Trees : Create Trees.
2. Plants: Create Plants.
3. Rocks: Create Rocks.
4. Settings: Set up your preferences and also used for global settings.

IMPORTANT: MAKE SURE THAT YOUR CURRENT SCENE IS SET TO 2D VIEW AND THE CAMERA IS SET TO ORTHOGRAPHIC VIEW.
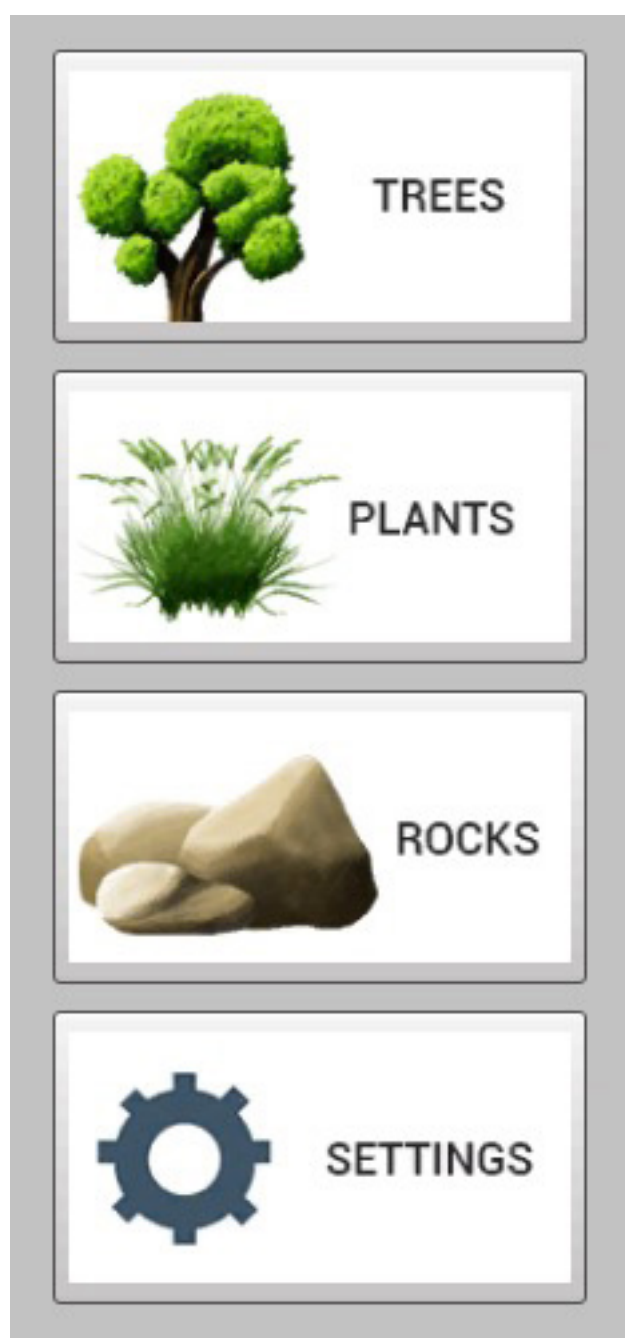
TREES

THE SEASON (drop down menu)
(Full version onlly)

This drop down menu will hep you select the season for creating trees. The available options are:
Random: This will randomly switch between Summer and Autumn seasons.
Summer: This will add green leaves to the trees.
Autumn: This will add reddish leaves to the trees.

GENERATE NEW TREE

This button will generate a new random tree in the current scene.

SELECTION BUTTONS

The left and right green arrow buttons will help you select the current tree for editing.

RANDOM TREE DESIGN

This will randomize the current tree design

RANDOM LEAVES DESIGN

This will only randomize the leaves of the current tree.

RANDOM ROOTS DESIGN

This will only randomize the roots of the current tree.

EFFECT
(Full version onlly)

This drop down menu will add an effect to your design. Currently there are only two options: None and blur.

SAVE TEXTURE

This button will combine all the modular elements into a single ".png" file which can be accessed through Assets/2DForestDesigner/SavedImages folder

TREES GLOBAL SCALE

This slider will change the scale of all the trees in the current scene

After exporting the tree design using the "Save Texture" button, all the modular elements will be combined into a single texture and will be stored in the folder "Assets/2DForestDesigner/SavedImages" in a ".png" format. A prefab of the original design will also be stored in the "Assets/2DForestDesigner/Prefab" folder.

MAKE EDITABLE

If you want to make changes to the tree design after exporting, you can only do so by making it editable again. Pressing this button will restore the original design in its modular form .

QUALITY AND IMAGE SIZE (text)

The current quality of the image will be displayed here, along with the image size of the ".png" file.
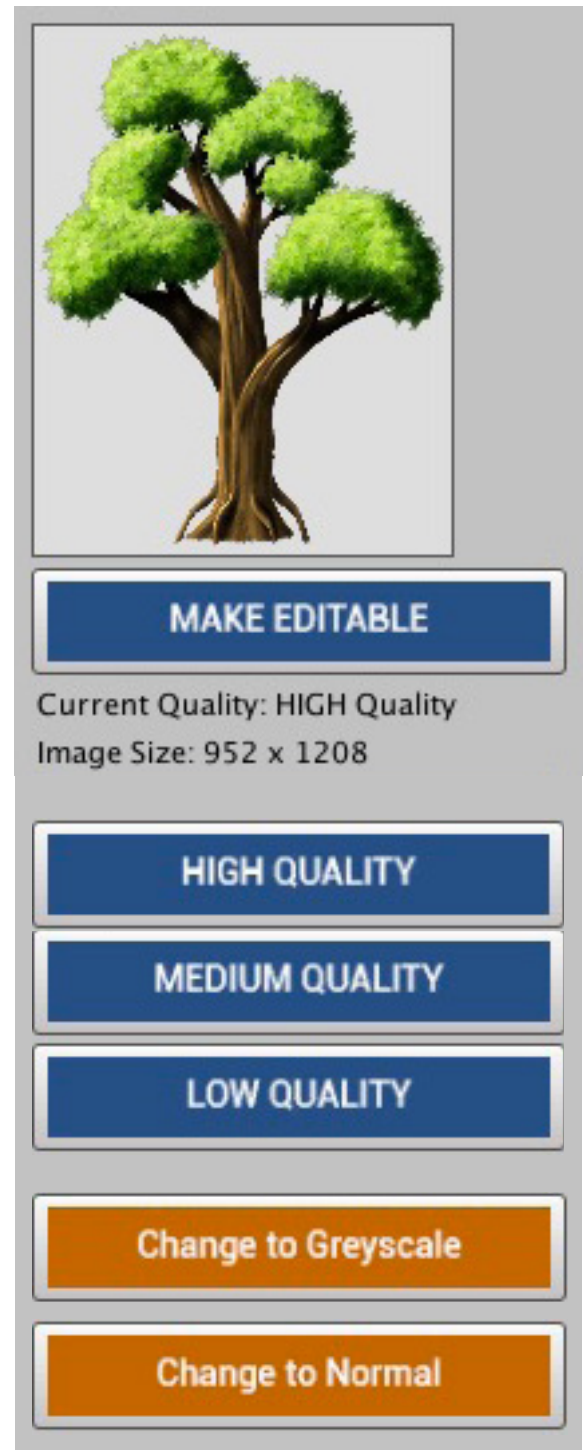
QUALITY BUTTONS

Depending on the current quality of the image, only two buttons will be seen at a time. You can easily switch qualities by pressing any of the quality buttons. The image size can be seen above the buttons

CHANGE TO GREYSCALE

This button will change the current image to greyscale format and save a ".png" file in the "SavedImages" folder.

CHANGE TO NORMAL

This button will only appear after changing the current image to greyscale. On pressing this, it will restore the design to its original colored image format.

MAKE EDITABLE

Current Quality: HIGH Quality
Image Size: 952 x 1208

HIGH QUALITY

MEDIUM QUALITY

LOW QUALITY

Change to Greyscale

Change to Normal

PLANTS

THE SEASON (drop down menu)
(Full version onlly)

This drop down menu will hep you select the season for creating plants. The available options are:
Random: This will randomly switch between Summer and Autumn seasons.
Summer: This will add green leaves to the plants.
Autumn: This will add reddish leaves to the plants.

GENERATE NEW PLANT

This button will generate a new random plant in the current scene.

SELECTION BUTTONS

The left and right green arrow buttons will help you select the current plant for editing.

RANDOM PLANT DESIGN

This will randomize the current plant design

EFFECT
(Full version onlly)

This drop down menu will add an effect to your design. Currently there are only two options: None and blur.

SAVE TEXTURE

This button will combine all the modular elements into a single ".png" file which can be accessed through Assets/2DForestDesigner/SavedImages folder

PLANTS GLOBAL SCALE

This slider will change the scale of all the plants in the current scene

After exporting the tree design using the "Save Texture" button, all the modular elements will be combined into a single texture and will be stored in the folder "Assets/2DForestDesigner/SavedImages" in a ".png" format. A prefab of the original design will also be stored in the "Assets/2DForestDesigner/Prefab" folder.

MAKE EDITABLE

If you want to make changes to the plant design after exporting, you can only do so by making it editable again. Pressing this button will restore the original design in its modular form .

QUALITY AND IMAGE SIZE (text)

The current quality of the image will be displayed here, along with the image size of the ".png" file.
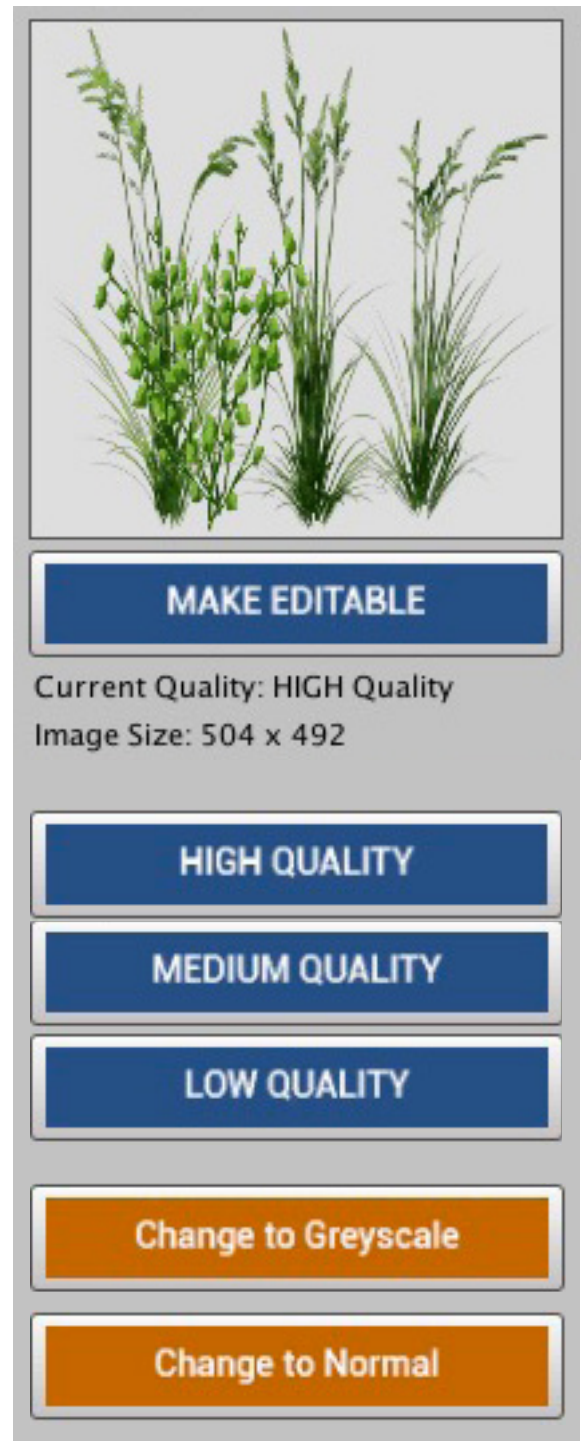
QUALITY BUTTONS

Depending on the current quality of the image, only two buttons will be seen at a time. You can easily switch qualities by pressing any of the quality buttons. The image size can be seen above the buttons

CHANGE TO GREYSCALE

This button will change the current image to greyscale format and save a ".png" file in the "SavedImages" folder.

CHANGE TO NORMAL

This button will only appear after changing the current image to greyscale. On pressing this, it will restore the design to its original colored image format.

ROCKS

GENERATE NEW ROCKS

This button will generate a new random rock in the current scene.

SELECTION BUTTONS

The left and right green arrow buttons will help you select the current plant for editing.

RANDOM ROCKS DESIGN

This will randomize the current rock design

EFFECT
(Full version onlly)

This drop down menu will add an effect to your design. Currently there are only two options: None and blur.

SAVE TEXTURE

This button will combine all the modular elements into a single ".png" file which can be accessed through Assets/2DForestDesigner/SavedImages folder

ROCKS GLOBAL SCALE

This slider will change the scale of all the rocks in the current scene

After exporting the tree design using the "Save Texture" button, all the modular elements will be combined into a single texture and will be stored in the folder "Assets/2DForestDesigner/SavedImages" in a ".png" format. A prefab of the original design will also be stored in the "Assets/2DForestDesigner/Prefab" folder.

MAKE EDITABLE

If you want to make changes to the rock design after exporting, you can only do so by making it editable again. Pressing this button will restore the original design in its modular form .

QUALITY AND IMAGE SIZE (text)

The current quality of the image will be displayed here, along with the image size of the ".png" file.
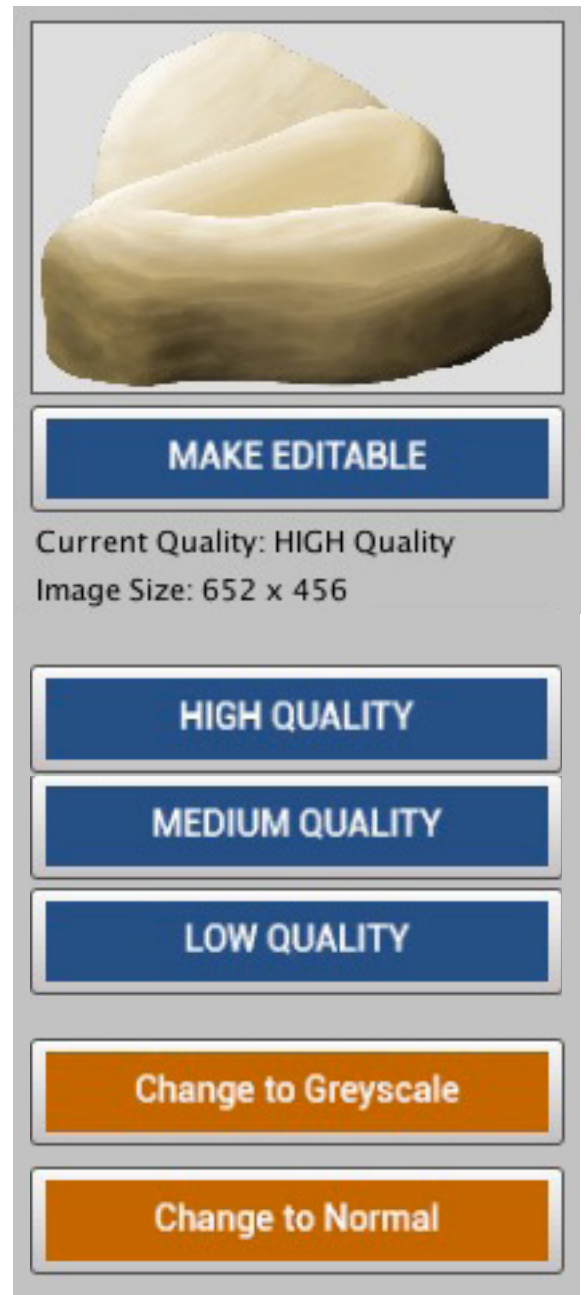
QUALITY BUTTONS

Depending on the current quality of the image, only two buttons will be seen at a time. You can easily switch qualities by pressing any of the quality buttons. The image size can be seen above the buttons

CHANGE TO GREYSCALE

This button will change the current image to greyscale format and save a ".png" file in the "SavedImages" folder.

CHANGE TO NORMAL

This button will only appear after changing the current image to greyscale. On pressing this, it will restore the design to its original colored image format.

GLOBAL SCALE

This slider will change the scale of all the elements created with Forest Designer.

DEFAULT IMAGE QUALITY

If you want to use a lower image quality every time you save a texture, you can easily do so by changing this setting from here.

AUTO SELECT GAME OBJECT

Every time you create a new design or switch between designs using the selection buttons, the game object will be automatically selected. If you do not want this to happen, you can simply disable this by removing the toggle tick mark.

SAVE ALL TO TEXTURES

If you have several designs and wish to export all of them to texture format, you can easily do so by pressing this button. A warning will appear for confirmation before you proceed and it is highly recommended to save your current scene before exporting.

Gobal Scale:

1

Default Image Quality: High Q

Auto Select Game Object ✓

SAVE ALL TO TEXTURES

CREATE FERR2D TERRAIN

To create a Ferr2D terrain, you need to purchase Ferr2D from the Unity Asset Store and import it into your current project.
After Ferr2D has been imported, simply go to "GameObject>Create Ferr2D Terrain" and create either a Physical Terrain or a Decorative Terrain as per your requirement.

After you click on either Physical or Decorative Terrain, you will be presented with the menu where you can choose the texture. Scroll down the menu to find the three terrains for Forest Designer as shown on the right and click on the one you wish to create.
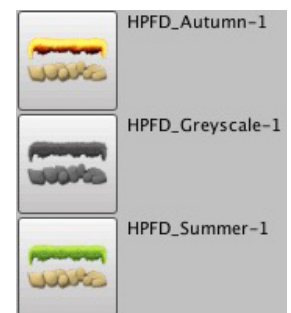
CREATE TERRAIN WITHOUT FERR2D

Ferr2D is a great tool for creating 2D terrain, if however you don't want to use Ferr2D, then you can still create terrain using traditional method. All the terrains have been sliced up and the great thing is that you can arrange them in any way you want since they are all seamless and they will blend together without any visible lines.
Please make sure that you delete these files to avoid errors if you don't have Ferr2D:
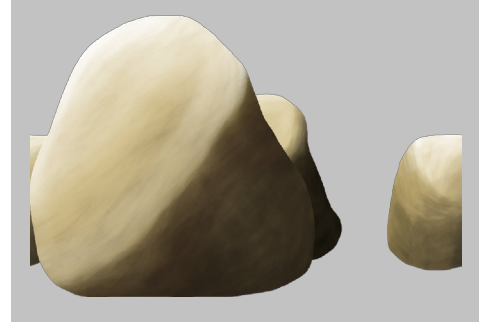*HPFD_Summer-1.prefab*
HPFD_Greyscale-1.prefab
HPFD_Autumn-1.prefab
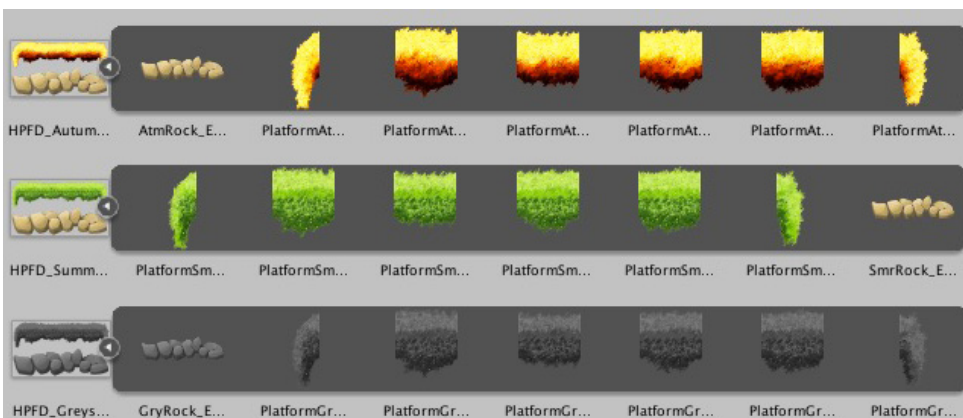
TROUBLESHOOTING

SAVING TO TEXTURE PROBLEMS

A common problem while saving texture as shown in the picture on the right can occur if you manually position the elements yourself. This can be fixed by making sure that all the elements have a local position greater than 0 on both x and y.

ERROR: Sprite not found

If you receive this error, then it is possible that you have changed the default directory names or renamed the sprite image or accidentally deleted the image file from the "SavedImages" folder.

Prefab file not found, it may have been deleted

This error will appear if you have changed the default directory names or renamed the prefab file or accidentally deleted the prefab from the "Prefab" folder.

Sprites missing after updating

If you have already created a scene and some sprites are missing, please rename the main folder from **2DForestDesigner** to **HandPaintedForestDesigner**. The sprites should be automatically detected. If not, please reload the scene **without saving changes** to it. You can rename it or move it after the sprites have been found

OTHER ERRORS

Most errors will occur if you move or rename the SUB DIRECTORIES or rename any of the files provided with the Asset.

For any other problems, please contact me at: liyo@blackgreen.net