



Unreal Engine 5

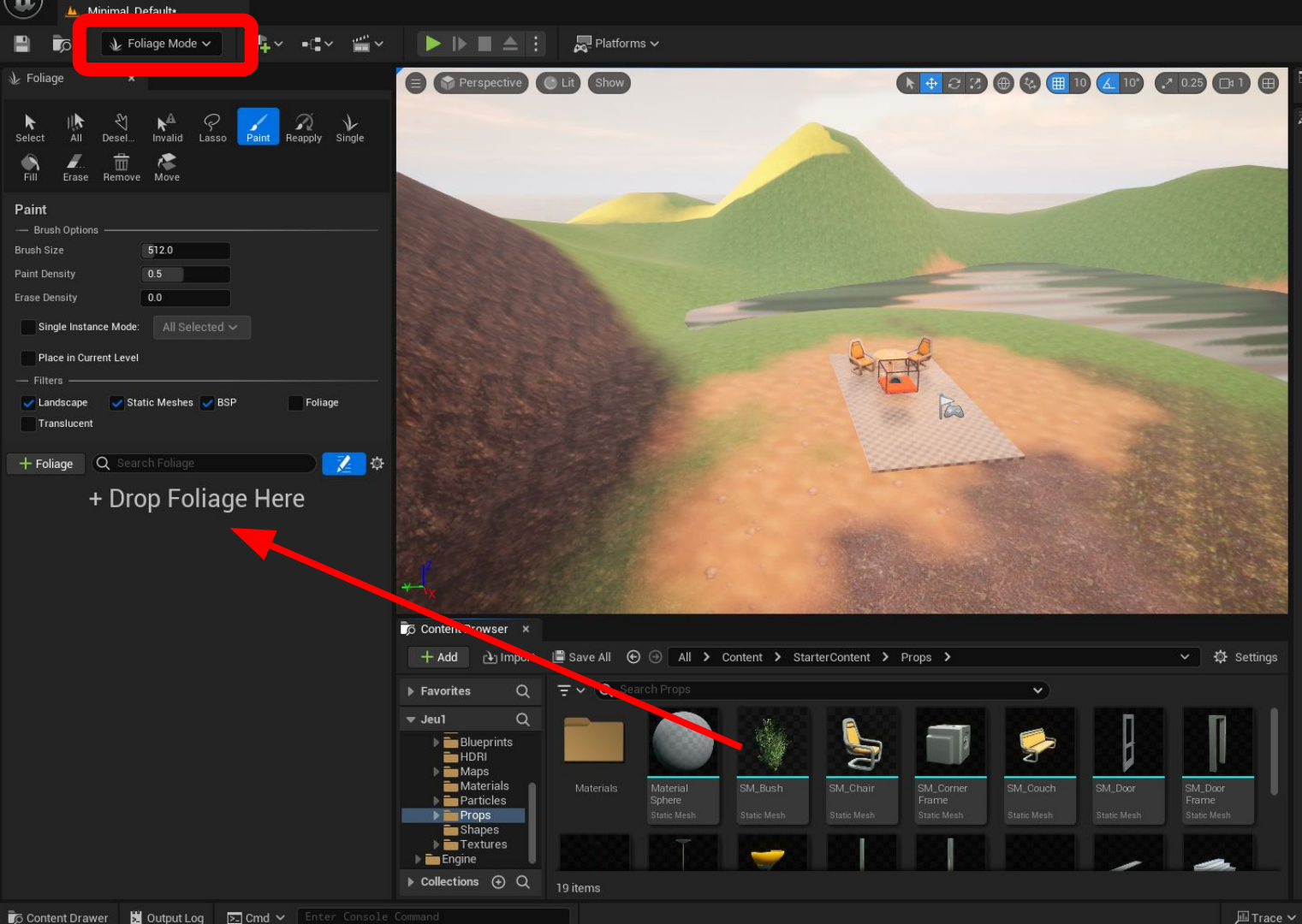
Création d'une flore

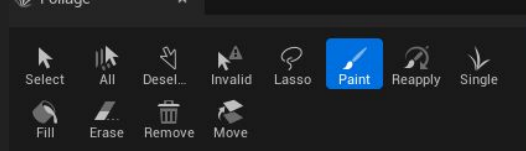


Content Browser x

Add Import Save All All > Content > bp > DOOR

Settings





Paint

— Brush Options —

Brush Size

Paint Density

Erase Density

☐ Single Instance Mode:

☐ Place in Current Level

— Filters —

☒ Landscape ☒ Static Meshes ☒ BSP ☐ Foliage

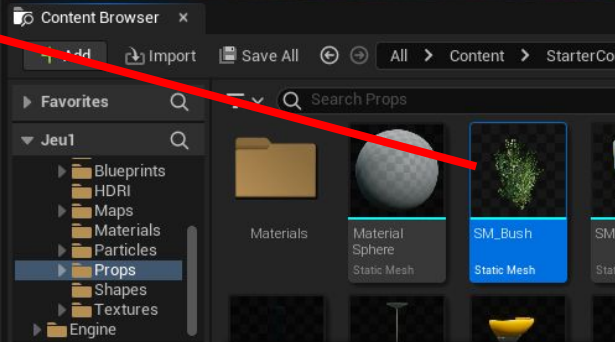
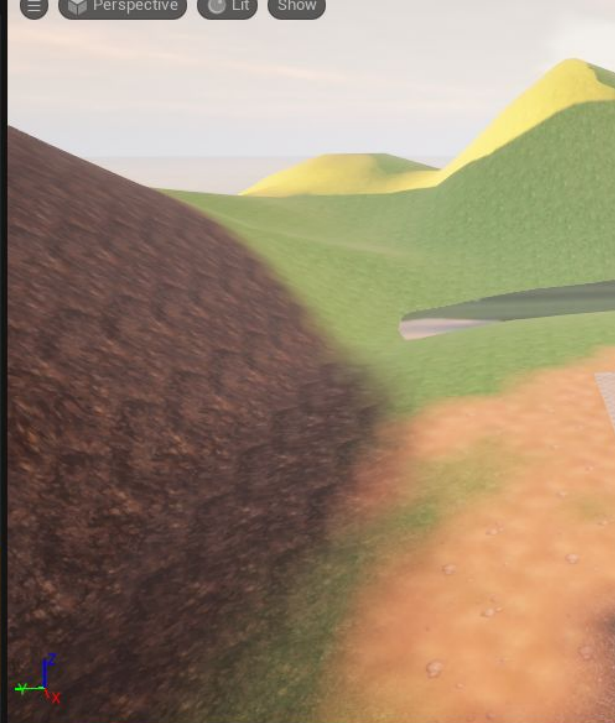
☐ Translucent

+ Foliage 

+ Drop Foliage Here
+ Foliage Type



SM_Bush



Tools: Select, All, Desel..., Invalid, Lasso, Paint, Reapply, Single, Fill, Erase, Remove, Move

Paint

Brush Options

Brush Size: 512.0

Paint Density: 0.5

Erase Density: 0.0

Single Instance Mode: All Selected

Place in Current Level

Filters

☒ Landscape ☒ Static Meshes ☒ BSP

☐ Foliage ☐ Translucent

+ Foliage Search Foliage

SM_Bush

Mesh

Component Class: FoliageInstan

Advanced

Painting

Density / 1Kuu: 100.0

Radius: 0.0

Single Instance Mode Ove...

Single Instance Mode Radi...

Scaling: Uniform

Scale X: Min 1.0 Max 1.0

Advanced

Vertex Color Mask by Cha... 4 Array elements

Content Drawer Output Log Cmd Enter Console Command

Densité de modèles



Perspective Lit Show

Content Browser

+ Add Import Save All All Content StarterContent Props

Favorites

Jeu1

- Blueprints
- HDRi
- Maps
- Materials
- Particles
- Props
- Shapes
- Textures
- Engine

Collections

19 items (1 selected)

Materials

- Material Sphere Static Mesh
- SM_Bush Static Mesh
- SM_Chair Static Mesh
- SM_Corner Frame Static Mesh
- SM_Couch Static Mesh

Ajustez la densité selon vos besoins.
Exemple:

100 Kuu



1000 Kuu



Notez que plus de modèles signifie plus de calculs coûteux en FPS.