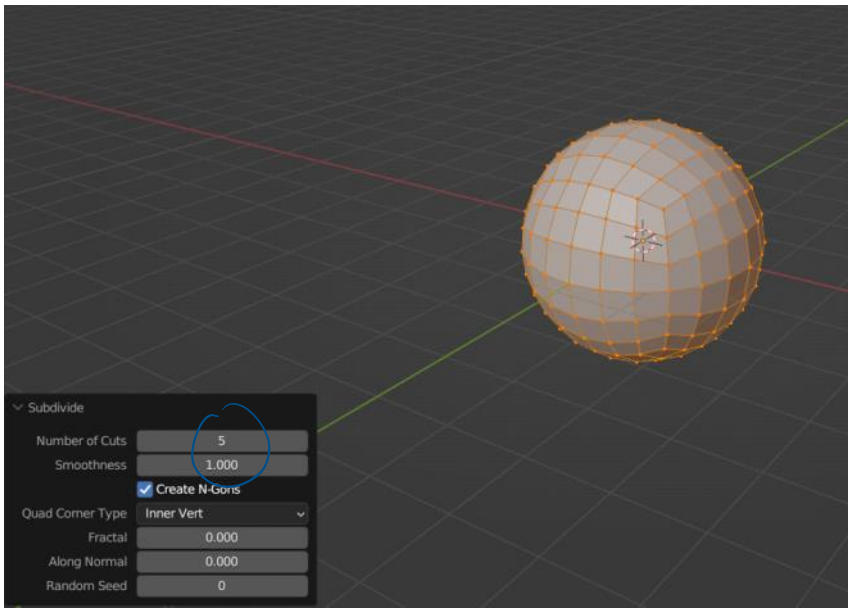
Ghibli Trees

30 de junho de 2023 11:33

Sub divide initial cube



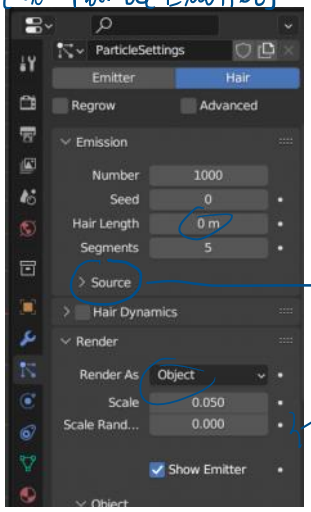
+ Shade smooth

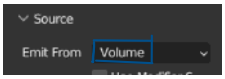
Duplicate

↓

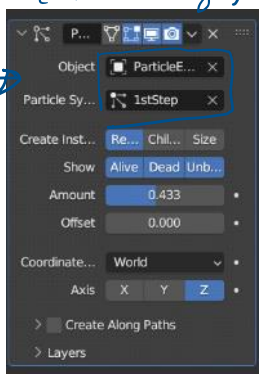
Particle Emitter & Foliage

(in Particle Emitter)



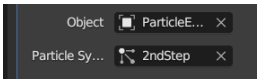


(in Foliage)

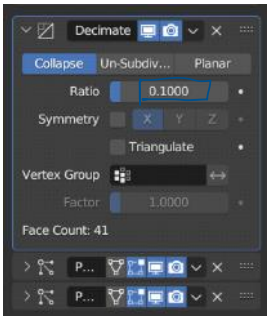


Will help varying the size of the leaves

Use the blob as the building block for the new particle system.

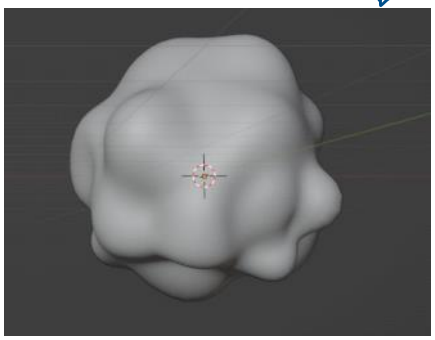


+ Size enabled



Decimate Modifier

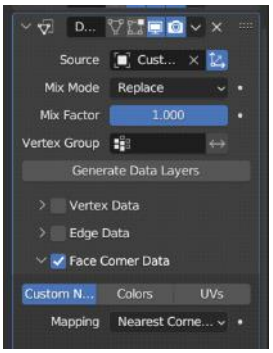
Sculp irregularities in the initial sphere:

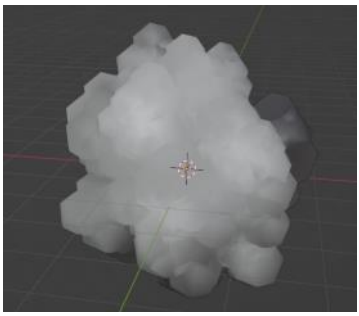


(subdivide used again) before sculpting

Duplicate + Delete particle system → Custom Normals

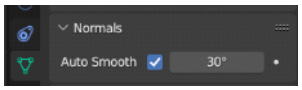
Use this form



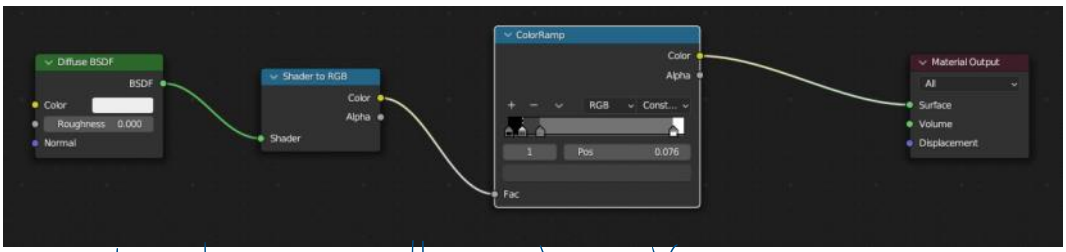


Add Data Transfer to Foliage →

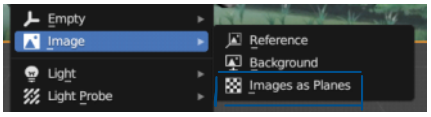
(activate auto-smooth)

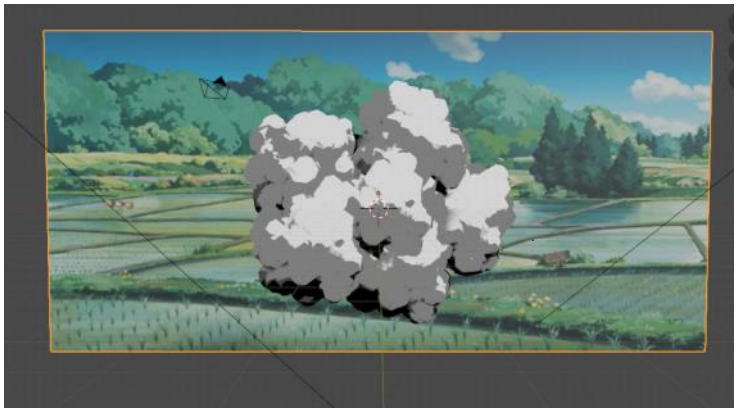


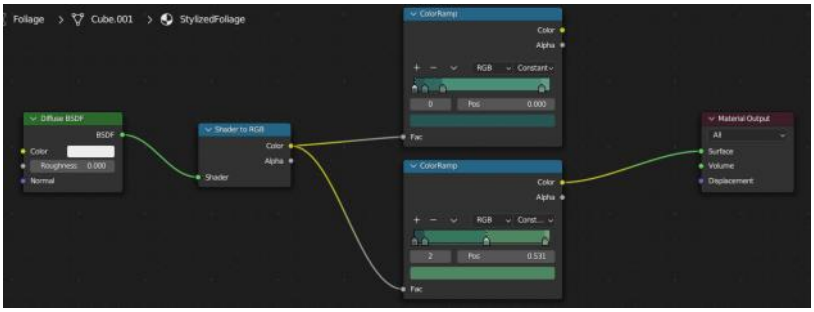
→ Shader Editor



Flatten the tree on the X or Y axis


Empty
Image
Light
Light Probe
Reference
Background
Images as Planes




Foliage
Cube.001
StylizedFoliage
ColorRamp
Diffuse BSDF
Shader to RGB
ColorRamp
Material Output