Real Ivy Manual Update (v1.1)

New feature: Ivy Painting

With the new feature you will be able to draw or paint with your mouse the vines of your plants directly over surfaces.

This gives you full control of the look of the ivies, and gives you the precision you need in the critical or protagonist spots of your environments.

It's pretty easy to work with this new feature:
- Ensure you are in the new tab "**Paint**" (**1**), and then click in the button "**Start Painting**" (**2**)
- You will see two concentric circles around your mouse in the SceneView. If you click and drag over surfaces with colliders in the SceneView, a branch will be created over the path you are drawing with the mouse.
- You have a "**Undo**" button that will remove the last branch created.
- After creating the first branch of your ivy you have three possibilities:
  a. Click over the branch when you see a **Blue Spot** will add a new branch borned from the one you have clicked over.
  b. Click over the tip of the branch when you see a **Yellow Spot** will continue this branch without seams.
  c. Click far from the created branches, will add a new isolated branch.
- When you are happy with you ivy, you can optimize and refine it as usual with the procedural ivies and create a snapshot.
- Of course, the ivy you create with the Painting Tool will inherit the settings and parameters of the selected preset above the Controls panel.