

1. Select the model library and store it in "texture". The path cannot contain Chinese characters.
2. 111.jpg is the cover image. Store it in "media".
3. Vine Generation: To generate a vine, first draw a curve in the scene. Select the curve, adjust the appropriate vine width, leaf size, leaf density, and click "Generate Vine" to generate the vine.
4. To generate a tree, first draw several meshes and a curve in the scene.
5. Trunk generation: If there are multiple meshes used to generate the crown, select these meshes and click "Combline Selected Meshes" to combine the crown. Select the curves and meshes, choose the appropriate seed, click "Load Curves and Surfaces" to load them, then click "Apply Randomization" to apply the random seed. Adjust trunk width, crown shape, then click on "Create Branches" to generate branches.
6. Give the branches material: Select the material in the material library and click to give the branches.
7. Branch Animation: Adjust the parameters of the branch swing, click "Add Branch Animation" to add the branch animation. Click "Delete Animation" to delete the animation.
8. Leaf generation: Select the trunk, click "Initial Blade" to generate the main leaf. Select the main leaf, click "Loading Main Leaf" to load the selected main leaf. After adjusting the distribution, size and so on of leaves, click "Create Leaves" to generate the leaves.
9. Give the leaves material: Select the leaf material in the material library, click to give the leaves.
10. Leaf Animation: Adjust the parameters of leaf motion, click "Add Leaf Animation" to add leaf animation. Click "Remove Animation" to remove animation.