

## VEGETATION PACKAGE PRO

A Vegetaion package/biome is a scriptable object that holds all the procedural settings for the vegetation of a biome.

You assign this to a VegetationSystemPro component to edit and use the vegetation package.

It also holds splatmap generation rules and references to terrain textures.

Using packages to store vegetation makes it easy to re-use the ruleset on other terrains and projects.



 To edit an vegetation package add it to a vegetation system pro component

**Biome**

Select biome

Default



Selected: *pf\_boulder\_01\_040*

VegetationItemID

0af85cdd-e899-4a28-8d53-52aa5eda1506

**Terrain textures**

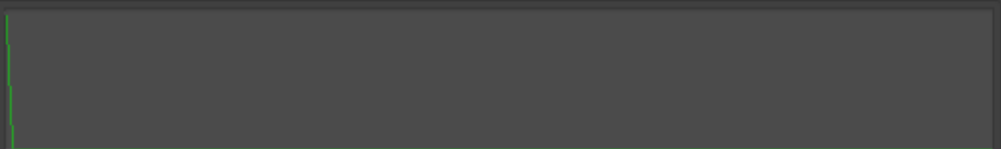


**Terrain layer: 1**

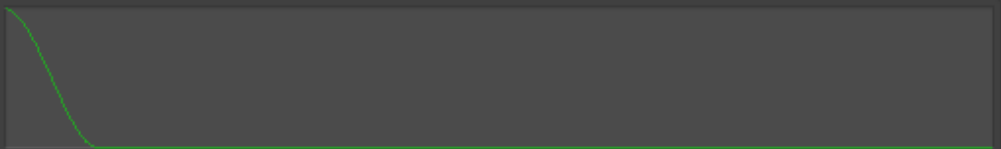
Enable



Texture 1 Height



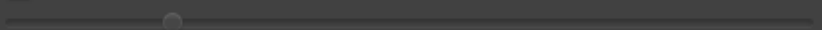
Texture 1 Steepness



Use perlin noise



Texture weight



1