

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

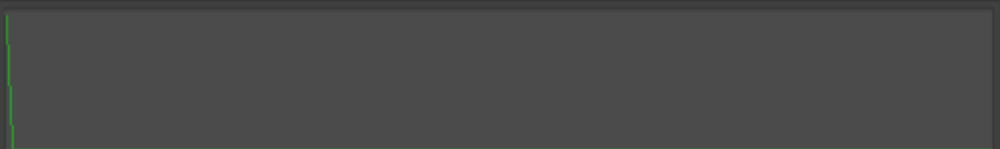
Terrain textures



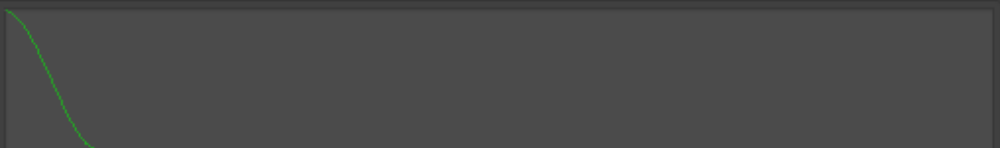
Terrain layer: 1

Enable

Texture 1 Height



Texture 1 Steepness



Use perlin noise

Texture weight 1