

## VEGETATION TAB (VEGETATION SYSTEM PRO)

This page is part of the documentation for the **VegetationSystemPro** Component.

This tab contains settings related to vegetation distances, seed and density.



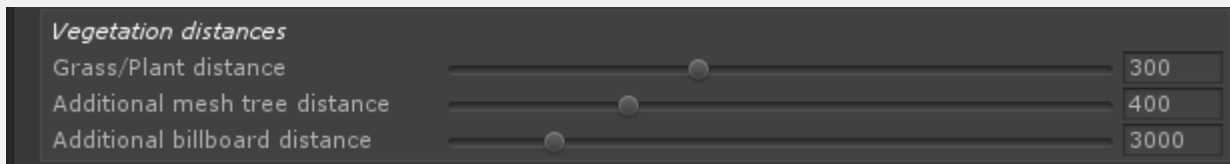
**Vegetation distances**

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## VEGETATION DISTANCES

These distances control how far you can see vegetation from the added cameras.



### GRASS/PLANT DISTANCE

This is the basic visible distance in meters for all Grass, Plants and Objects. This distance can be reduced per object with the render distance factor. Down to 0 meters where the object is culled.

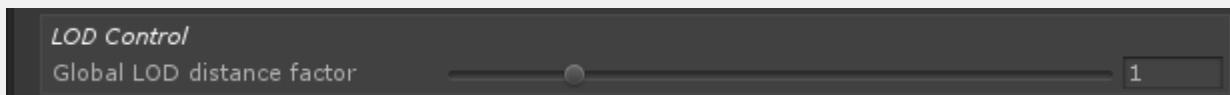
### ADDITIONAL MESH TREE DISTANCE

On top of the grass/plant distance you can add additional distance where mesh trees and large objects are rendered.

### ADDITIONAL BILLBOARD DISTANCE

This is the total visible distance of tree billboards on top of the grass/plant distance and additional tree distance.

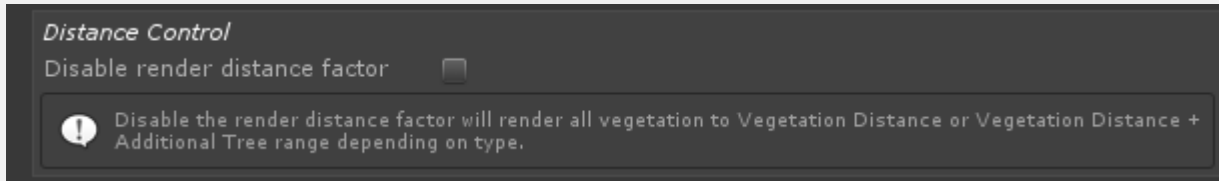
## LOD CONTROL



### GLOBAL LOD DISTANCE FACTOR

This allows you to control the distance for when LODs change between level. A higher factor gives a more detailed meshes in the distance. This factor is used for all items.

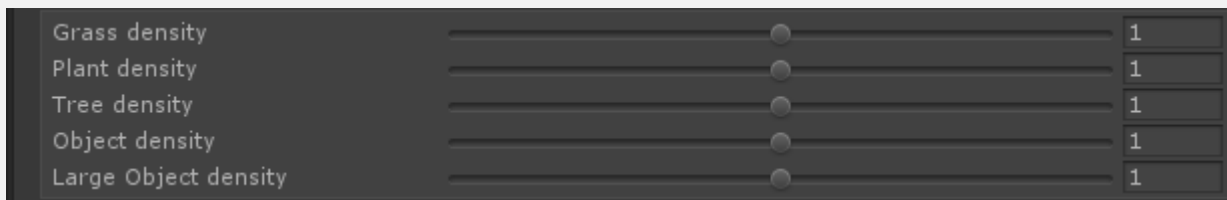
## DISTANCE CONTROL



### DISABLE RENDER DISTANCE FACTOR

When enabled the render distance factor that is set on each vegetation item is ignored. This will render all vegetation to the grass/plant or tree distance. This can be useful for testing on high end computers, making screenshots or videos where you want more detail in the distance

## VEGETATION DENSITY

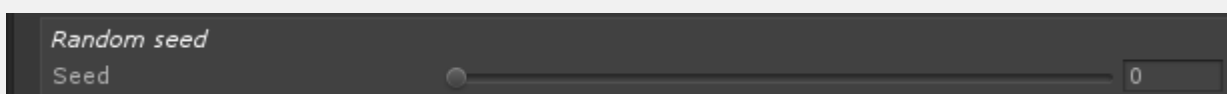


This global settings allows you to control the density/sample distance of all vegetation items in a category.

It is designed to allow developers to expose settings for the end user. Low end computer can set a lower density on grass and plants and get a speedup from this. This setting does not affect baked vegetation in the persistent storage.

- Grass density
- Plant density
- Tree density
- Object density
- Large object density

## RANDOM SEED



## **SEED**

This seed is used as a base for all generation of vegetation. Changing this will “randomize” the vegetation in the scene.