
Subject: Tree Generator!!!

Posted by [DL60](#) on Sun, 19 Apr 2009 13:19:42 GMT

[View Forum Message](#) <> [Reply to Message](#)

You want some nice trees in endless variations and for every season in the year for YOUR map and you have no idea how to model and texture them?

Then you need this:

<http://www.frecle.net/forum/viewtopic.php?t=780>

tree[d] is tree generator and it generates random trees in nearly every level of detail you want. It comes along with its own textures for bark and leaves in .png. You can also let it create a model for every single leaf if you want but this would increase the triangle count dramatically.

IMPORTANT!!! The pictures below show a test with a detail level for Renegade (a bit higher I admit) but this tree generator is able to do this job 1000 times better for very high detail.

I tried it ~1000 Polys:

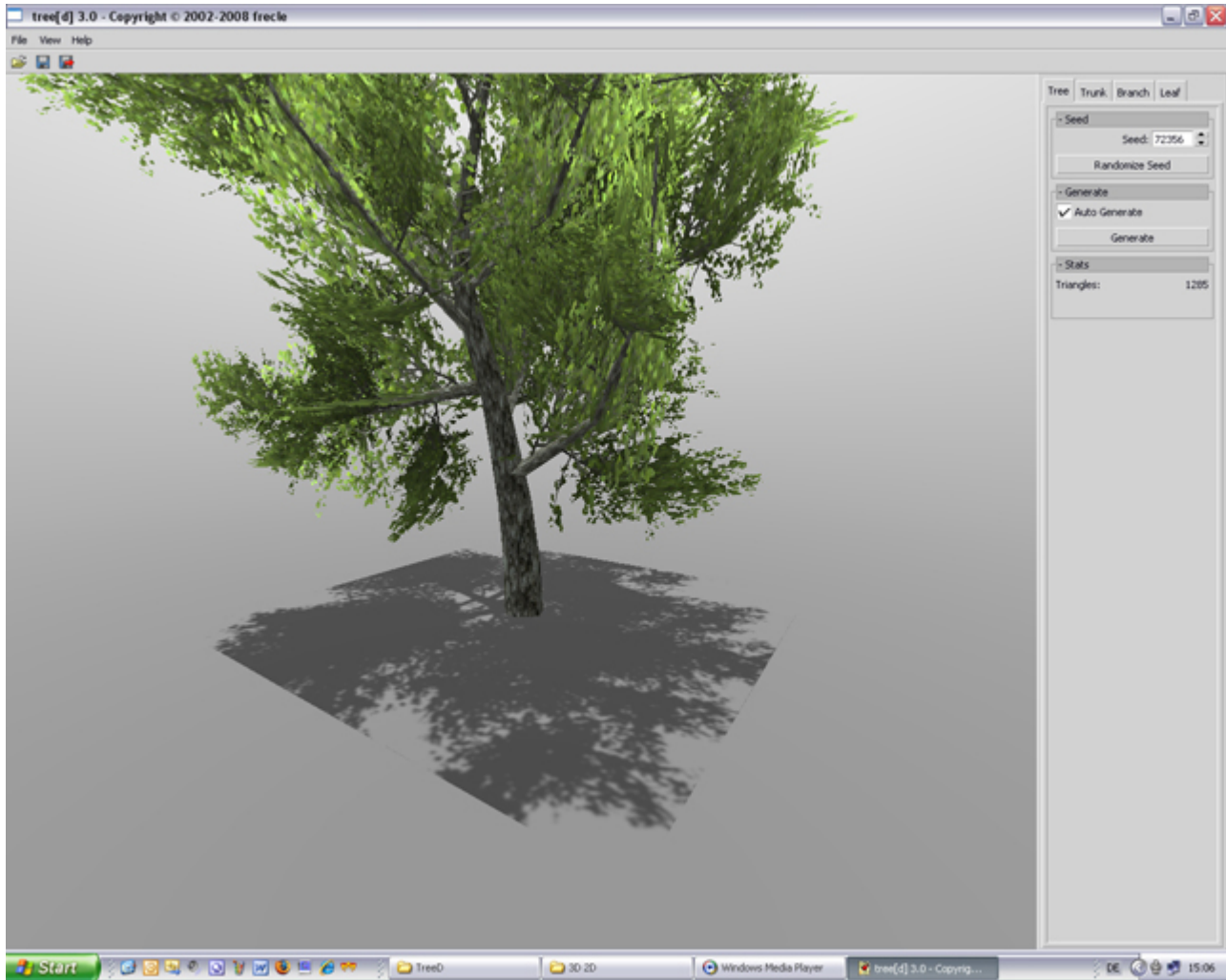
This is the tree in tree[d]-program:

Here the exported into w3d:

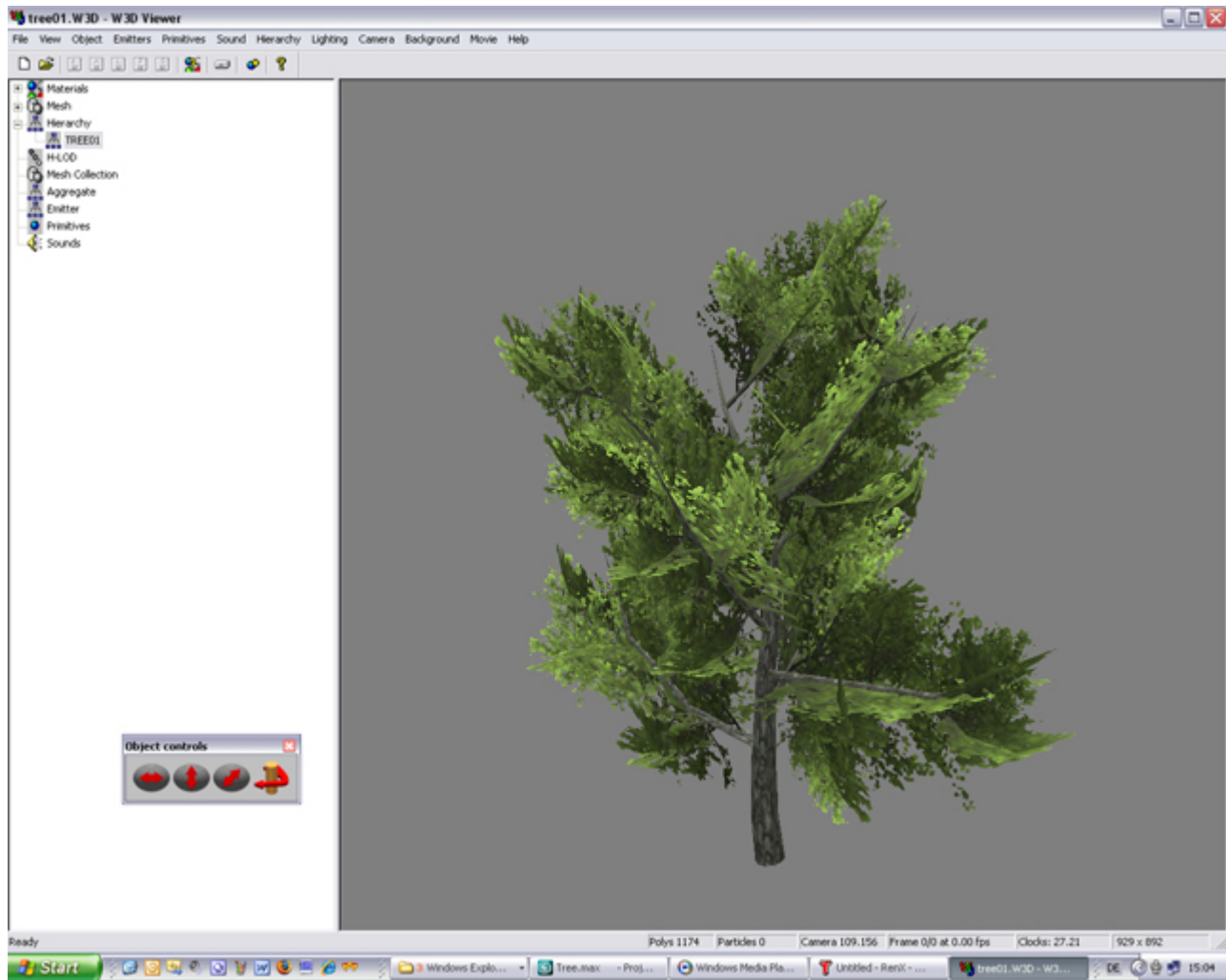
This is a small example what it can really do:

File Attachments

1) [TreeD.jpg](#), downloaded 554 times



2) [TreeW3D.jpg](#), downloaded 548 times



3) [TestTree.jpg](#), downloaded 514 times

