Subject: Tree Generator!!!
Posted by DL60 on Sun, 19 Apr 2009 13:19:42 GMT
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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 triangel 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:

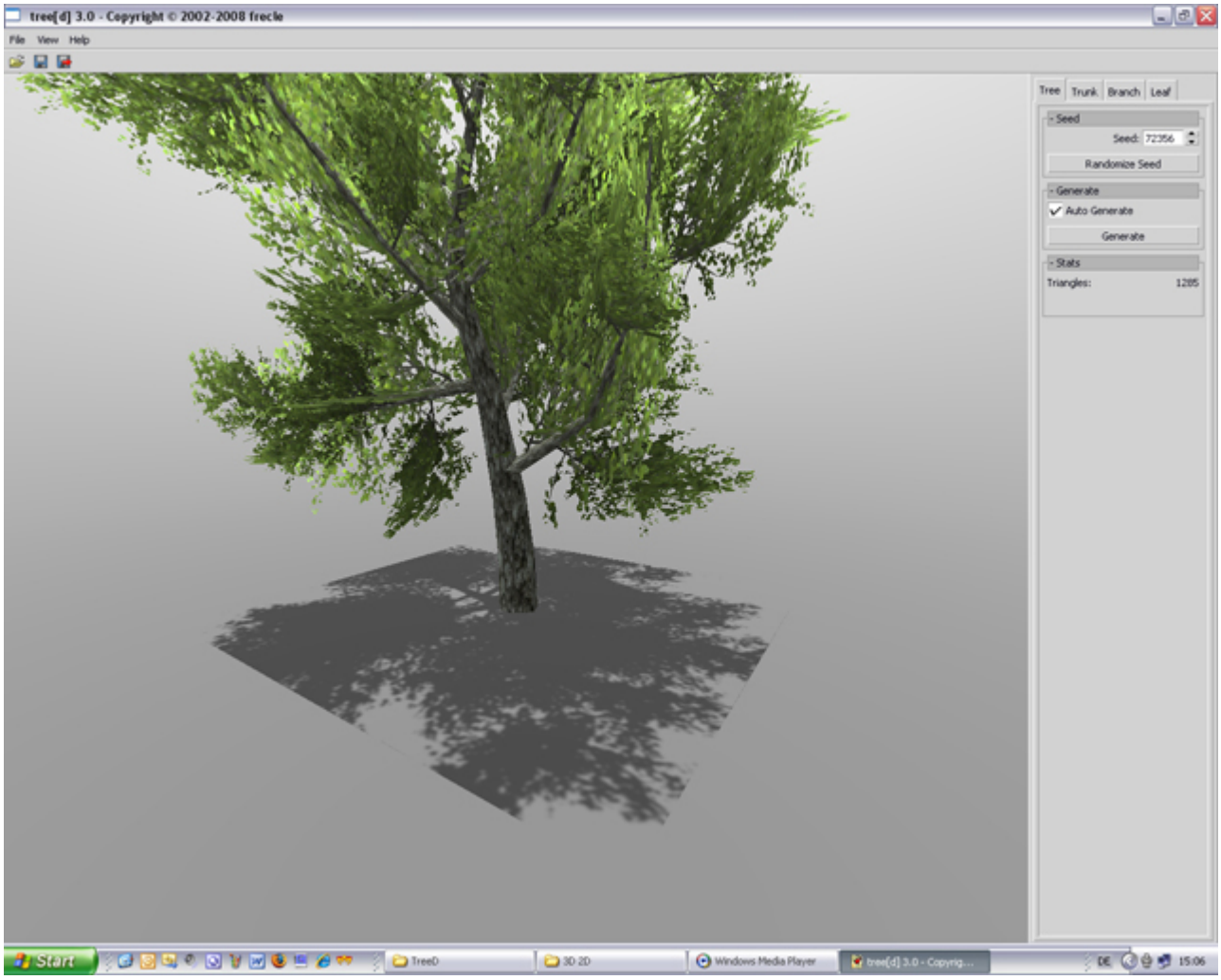
This is the tree in tree[d]-program:

Here the exported into w3d:

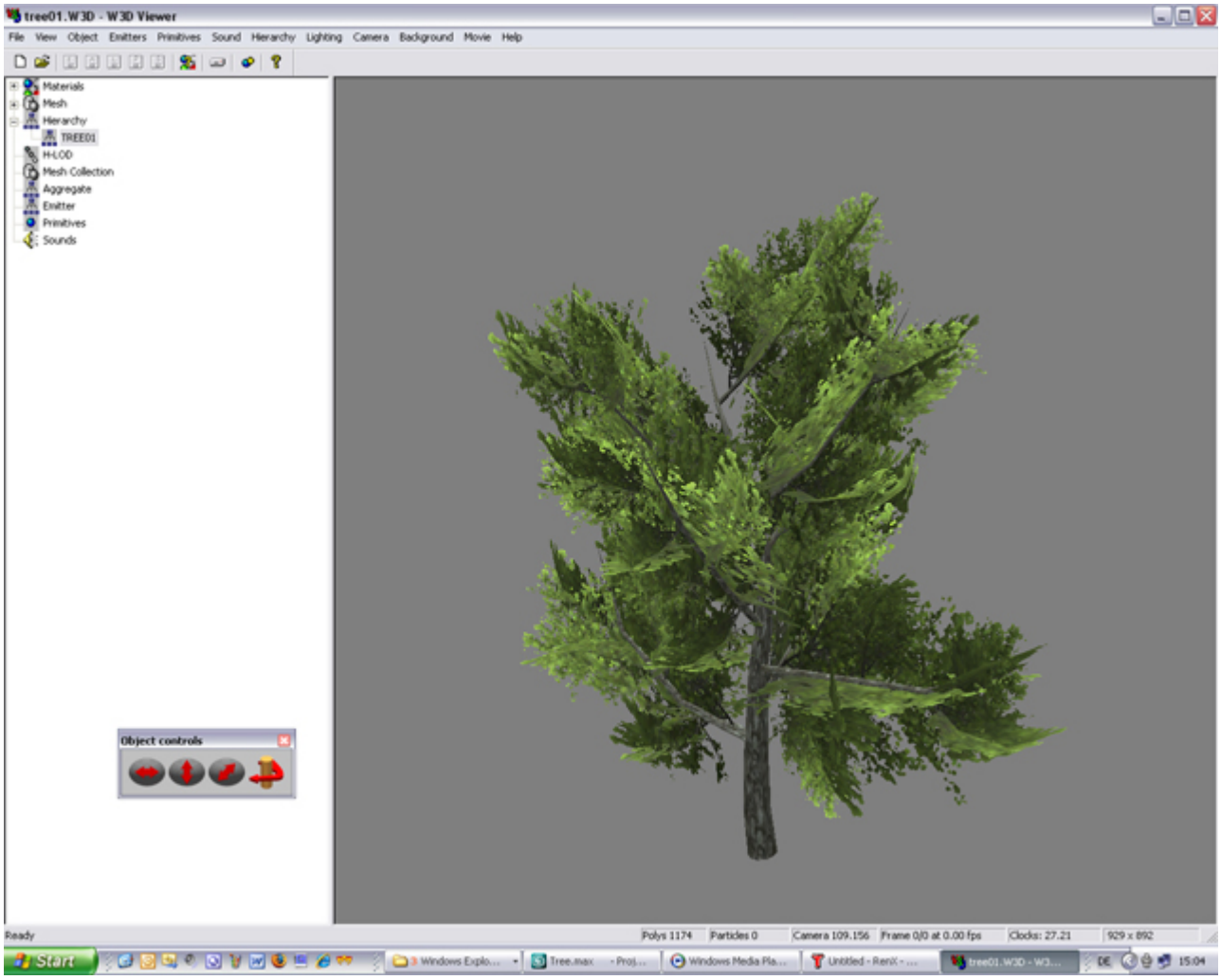
This is a small example what it can really do:

File Attachments

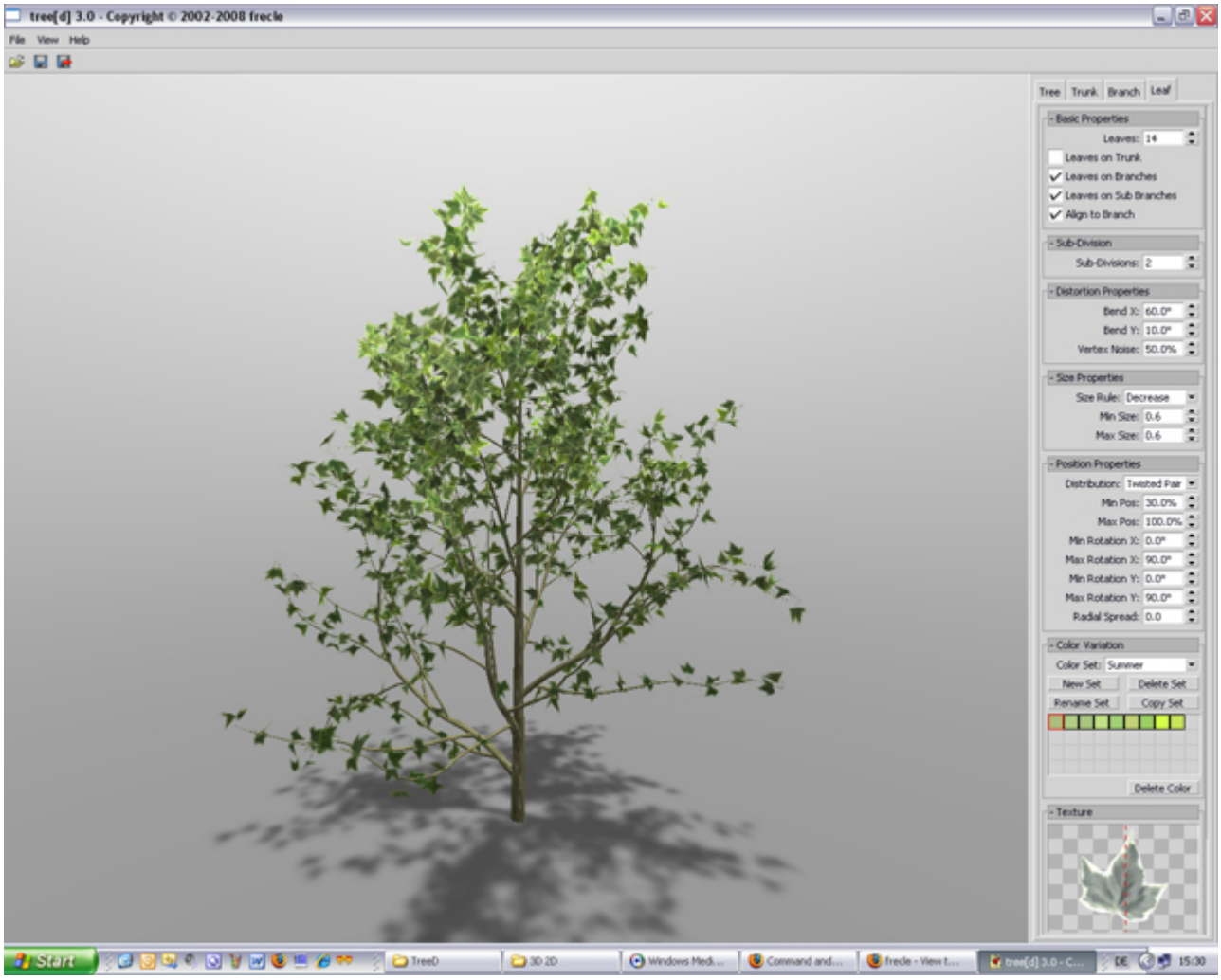
1) TreeD.jpg, downloaded 1056 times



2) TreeW3D.jpg, downloaded 1052 times



3) TestTree.jpg, downloaded 1013 times


tree[d] 3.0 - Copyright © 2002-2008 frecle
File View Help
Tree Trunk Branch Leaf
- Basic Properties
Leaves: 14
Leaves on Trunk
Leaves on Branches
Leaves on Sub Branches
Align to Branch
- Sub-Division
Sub-Divisions: 2
- Distortion Properties
Bend X: 60.0°
Bend Y: 10.0°
Vertex Noise: 50.0%
- Size Properties
Size Rule: Decrease
Min Size: 0.6
Max Size: 0.6
- Position Properties
Distribution: Twisted Pair
Min Pos: 30.0%
Max Pos: 100.0%
Min Rotation X: 0.0°
Max Rotation X: 90.0°
Min Rotation Y: 0.0°
Max Rotation Y: 90.0°
Radial Spread: 0.0
- Color Variation
Color Set: Summer
New Set
Delete Set
Rename Set
Copy Set
Delete Color
- Texture
Start
TreeD
3D 2D
Windows Medi...
Command and...
frecle - View t...
tree[d] 3.0 - C...
DE
15:30