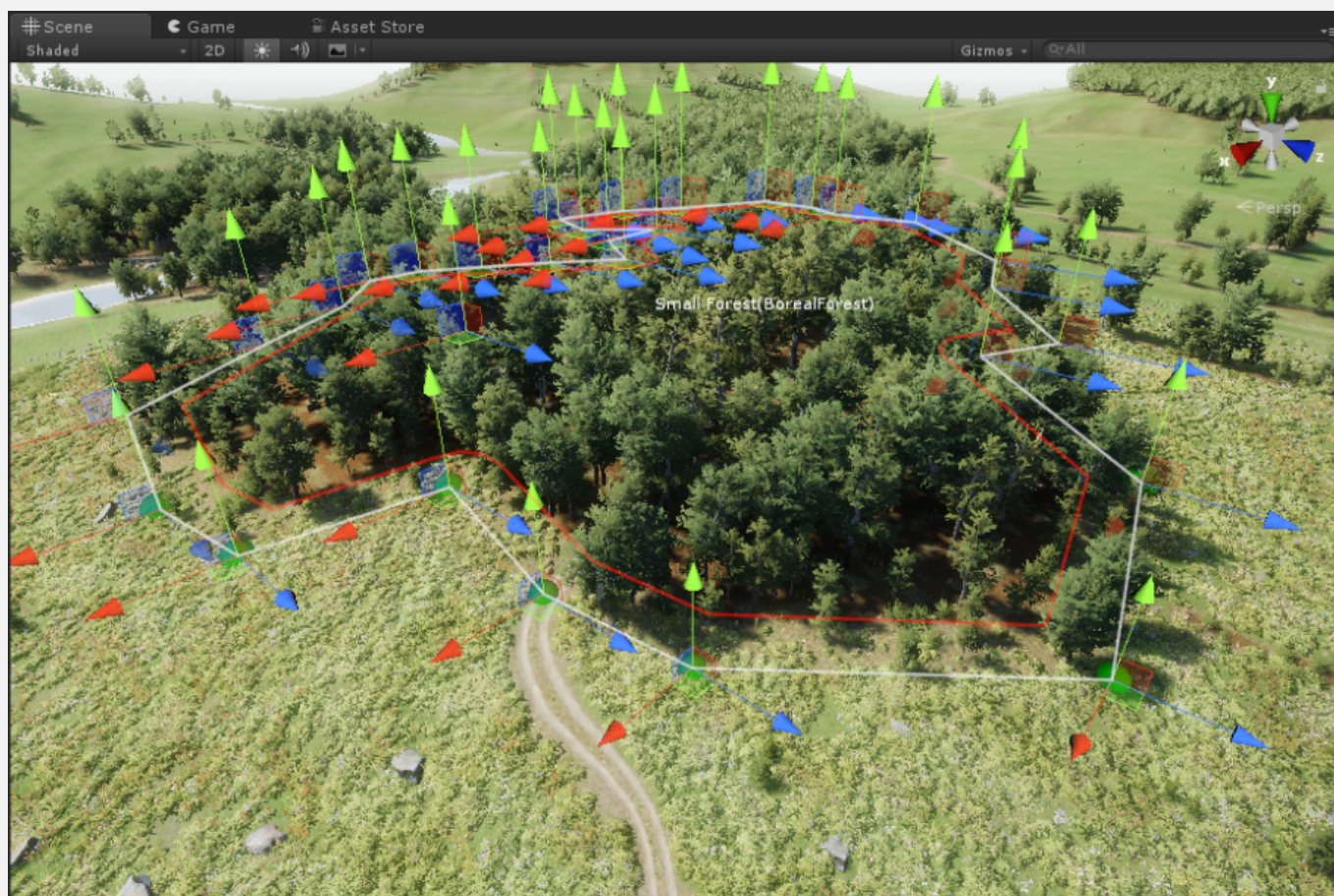# BIOME MASK AREA

The biome mask area allows you to define areas on the terrain that will contain a different biome. Create the polygon area and select a BiomeType. This will spawn vegetation from VegetationPackages/Biomes with the same BiomeType added to the VegetationSystemPro component.

Biome Mask Area (Script)

Create the area where you want to modify the vegetation, you can remove and/or include vegetation types

Insert Node: Ctrl-Click
Delete Node: Ctrl-Shift-Click
Toggle edge: Ctrl-Alt-Click

Edges betwee 2 disabled edge nodes will not be included when calculating edge distance in rules and blending.

Show Area	☑
Show Handles	☑

Select ground layers that will be used for selection when adding and moving masks. These will be used in addition to unity terrains.
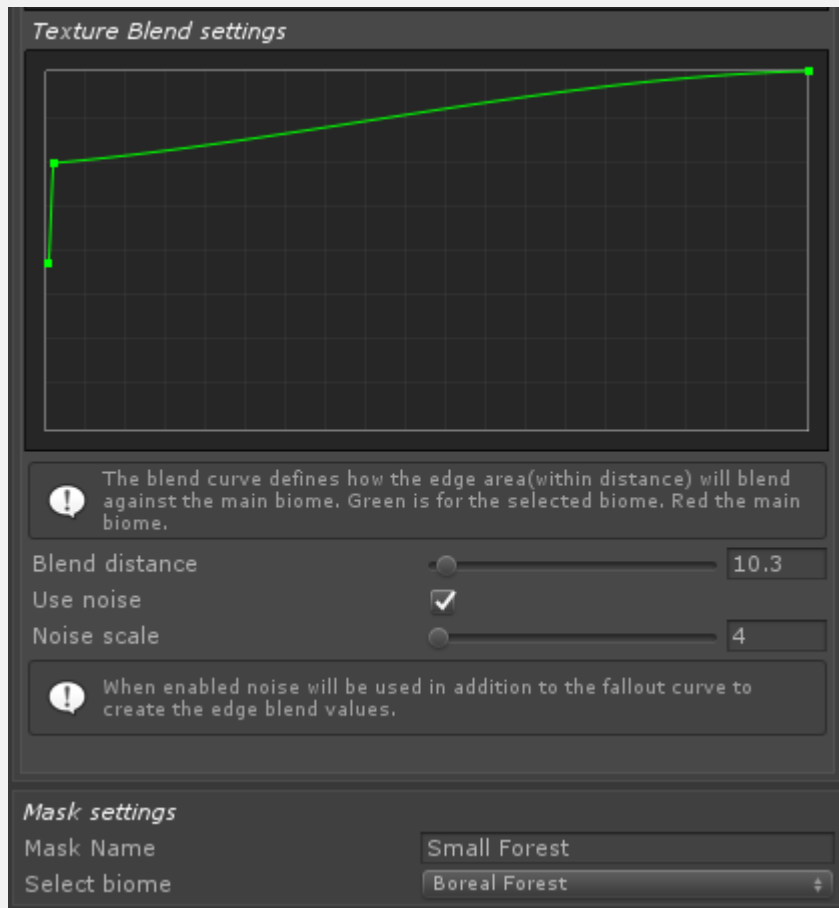
Ground Layers	Nothing

Generate splatmap

This will generate the splatmaps with biomes for all Terrains based on current rules in the vegetation packages.

Vegetation Blend settings

NODE EDITING

You can add or delete nodes directly in the editor. Nodes will follow terrain. Ctrl-Click in terrain to add new nodes. They will position between the 2 closest nodes. Ctrl-Shift-Click to delete nodes.

HANDLES

Show area will draw a line around the polygon area in scene view in the editor.

Show handles will add movement handles to the scene view. Use them to move nodes. With high

node count polygons (100+) handles at a distance will not show.

GROUND LAYERS

Ground layers sets the layers used as terrain when editing nodes. This is needed for Mesh and Raycast terrains.

VEGETATION BLEND SETTINGS

These 2 curves defines how the Vegetation from the Biome Mask Area blends with the biome under it. This blend happens within blend distance.

TERRAIN BLEND SETTINGS

This curves defines how the textures/splatmap from the Biome Mask Area blends with the biome under it. This blend happens within blend distance.

BLEND DISTANCE

The distance in meters from the biome edge used to blend between the biomes

USE NOISE

Enable noise in the blend area

NOISE SCALE

Scale of the noise.

MASK SETTINGS

MASK NAME

Set the name of the Biome Area Mask. Will show in the sceneview when selected.

SELECT BIOME

Select what biome will be in the Biome Mask Area