

ENVIRONMENT TAB (VEGETATION SYSTEM PRO)

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

The environment tab allows you to adjust settings that relate to the environment, wind, snow, rain etc.



Vegetation System Pro (S A.W.E.S.O.M. VOOD	B	[∎] ∓ ↔		
Vegetation Studio Professional				
		Maria Maria Maria		
Settings	Cameras			
Vegetation	Biomes	Edit Biomes		
Environment Debug	Render	Texture Masks		
Snow				
	• <u> </u>			
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Snow minimum height is relative to sea level.				
Billboard				
Billboard snow color Snow brightness				
Snow blend factor		2.75		
<i>Rain</i> Rain amount				
Wind				
Wind Zone Wind speed factor	\$WindZone (Wind Zone)			
CTI Wind Settings				
Wind Speed				
<i>HD Wind Settings</i> Base Wind Speed (km/h)		45		
Turbulence		0.4		
3D Noise		Select		
Flex Noise World Size				
Shiver Noise World Size				
Gust Noise		Select		
Gust World Size	o			
Gust Speed Gust Scale	°	20 0.35		
Fantasy Adventure Environment W	/ind Settinas			
Windvectors		Select		
Base Wind Speed	-0	0.33		
Wind Strength Wind Amplitude		<u>1</u> 14		
Trunk Wind Speed		10		
Trunk Wind Weight	0	4		
Trunk Wind Swinging	•			
Vegetation Studio Grass Wind Sett Wind Waves	ings	Salart		
Wind Wave Size		10		
Wind Speed				



Snow Rain Wind CTI Wind Fantasy Adventure Environment Wind Vegetation Stuido Grass Wind

SNOW

Snow settings are a way to have global setting for snow. Shaders that have support for dynamic snow can now create a ShaderController class for the shaders. These classes will get a call when a environment setting changes allowing the class to modify the material of the vegetation.

This way the developers can manage their own settings for the custom shader and the user has only one place to adjust.



Billboard snow is a dynamic snow feature on the vegetation studio billboards. This can be enabled for shaders that supports it in the shader controller.

RAIN

As with snow this rain setting is passed to the shader controller and 3rd party shaders that support wetness can implement this and adjust the material.



WIND

Vegetation Studio Pro has support for 3rd party wind controllers. This is a system where the developer can implement an interface and the wind controller class is found by reflection. This way the shader controller will get access to a wind zone and the global wind speed factor.



INCLUDED WIND CONTROLLERS

There are a few included wind controlers for 3rd party shaders.

They all have different setting based on the capabilities of the shader.

CTI-WIND

CTI Wind Settings
Wind Speed
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FANTASY ADVENTURE ENVIRONMENT WIND



Fantasy Adventure Environment Windvectors	Wind Settings		Select
Base Wind Speed Wind Strength Wind Amplitude	•	•	0.33 1 14
Trunk Wind Speed Trunk Wind Weight Trunk Wind Swinging		•	10 4 0.5

VEGETATION STUDIO GRASS WIND

