

VEGETATION STUDIO PRO

Vegetation Studio Pro is a vegetation placement and rendering system designed to replace the standard tree and detail system in the Unity terrain component. It can also spawn and render vegetation on standard unity meshes.

Vegetation is spawned on the terrain based on a flexible set of rules, and controlled with both texture and polygon masks. There is also an extensive Biome system that allows you to define areas with custom biomes and splatmap rules.

Vegetation Studio Pro is based on Unity's new Job system and Burst compiler. This allows all available cores to be used for procedural generation, culling, LOD selection and render list preparation. The Burst compiler and a data oriented structure gives a huge speed increase and a major reduction in main thread CPU use.

Vegetation Studio Pro has its own culling system and a custom render system for Vegetation.

Use your existing trees (SpeedTree, Nature Manufacture, Tree Creator and others), rocks and grass textures. Rendering is done using Unity's new Instancing and Instancing Indirect system. This means no overhead on culling or handling GameObjects. Vegetation Studio should work with most vegetation shaders that support instancing.

You create a Vegetation Package that references your selected trees and plants. Configure the spawn rules and apply it to a terrain. The same package can be re-used on terrains in multiple scenes. Any changes done to the rule set will update the terrain directly.

- Extensive Biome system
- Supports both Unity terrains and mesh terrains
- Rule based vegetation
- Manual painting system
- API for 3rd party tools and shaders
- Run-time masking system
- Instanced rendering
- Rule based splat map generation
- Touch bend grass and plants
- Universal billboard system
- Collider system
- Real-time editor updates
- Multiple terrains/cameras on a single Vegetation System
- VR-Support



- and much more.