VEGETATION MASKS
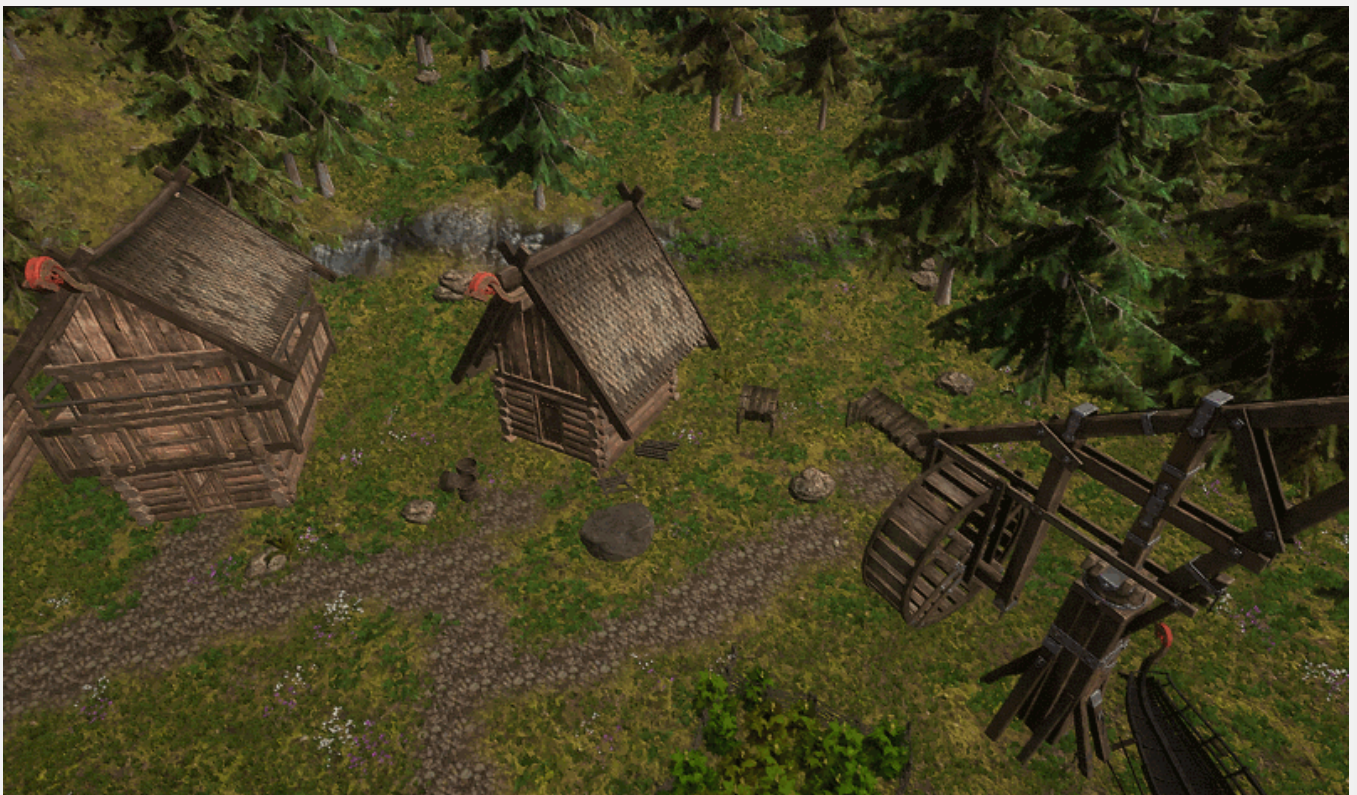
Vegetation masks are a set of Components designed to control vegetation. They can used both design and run-time. By adding areas with polygons or lines with a width you can remove, add or modify vegetation within the area. Common use cases are roads, houses, city areas etc.

See the components linked below for a more detailed description.

Example with a house with a vegetation mask. Vegetation will adapt to the house/mask as it is moved in the scene.

MASK TYPES

See the available mask types for a detailed description on use.

Vegetation Mask Area

Vegetation Mask Line

Vegetation Beacon