RENDER TAB (VS PRO)

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

This tab contains setting related to the rendering of the vegetation.
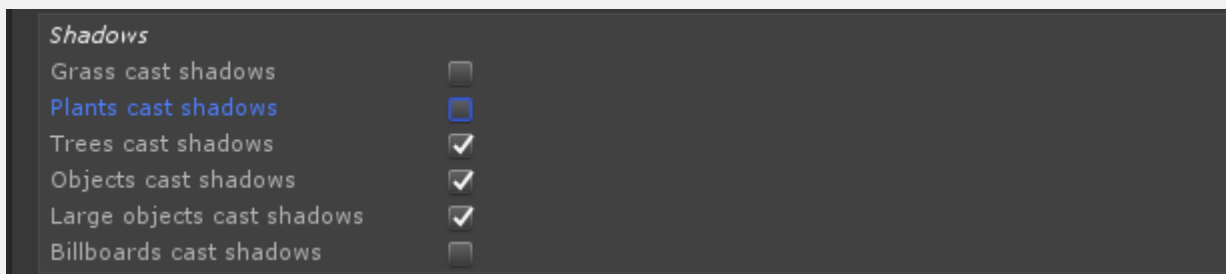

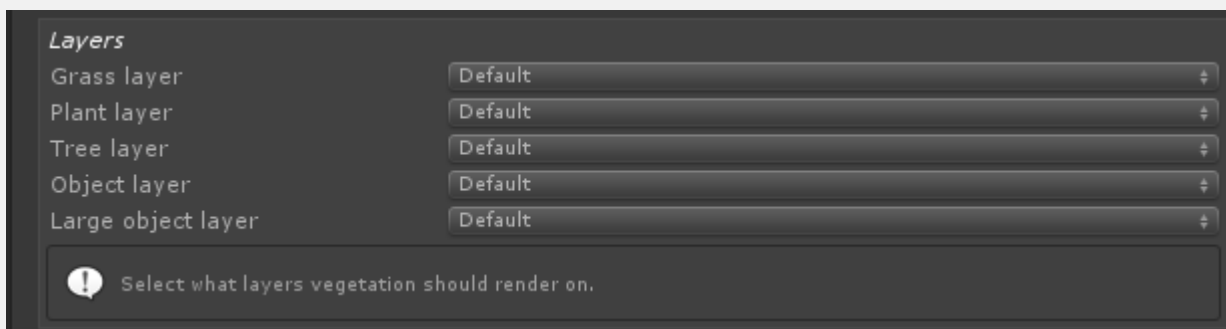**Shadows**

Layers
Shadow culling

SHADOWS

Each vegetation category has its own setting for shadows. You can disable/enable shadows for each category here.

In addition to this shadows can be disabled on a per item basis on the Edit Biome tab.

LAYERS

The layer settings defines what layers each vegetation category will be rendered on.

SHADOW CULLING

In order to calculate if shadows from trees behind the camera can be seen Vegetation Studio needs to know what light is used as sunlight. It will try to find this automatic but add a light here if selected wrong or it is missing.

Shadow culling

Sun Directional Light   💡 Directional light (Light) ⊙

⊘ Assign the sun directional light. Used for shadow culling