SCENE VEGETATION IMPORTER

The scene vegetation importer will help you import existing vegetation and rocks from the scene. It will search the scene and match objects based on filename, tag and layer. Then add the instances to the Persistent Storage.

You create a importer profile with right clicking in any project folder. Choose "Create/Awesome Technologies/Vegetation Importers/Scene vegetation importer settings". Give the settings a the name you want and assign it to the importer.

The profile can hold many import rules and allows you to re-use this between scenes/projects.

Persistent Vegetation Storage (Script)

A.W.E.S.O.M.E. *Persistent Vegetation Storage*

Settings	Stored Vegetation	Bake Vegetation
Edit Vegetation	Paint Vegetation	Precision Painting
Import		

Scene vegetation importer

Scene vegetation importer

Settings ▪ MyImportRules (SceneVege⚬

⊘ To create a new settings object right click in a project folder. Choose Create/AwesomeTechnologies/Vegetation Importers/SceneVegetationImporterSettings. Then drag and drop it here.

⊘ Select the root object for the import. With no object selected the entire scene will be searched.

Add import rule

Import rule 1

Searh for:	Rock03
Ignore search string case	☑
Search type	Starts With ⬍
Use tag	☐
Disable GameObject after import	☑
Use layer	☐

Target vegetation item

Target type | Existing Vegetation Item ⬍

Selected: *pf_boulder_02_015*

Delete rule

Preview results
Selected GameObjects: 0

Automatic preview on change. ☑

⊘ For scenes with huge amount of GameObjects you can turn of the automatic preview as you edit rules.

Import