

# **TOUCH REACT SYSTEM PRO**

Vegetation Studio has a Touch React system that allows grass and flowers to bend when in contact with selected meshes or colliders in the scene. To enable this add a TouchReactSystem component to a GameObject in the scene. There should be only one of these components in the scene. When adding Vegetation Studio Pro to the scene one is created by default.

If you are not planning to use touch react system just disable the component or remove it.

The touch react capability can be added to Objects or Large Objects spawned by the VegetationSystem component or any GameObject with a collider or Mesh.

It is also possible to do advanced rendering using a custom material to a layer invisible to the main camera. See the Car track guide linked below.

Settings Tab Editor Tab Debug Tab Adding touch react to your scene Touch React Collider Component Touch React Mesh Component Requirements

Video showing a car set up with a touch material on a Trail Renderer to create a persistent track in the grass. See this guide for a more detailed look at setting up the car tracks.





By adding a TouchReactCollider component to the boat you can force the grass to only grow up to the boat.

# **SETTINGS TAB**



🖲 🔽 Touch React System (Scr	ipt)	🛐 🌣,
AWESOME	2000	
Touch	React	
Carles March 19		
Version: 1.0 RC2		
Settings E	Editor	Debug
Touch react system will bend grass and plants in an area around a camera. Only one instance per scene.		
<i>Settings</i> Auto select camera	⊽	
Select a camera to follow.		
Touch React layer		31
Select a layer not visible by any touch buffer for selected collider	vother camera. This is used rs and meshes within range	i to render a
Buffer resolution	Normal	
Pixel resolution of the touch react buffer. Low = 512x512, Normal 1024x1024 and High = 2048x2048		
Affected area (meter)	-0	50
Area around camera affected by resolution on the mask.	touch react. Increasing ra	nge reduces
Current resolution 0.05 meter		

#### **AUTO SELECT CAMERA**

By default Camera.MainCamera is used for touch React area selection. Disable checkbox to select camera manually. The area around the camera is rendered to a TouchReactBuffer that is used by the custom grass shader.

Settings		
Camera	📾 CenterEyeAnchor (Camera)	



#### **TOUCH REACT LAYER**

Select a layer not seen by the game cameras. This layer is used to render meshes and colliders to the touch buffer.

#### **BUFFER RESOLUTION**

Select the resolution of the touch buffer. Larger buffer gives better resolution on large areas but will take more time to render.

#### **AFFECTED AREA**

Affected area is the ortho size of the camera used to render the touch buffer to GPU. a size of 50 will affect 25 meters in radius from the camera.

### **EDITOR TAB**



Disable the "Hide TouchReact Camera" checkbox to show the Camera rendering the touch buffer in the inspector hierarchy.



▼ VegetationStudio ▶ VegetationSystem	
▼ TouchBendSystem	
TouchBendCamera	

The camera is created and configured by the TouchReactSystemPro component. There should normally be no need to change anything on the camera.

🔻 🖆 🔽 Camera		\$,
Clear Flags	Solid Color	
Background		1
Culling Mask		
Projection	Orthographic	
Size	50	
Clipping Planes	Near -10000	
	Far 10000	
Viewport Rect	X 0 Y 0	
	W1 H1	
Depth	-100	
Rendering Path	Forward	
Target Texture	5	
Occlusion Culling	✓	
Allow HDR		
Allow MSAA		
Stereo Separation	0.022	
Stereo Convergence	10	
Target Display	Display 1	
Target Eye	None (Main Display)	

# **DEBUG TAB**





If you enable the "Show colliders/meshes" checkbox everything that will bend the grass will show up as green in the sceneview.





Touch react debug mode enabled and disabled

#### **COLLIDERS AND MESH**

Count of colliders and meshes include all added by normal GameObjects. Vegetation Items rendered instanced to the touch buffer will not show up in the count.

# ADDING TOUCH REACT TO YOUR SCENE

### **NORMAL GAMEOBJECTS**

Any GameObject in the scene with a Collider or a MeshFilter can be used with touch react.

## TOUCH REACT COLLIDER COMPONENT



ⓓ ▼Touch React Collider (Script)	2.			
Touchikeact				
Colliders Add child colliders				
Add all colliders from child GameObjects.				
Collider scale 1				
Collider scale affects the touch react area of the collider. Can be usefull to increase on character colliders and large grass patches. Mesh colliders will not scale.				
Refresh colliders				
Refresh colliders. Update colliders from Gameobject.				

#### **ADD CHILD COLLIDERS**

With Add child colliders checked the component will add and render all colliders in the GameObject and children to the Touch React buffer.

When disabled only colliders on the GameObject will be used.

#### **COLLIDER SCALE**

It can sometimes be useful to scale up the effect of colliders. In cases with many and small colliders like ragdolls you will get better effect with a bigger scale of the colliders rendered to the buffer. To get head and body overlapping etc. Play with the scale until you get the effect you want.





Effect of touch react enabled on a character with a ragdoll and colliders. The scale is increased a bit in order to properly hit the vertexes of the grass





Same scene with touch react turned off. You can almost not see the character in the grass.

### **REFRESH COLLIDERS**

Press refresh colliders if you change or update the colliders run-time.

[enlighter lang="csharp"]

//get a reference to the TouchReactCollider and call touchReactCollider.RefreshColliders() //to do the refresh in script.

[/enlighter]



# TOUCH REACT MESH COMPONENT

🔻 🔂 Touch React Mesh (Script)	🖻 🌣,
Touchikeact	

Add the TouchReactMesh collider to any GameObject with a MeshFilter. The mesh in the mesh filter will be rendered to the touch react buffer and grass will bend.

### **REQUIREMENTS**

In order for touch react to work with grass or flowers they need to be using Vegetation Studios custom grass shader. You can add Texture 2D grass, plants or Flowers direct to the Vegetation Studio Component or customize them using the **Grass Patch Generator** that makes mesh patch



grass patches with built in LOD.