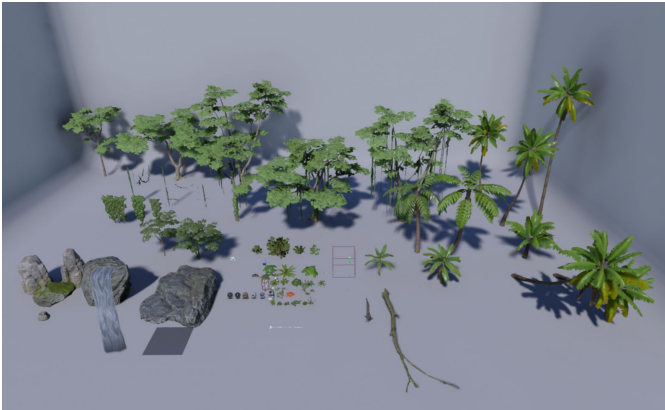


TROPICAL JUNGLE PACK GUIDE

The Maps

There are 3 maps.

- Overview
Shows all the complete assets in one map



- Showcase
Shows the demonstration & implementation of the assets with layout & artistic approach

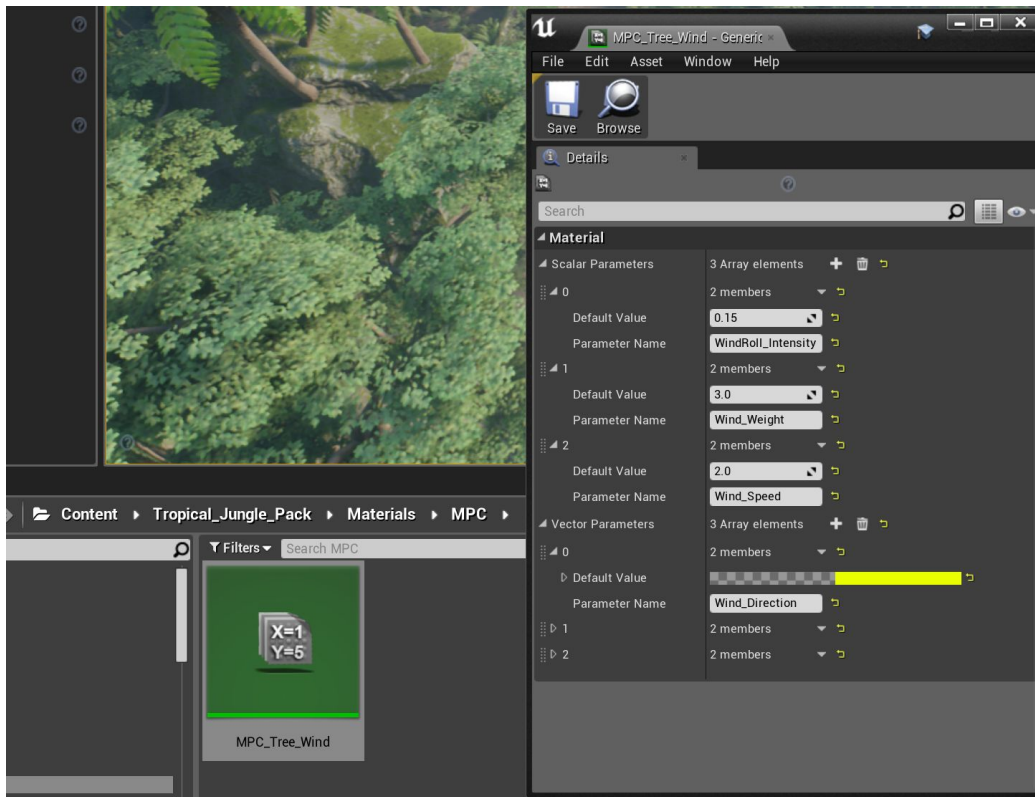


- Grassfield
Implementation of Grass tool material. It's the open world tool from Unreal Engine that spreading instance objects automatically based on material you paint on terrain.



Wind System Parameter

You can modify Wind strength, speed, & direction with MPC(Material Parameter Collection) on **MPC_Tree_Wind**



Visual Parameter

If you want to change the visual parameters like brightness or similar you have to go to the material instance of each object.

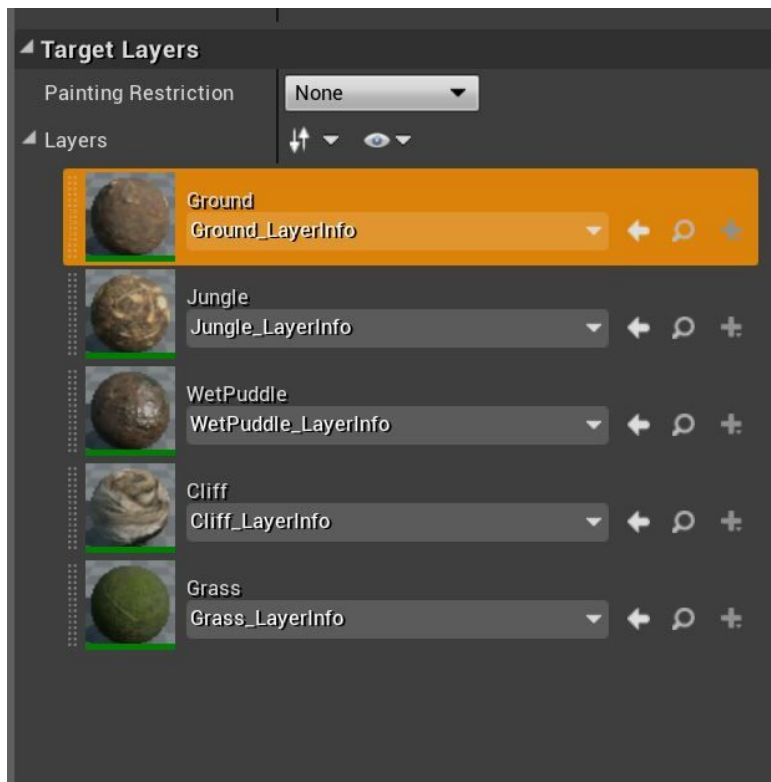
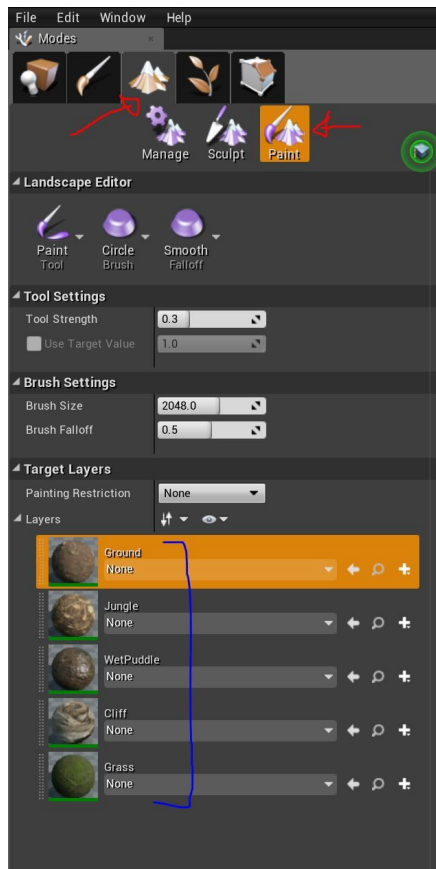
The screenshot shows the 'Visual Parameter' panel in Unreal Engine, displaying various material parameters and their values. The panel is organized into several sections:

- Parameter Groups**
 - Interactivity**
 - Object_Scale: 117.4084015
 - Sphere_Mask Radius: 150.0
 - Shared Wind Settings
 - Texture Parameter Values
 - Wind Setting 1
 - Wind Setting 2
 - Scalar Parameter Values**
 - AO_Threshold: 0.5
 - Brightness: 0.5
 - desaturate: 0.15
 - Normal_strength: 1.0
 - Roughness: 0.6
 - Specular: 0.22
 - translucency_blend_alb: 1.25
 - Translucency_Opacity: 1.0
 - Vertex_AO: 0.5
 - Wind_Dist_Divide: 2048.0
 - Wind_Distance_Contras: 2.0
 - Static Switch Parameter Val**
 - Twosided_Normal:
 - Interactive_Foliage:
 - Vector Parameter Values**
 - albedo_color: [Color bar]
 - Translucency_Color: [Color bar]
 - Wind_WPO: [Color bar]

At the bottom of the panel, there are two buttons: **Save Sibling** and **Save Child**.

Painting Landscape Material

When you create a new landscape, after you apply the material, usually the landscape will become black, you need to go to the Landscape Tab menu and set the Landscape Layer Info then you can start painting the landscape with the material you want.



Interaction Setup

This feature only works with **One Player Character Only** and It's not support Multiplayer. You need to setup your own character blueprint with this node to activate the foliage interaction:

