Subject: Tree Generator!!!
Posted by DL60 on Sun, 19 Apr 2009 13:19:42 GMT

View Forum Message <> Reply to Message

You want some nice trees in endless variations and for every season in the year for YOUR map and you have no idea how to model and texture them?

Then you need this:
http://www.frecle.net/forum/viewtopic.php?t=780

tree[d] is tree generator and it generates random trees in nearly every level of detail you want. It comes along with its own textures for bark and leaves in .png. You can also let it create a model for every single leaf if you want but this would increase the triangel count dramatically.

IMPORTANT!!! The pictures below show a test with a detail level for Renegade (a bit higher I admit) but this tree generator is able to do this job 1000 times better for very high detail.
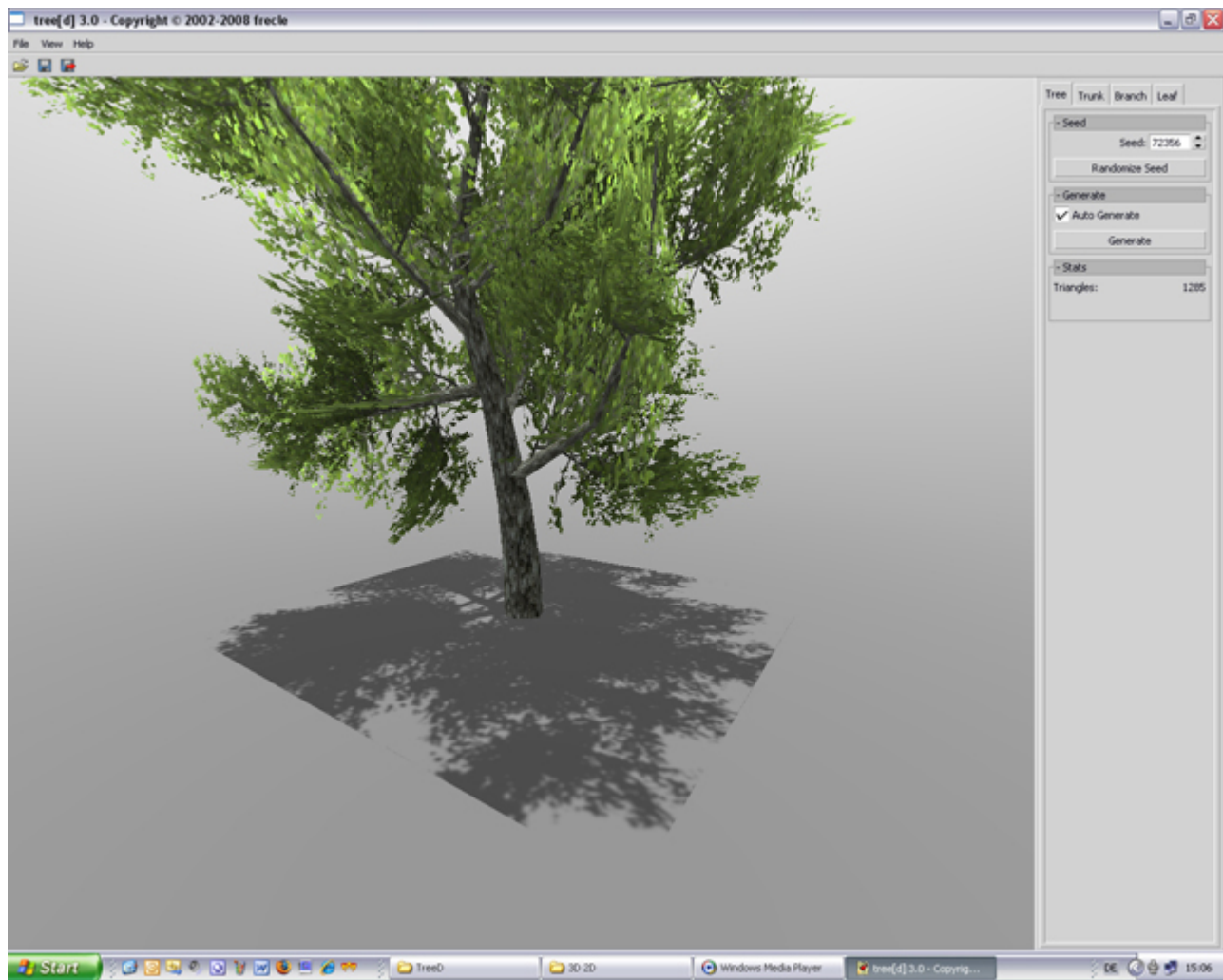
I tried it ~1000 Polys:

This is the tree in tree[d]-program:
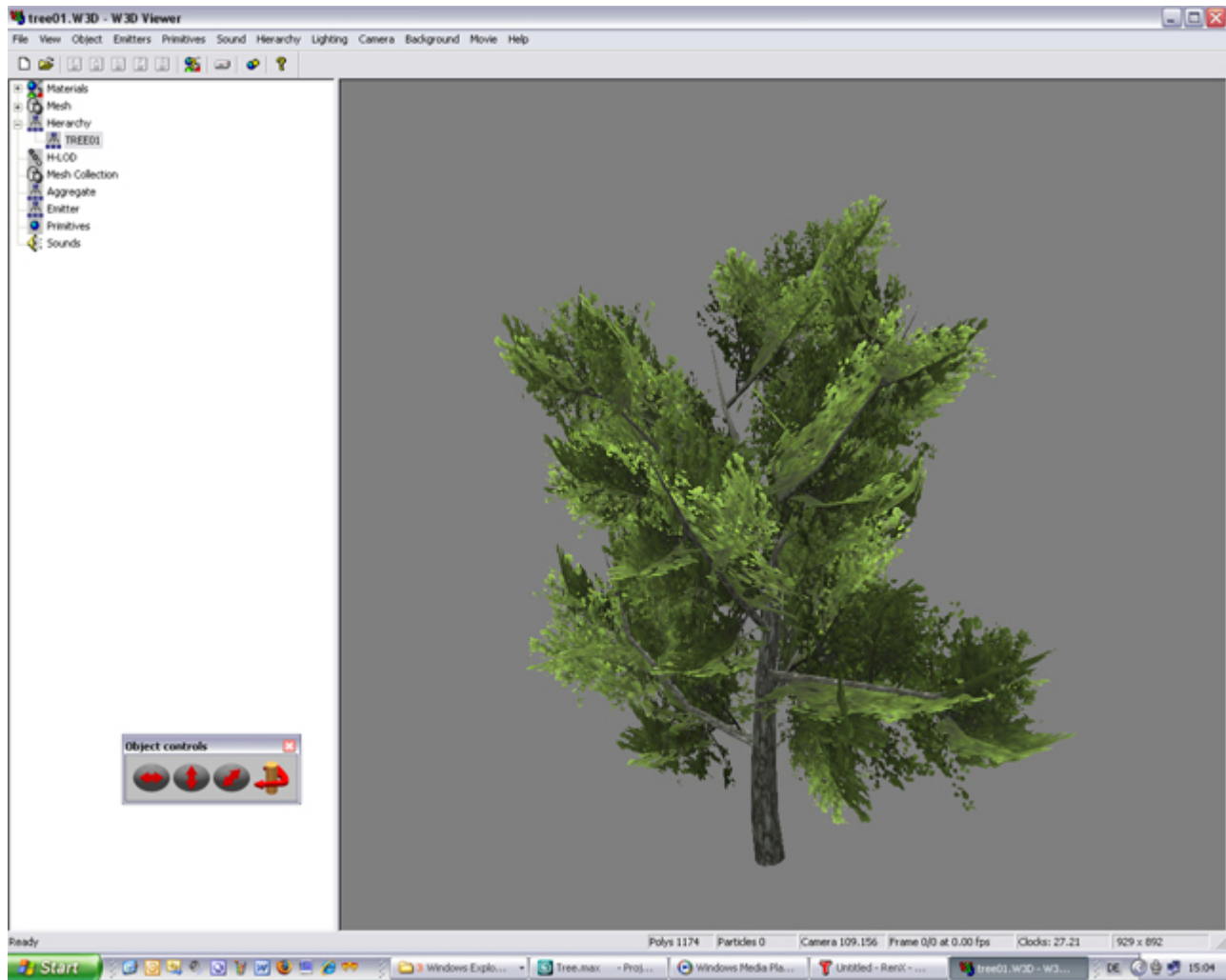

Here the exported into w3d:

This is a small example what it can really do:
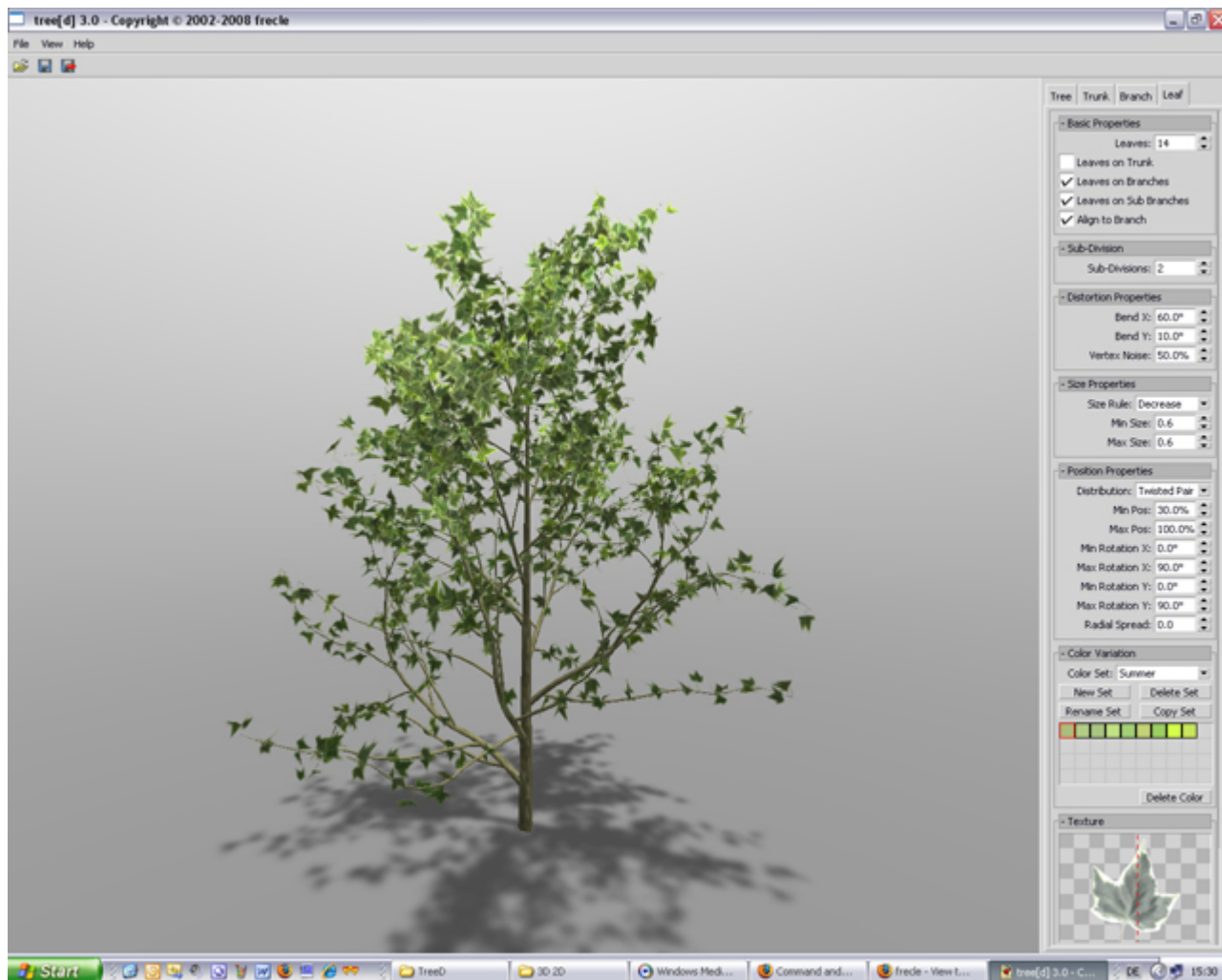

File Attachments
1) TreeD.jpg, downloaded 736 times

2) TreeW3D.jpg, downloaded 730 times

---

3) TestTree.jpg, downloaded 693 times

Subject: Re: Tree Generator!!!
Posted by YazooGang on Sun, 19 Apr 2009 13:39:10 GMT
View Forum Message <> Reply to Message

Man, thanks this is a good thing. Why didnt you put it in the Mod Release section?

Subject: Re: Tree Generator!!!
Posted by DL60 on Sun, 19 Apr 2009 13:49:03 GMT
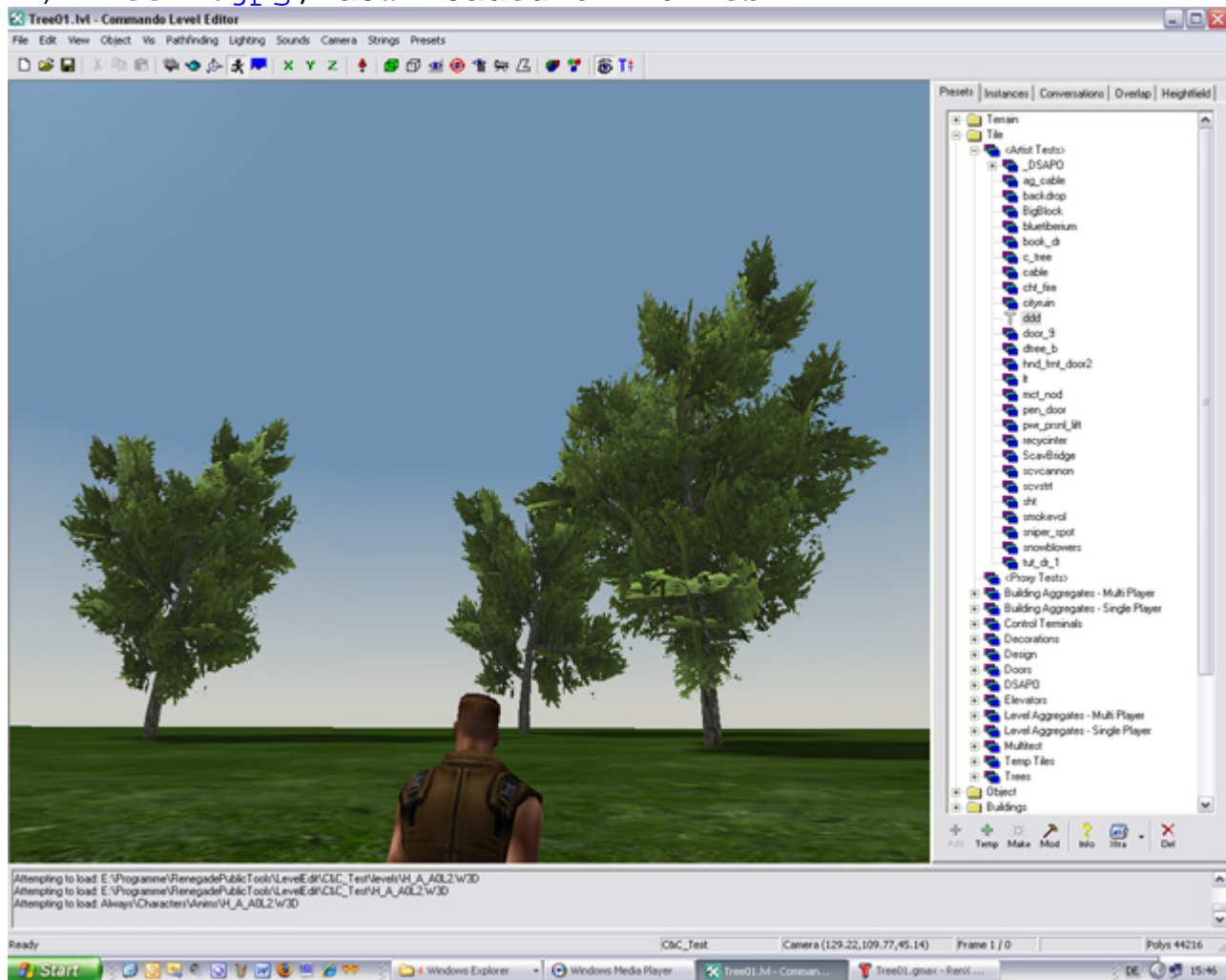View Forum Message <> Reply to Message

YazooGang wrote on Sun, 19 April 2009 08:39Man, thanks this is a good thing. Why didnt you put it in the Mod Release section?
Because this is not a mod release. This is an article about tree[d] here.

The random tree resized in LE:

File Attachments

Subject: Re: Tree Generator!!!
Posted by Di3HardNL on Sun, 19 Apr 2009 14:03:43 GMT
View Forum Message <> Reply to Message

This will be pretty usefull

Subject: Re: Tree Generator!!!
Posted by Reaver11 on Sun, 19 Apr 2009 14:25:53 GMT
View Forum Message <> Reply to Message

Nice, I have to try this

Subject: Re: Tree Generator!!!
Posted by ErroR on Sun, 19 Apr 2009 15:18:58 GMT
View Forum Message <> Reply to Message

simply amazing

Subject: Re: Tree Generator!!!
Posted by mrÃ£Ã§Ä·z on Sun, 19 Apr 2009 17:47:18 GMT
View Forum Message <> Reply to Message

A way to much Polys for Standard Renegade players but looks really awesome, nice find

---

Subject: Re: Tree Generator!!!
Posted by Stefan on Sun, 19 Apr 2009 18:20:52 GMT
View Forum Message <> Reply to Message

Fuckin epic

Subject: Re: Tree Generator!!!
Posted by LR01 on Sun, 19 Apr 2009 18:24:43 GMT
View Forum Message <> Reply to Message

wow, awesome!

Subject: Re: Tree Generator!!!
Posted by mrÃ£Ã§Ä·z on Sun, 19 Apr 2009 18:45:54 GMT
View Forum Message <> Reply to Message

Bushes also?

Subject: Re: Tree Generator!!!
Posted by DL60 on Sun, 19 Apr 2009 19:05:19 GMT
View Forum Message <> Reply to Message

Quote:A way to much Polys for Standard Renegade players
It is possible to user fewer polys.

Quote:Bushes also?
Yes. Just try it.

Subject: Re: Tree Generator!!!
Posted by mrÃ£Ã§Ä·z on Sun, 19 Apr 2009 19:09:28 GMT
View Forum Message <> Reply to Message

How did you export it to W3D `?

Subject: Re: Tree Generator!!!
Posted by DL60 on Sun, 19 Apr 2009 19:42:38 GMT
View Forum Message <> Reply to Message

You need a programm which can convert from .x to .3ds e.g. 3D Exporation 1.5 or whatever.

Subject: Re: Tree Generator!!!
Posted by saberhawk on Sun, 19 Apr 2009 20:38:48 GMT
View Forum Message <> Reply to Message

madrackz wrote on Sun, 19 April 2009 13:47A way to much Polys for Standard Renegade players but looks really awesome, nice find

Which would be a performance killer if video cards were vertex/polygon processing limited. But they haven't been for a very long time now.

Subject: Re: Tree Generator!!!
Posted by Pyr0man1c on Sun, 19 Apr 2009 20:43:23 GMT
View Forum Message <> Reply to Message

Saberhawk wrote on Sun, 19 April 2009 15:38madrackz wrote on Sun, 19 April 2009 13:47A way to much Polys for Standard Renegade players but looks really awesome, nice find

Which would be a performance killer if video cards were vertex/polygon processing limited. But they haven't been for a very long time now.
How many years now?Mine is 7 years old so...

Subject: Re: Tree Generator!!!
Posted by saberhawk on Sun, 19 Apr 2009 20:44:27 GMT
View Forum Message <> Reply to Message

Pyr0man1c wrote on Sun, 19 April 2009 16:43Saberhawk wrote on Sun, 19 April 2009 15:38madrackz wrote on Sun, 19 April 2009 13:47A way to much Polys for Standard Renegade players but looks really awesome, nice find

Which would be a performance killer if video cards were vertex/polygon processing limited. But they haven't been for a very long time now.
How many years now?Mine is 7 years old so...

Old enough to barely run Renegade on Low.

Subject: Re: Tree Generator!!!
Posted by BlueThen on Sun, 19 Apr 2009 22:13:39 GMT
View Forum Message <> Reply to Message

Saberhawk wrote on Sun, 19 April 2009 15:44Pyr0man1c wrote on Sun, 19 April 2009 16:43Saberhawk wrote on Sun, 19 April 2009 15:38madrackz wrote on Sun, 19 April 2009 13:47A way to much Polys for Standard Renegade players but looks really awesome, nice find

Which would be a performance killer if video cards were vertex/polygon processing limited. But they haven't been for a very long time now.
How many years now?Mine is 7 years old so...

Old enough to barely run Renegade on Low.
Shouldn't a video card released the same year as renegade be able to run ren just fine?

Subject: Re: Tree Generator!!!
Posted by Jerad2142 on Sun, 19 Apr 2009 22:19:21 GMT
View Forum Message <> Reply to Message

BlueThen wrote on Sun, 19 April 2009 16:13Saberhawk wrote on Sun, 19 April 2009 15:44Pyr0man1c wrote on Sun, 19 April 2009 16:43Saberhawk wrote on Sun, 19 April 2009 15:38madrackz wrote on Sun, 19 April 2009 13:47A way to much Polys for Standard Renegade players but looks really awesome, nice find

Which would be a performance killer if video cards were vertex/polygon processing limited. But they haven't been for a very long time now.
How many years now?Mine is 7 years old so...

Old enough to barely run Renegade on Low.
Shouldn't a video card released the same year as renegade be able to run ren just fine?
I believe he wasn't saying that the 7 year old card wouldn't be good enough, he was saying a card that couldn't run Renegade on low wouldn't be good enough.

Subject: Re: Tree Generator!!!
Posted by Veyrdite on Mon, 20 Apr 2009 05:45:15 GMT
View Forum Message <> Reply to Message

Think of poor me - I don't even have a graphics card. Mind you Renegade still runs fine at 1280x1024 without shaders and all standard Renegade quality settings to max on Intel GMA.

Subject: Re: Tree Generator!!!
Posted by Naamloos on Tue, 21 Apr 2009 22:03:13 GMT
View Forum Message <> Reply to Message

It's a nice addition to the moddeling tools, but I haven't had a chance to fully test it yet.

Does importing the .x file into 3DS save the colour changes? Animations? Does it break every mesh into a group of polygons like importing W3D does?

Subject: Re: Tree Generator!!!
Posted by Omar007 on Thu, 23 Apr 2009 09:07:46 GMT
View Forum Message <> Reply to Message

awesome program