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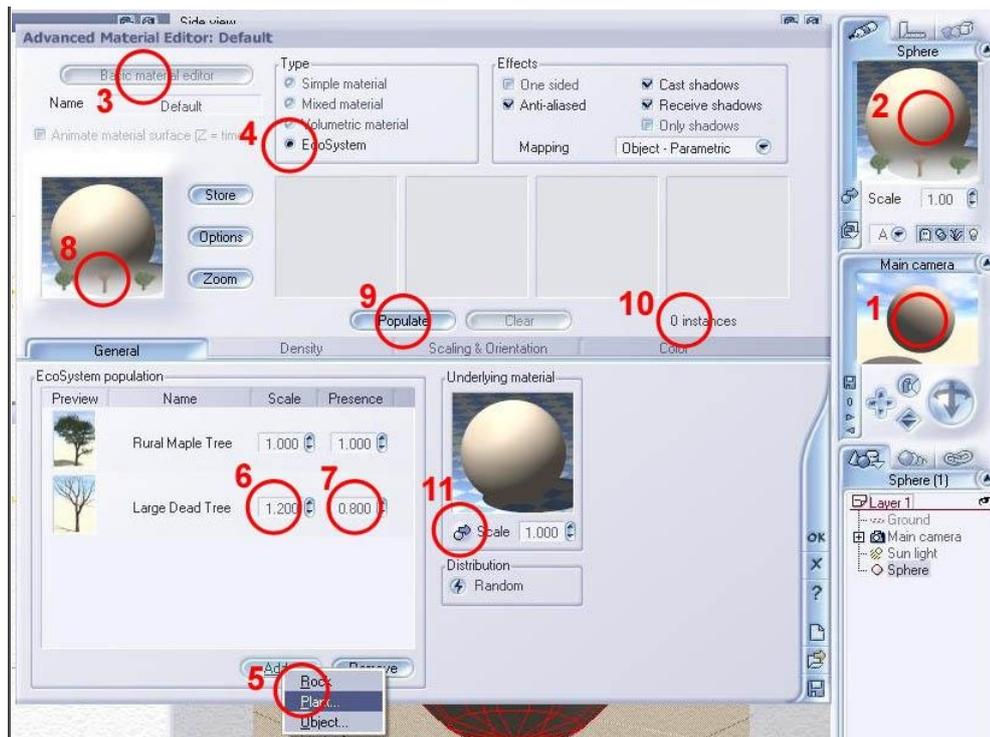
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0002-Creating EcoSystems. Starting out. [Download Topic]

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<p data-bbox="204 481 316 517">  sacada Site Admin </p> <p data-bbox="188 517 331 566">  Artist </p> <p data-bbox="212 566 308 663">  </p> <p data-bbox="172 663 308 719"> Joined: October 2006 Posts: 56 Location: Ngunnawal </p>	<p data-bbox="352 481 1461 506"> 0002-Creating EcoSystems. Starting out. </p> <p data-bbox="352 517 1461 560"> EcoSystems are a fantastic inclusion into Vue 5 and now they even more functionality in Vue 6. This tute will take you through how it is done in Vue ! Other tutorials will cover the new EcoPainting that Vue 6 offers. </p> <p data-bbox="352 571 1461 595"> This is a getting started on your first ecoSystem. There are other more advanced tutes for those who know this one. </p> <hr/> <p data-bbox="352 640 523 665"> What are ecoSystems? </p> <p data-bbox="352 663 1461 719"> EcoSystems allow you to fill areas on object with other objects. It is the same as applying a texture except that your texture is made up of these obj! Because of this new technology, you can now create massive scenes with billions (1,000,000,000) or polygons instead of the restricted millions. I hav many scenes with over a billion polygons on my notebook. </p> <div data-bbox="352 730 1015 1218">  </div> <p data-bbox="352 1218 1461 1243"> This is my first ecosystem image. I have a huge amount in the gallery. Later I might post a link here to each of them. </p> <hr/> <p data-bbox="352 1288 584 1312"> Some important understanding </p> <p data-bbox="352 1310 1461 1344"> Ecosystems populate from above. It is like taking all the trees and dropping them, from above, onto the objects. This means that you cannot populate undersides or sides of objects. As you populate further down the side of a sphere, the density gets less. </p> <p data-bbox="352 1355 1461 1379"> I have faked entire planets of ecosystems. Check out those tutorials if you want to achieve this effect. </p> <hr/> <p data-bbox="352 1424 475 1449"> Lets get started </p> <p data-bbox="352 1447 1461 1471"> Start with a new scene and add a sphere. Next follow the steps listed below. </p>



1. Center your sphere in front of the camera BUT don't resize the sphere
2. Double click on the "Material preview" window bring up the "Material Editor"
3. If you are in "Basic" mode then click to get into the "Advanced material editor"
4. Click the "EcoSystem" radio button in the "Type"
5. Add some objects. You can add three types of objects. Rocks, plants or objects.

Plants are solid-growth plants. That means that they are generated by fractal equations and every tree is different. Rocks also all appear all different.

Objects are static and appear the same everytime, but I will go into detail later so you can get a lot of variation.

6. Optional: You can now adjust the Scale of objects. I have set the second plant slightly bigger than the first.
7. Optional: You can adjust the presence of objects. This will allow more of one type of object to another. For example you may only want a couple of many rocks, or you may only want a couple of dead trees in your forest.
8. Your ecosystem object icons will appear in all the material preview screens.
9. Populate your object with the new ecosystem. The most important step. This may take a while if you have lots of populating to do.
10. See how many instances you have created. (Still 0 as I haven't pressed the button yet ;))
11. You can change the texture of the object, so it looks more like rock. See below where I have changed it to "Old Rock" in the "Rocks" section of th Materials.

Checking your Population

Well my scene created 2 instances. That's a start.

If you didn't get any population at all here are a few things to check.

- Your sphere may be too small. If it is, enlarge it and then click the "Populate" button again.
- Your sphere may be too close to another object, like the ground. If so, click the "Density" tab, click the "Decay near foreign objects" checkbox and tl "Populate" again.
- Maybe nothing happened. You can always click the "Populate" button again. You will always get the same plant distribution.

Now save your scene.

My scene is attached to this article. It should appear at the end.

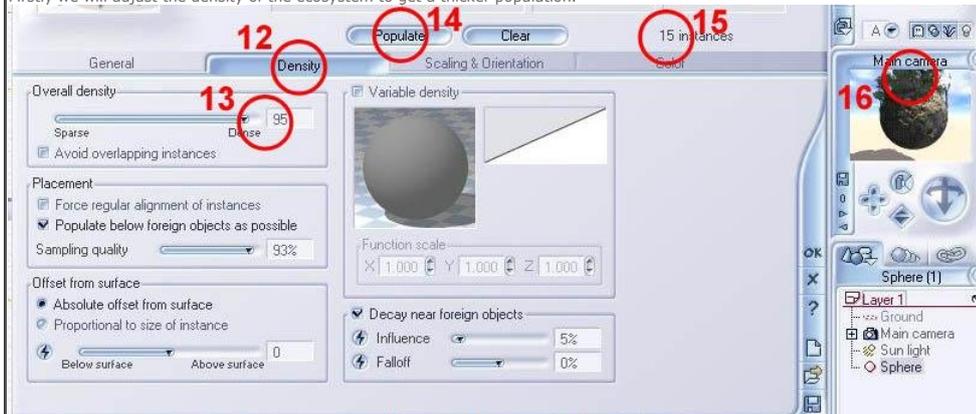
After this point the scenes get a bit too big to download, but you should be able to reproduce the same images from this point on.

Lets get more plants on this sphere

Without changing the size of the sphere we will now re-populate it with many more instances.

This tutorial won't go through all the different parameters at this stage, but you can learn about them in a more advanced tute.

Firstly we will adjust the density of the ecosystem to get a thicker population.

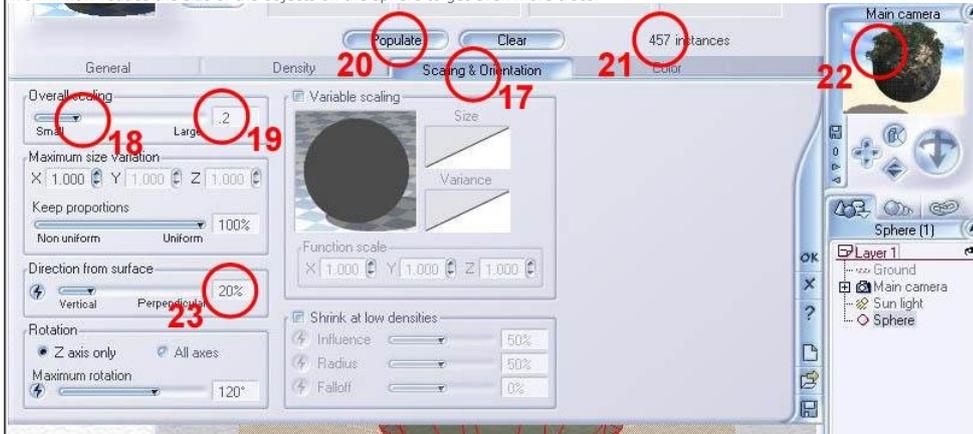


12. Click the "Density" tab within the "Material Editor"
13. Slide the "Overall density" slider up to 95. To get even more accuracy and to stay the same as my tute scene, type 95 into the box.

14. Click "Populate" again
15. Check you number of instances. It should now be 15. If you can't get it to be exactly 15, don't worry, close enough will do.
16. Check the "Camera preview" window and you will now see lots more trees on your sphere.

Scaling your objects

Again, without changing the size of the sphere we will now re-populate it with many more instances by scaling our objects. We will now reduce the size of the objects on the sphere to get even more trees.



17. Click the "Scaling & Orientation" tab within the "Material Editor"
18. Adjust the "Overall scaling" slider down to shrink the overall size of our plants
19. You can also type a value in for more accuracy. Type in 0.2 to get the same scaling as this tute.
20. Click the "Populate" button again to repopulate.
21. My scene now has 457 instances.
22. Check your preview and see how it is looking.

That's it, you have now successfully populated a sphere with a bunch of plants.

23. To get the plants down the sides of the sphere to stick out more, change this value to 90. You could always go to 100, but I don't think all trees stand straight, anyway.

- Don't forget to click "Populate" again after you make any adjustments.

- Now render it. This render is in Broadcast quality.



Thanks for viewing and I hope this has been useful. Feel free to leave any comments.

Site Admin and Artist
art.sacada.net

#1 07 Oct 2006 22:43

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