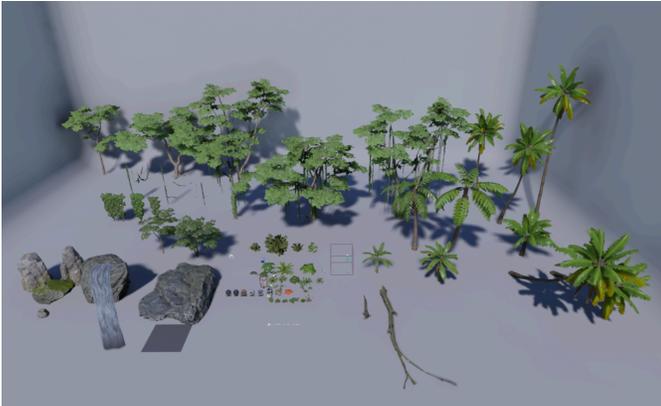


TROPICAL JUNGLE PACK GUIDE

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**

The screenshot displays the material editor for **MPC_Tree_Wind**. The interface is divided into several sections:

- 3D Viewport:** Shows a lush green forest scene with trees and foliage.
- File Browser:** Located at the bottom left, showing the path **Content > Tropical_Jungle_Pack > Materials > MPC**. A thumbnail for **MPC_Tree_Wind** is visible, with coordinates **X=1** and **Y=5**.
- Material Editor:** The main panel on the right, titled **MPC_Tree_Wind - Generic**. It contains a **Details** tab with a search bar and a list of parameters:
 - Scalar Parameters:** A collection of 3 array elements.
 - 0:** Default Value: 0.15, Parameter Name: **WindRoll_Intensity**
 - 1:** Default Value: 3.0, Parameter Name: **Wind_Weight**
 - 2:** Default Value: 2.0, Parameter Name: **Wind_Speed**
 - Vector Parameters:** A collection of 3 array elements.
 - 0:** Default Value: [Color swatch], Parameter Name: **Wind_Direction**
 - 1:** 2 members
 - 2:** 2 members

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.

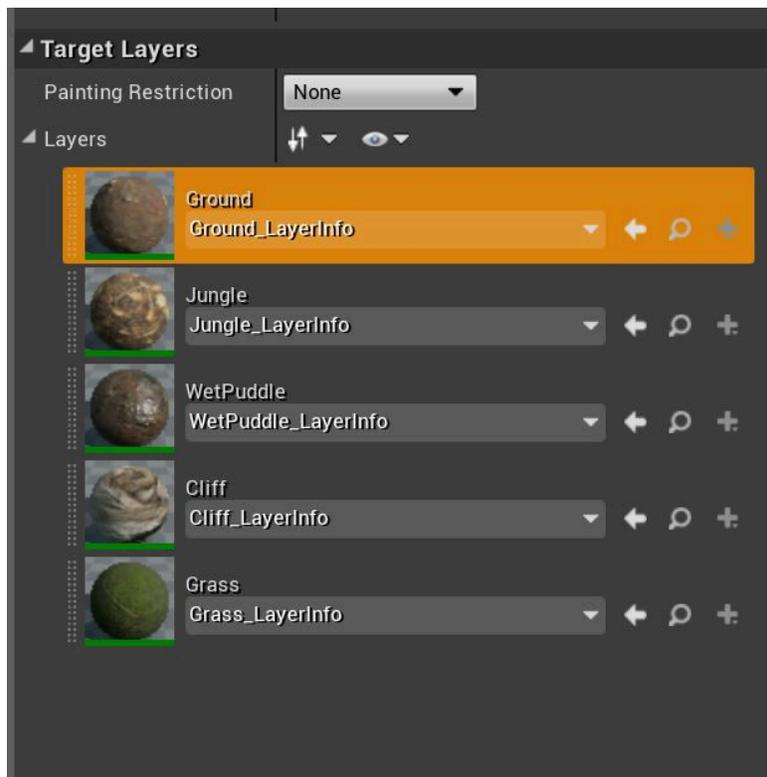
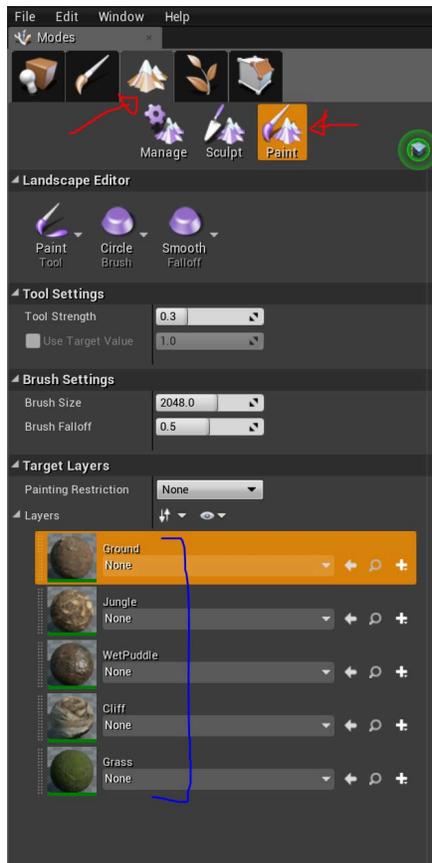
The image shows a screenshot of the Unreal Engine Visual Parameter editor. The interface is dark-themed and organized into several sections:

- Parameter Groups:** A header for the entire parameter list.
- Interactivity:** Contains parameters like `Object_Scale` (value: 117.4084015) and `Sphere_Mask Radius` (value: 150.0).
- Shared Wind Settings:** A collapsed section.
- Texture Parameter Values:** A collapsed section.
- Wind Setting 1:** A collapsed section.
- Wind Setting 2:** A collapsed section.
- Scalar Parameter Values:** A list of parameters with checkboxes and numeric input fields:
 - `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 (disabled)
 - `Vertex_AO`: 0.5
 - `Wind_Dist_Divide`: 2048.0 (disabled)
 - `Wind_Distance_Contras`: 2.0 (disabled)
- Static Switch Parameter Val:** Contains parameters like `Twosided_Normal` (disabled) and `Interactive_Foliage` (checked).
- Vector Parameter Values:** Contains color parameters:
 - `albedo_color`: Light green color bar
 - `Translucency_Color`: Yellow-green color bar
 - `Wind_WPO`: Red color bar (disabled)

At the bottom right, there are two buttons: `Save Sibling` and `Save Child`.

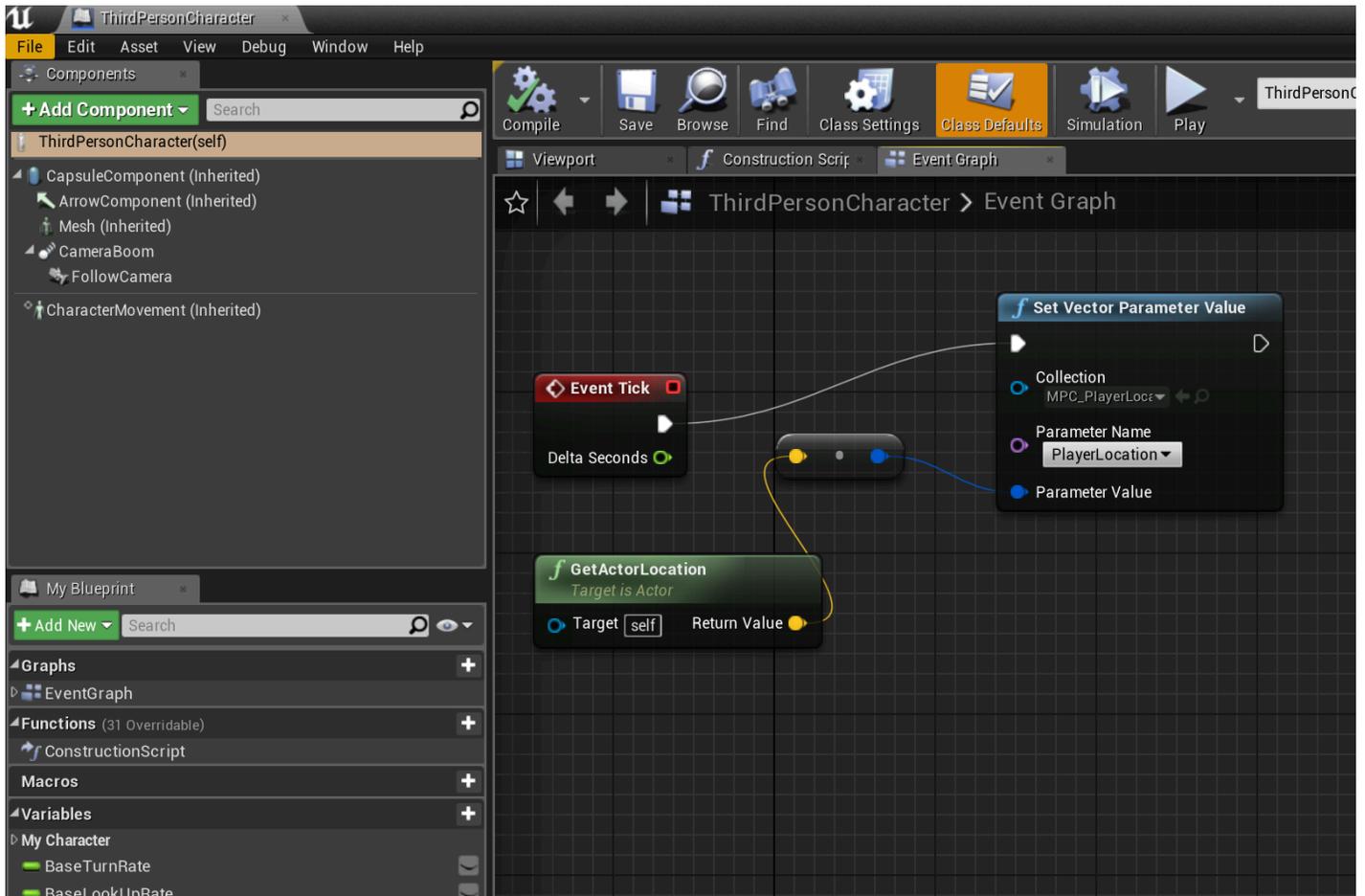
Painting Landscape Material

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:



Plant stutter issue

There is an issue when plants are far away from world origin.

To fix this, please go to the plant material instance and then set “Wind Gust World Scale” to higher value like 10 or 20

