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Unreal Engine

Unreal Engine - Procedural Nature Generator v1.0.2: The Procedural Nature Generator (PNG) stands as an editor code plugin designed to expedite the procedural creation of numerous natural elements and actors across a landscape actor within seconds, utilizing your custom assets.

TUTORIALS AND OTHER VIDEOS

PNG offers a range of modifiers and settings, empowering users to establish exceptions in landscape generation for specific asset placements. For instance, users can incorporate trees and grass assets while configuring the plugin to exclude the placement of trees in designated areas or at specific heights.

Procedural Generation of Nature Elements and Actors:

- Add a multitude of natural elements and actors, procedurally placed using your own assets.

Modifiers for Precise Placement:

- Utilize modifiers to prevent the placement of assets in specified locations, enhancing precision in landscape generation.

Height Range Control:

- Set height ranges to control the placement of assets at different elevations on the landscape.

Optimization through Cull Distance:

- Easily optimize the generated nature by adjusting the cull distance of the assets for an enhanced visual experience.

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