

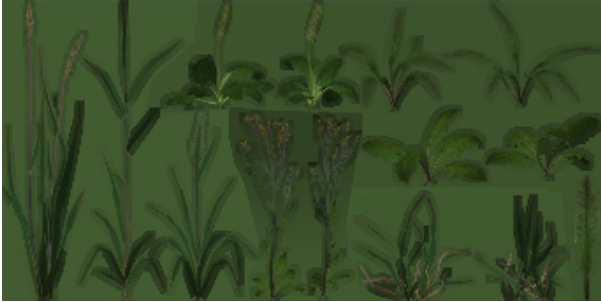
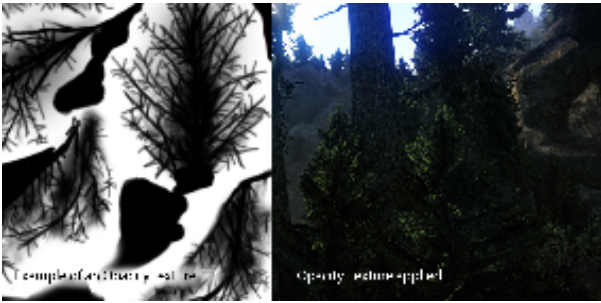
Overview

The vegetation shader provides special features for foliage and grass, most notably translucency (light transmittance).

To open the material dialog for vegetation objects, right-click on your object in the vegetation list and press "Go To Object Material". For more information on vegetation please visit the [Vegetation](#) section.

Textures

The Vegetation shader texture setup is very close to Illum with some additional vegetation-specific features.

Texture Slot	Description
Diffuse	<p>RGB contains diffuse color. Alpha should contain opacity (used for alpha test).</p> 
Specular	<p>RGB contains specular color. Specular is not used with the 'Grass' option enabled.</p> <p>With PBR, using a constant specular color instead of a map is enough in most cases.</p>
Bumpmap	RGB contains normal map. DDNA Alpha contains smoothness map.
Heightmap	See Tessellation and Displacement for more information.
Detail	See Unified Detail Mapping for more information.
Opacity	<p>Grayscale map that defines the thickness of foliage and how much light can pass through from the backside (transmittance).</p> 
Blending Map	See Blend Layer for more information.
Second Gloss Map	See Blend Layer for more information.
Second Height Map	See Blend Layer for more information.
Second Diffuse Map	See Blend Layer for more information.
Second Bump Map	See Blend Layer for more information.

Shader Parameters

Shader Params	Description	Shader Gen Requirement
Bending branch amplitude	Defines the movement of blue color in the in the complex bending setup.	All

Bending edges amplitude	Defines the movement of red color in the in the complex bending setup.	All
Blend Factor	See Blend Layer for more information.	Blend Layer
Blend Falloff	See Blend Layer for more information.	Blend Layer
Blend Layer 2 Spec	See Blend Layer for more information.	Blend Layer
Blend Layer 2 Tiling	See Blend Layer for more information.	Blend Layer
Blend Mask Tiling	Change tiling of blend mask.	Default
Cap opacity fall off	Controls how strongly vegetation polygons fade out when looking at them at a steep angle. This helps to disguise the plane shape of vegetation geometry.	Leaves
Detail Bending frequency	Defines the bending speed for complex (wind) bending. Always make sure that this is in the right proportion to the wind in your level.	All
Indirect bounce color	See Illum Shader for more information.	All
Normal View Dependency	Controls how strongly normals get oriented towards the viewer/camera. This helps to reduce an overly strong specular gain on vegetation planes. (0 = off, 1 = fully on)	Leaves / Grass
Terrain Color Blend	Controls how much of the terrain color should be blended into the diffuse color when up close (0 = off, 1 = on). You have to check "Use Terrain Color" for the specific vegetation object to enable the feature, except when using AutoMerge.	All
Terrain Color Blend Dist	Controls how much of the terrain color should be blended into the diffuse color at a distance. This helps to make the vegetation merge visually with the terrain to make LOD popping and aliasing less apparent. You have to check "Use Terrain Color" for the specific vegetation object to enable it, except when using AutoMerge.	All
Transmittance Color	Color tint for transmitted light.	Leaves / Grass
Transmittance Multiplier	Scale factor for opacity map values.	Leaves / Grass
Vtx Alpha Blend Factor	Deprecated.	Default

Shader Generation Parameters

Shader Gen Params	Description
Leaves	More complex shading for foliage. This will allow you to use an opacity map to control the translucency of the "leaves".
Grass	Cheap shading for grass which essentially ignores specular and normal map settings. Use Leaves option when higher shading quality is desired for grass.
Detail bending	Detail bending simulating wind on vegetation objects.
Detail mapping	See Unified Detail Mapping for more information.
Blendlayer	DEPRECATED (Prefer Illum shader for surfaces that require the blend layer) See Blend Layer for more information.
Displacement mapping	See Illum Shader for more information.
Phong tessellation	See Illum Shader for more information.
PN triangles tessellation	See Illum Shader for more information.