



Unity Asset - Broccoli Tree Creator v1.9.11

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Unity Asset - Broccoli Tree Creator v1.9.11 is a Unity extension tailored for procedural vegetation, offering comprehensive control over the appearance and behavior of trees and foliage for seamless integration into projects.

How to design your project using vegetation?

You can use "Unity Asset - Broccoli Tree Creator" to design your project.

It is compatible with Unity's Built-in Render Pipeline, Universal Render Pipeline (URP), and High Definition Render Pipeline (HDRP), ensuring optimized graphics across various platforms.

"Unity Asset - Broccoli Tree Creator" Samples:

Utilizing a node-based system, users can customize and randomize nearly every aspect of the final tree in real-time or using Prefabs, ensuring they blend seamlessly with the project's visual style while maintaining performance.

Key features include control over trunk, branches, roots, and leaf shapes, mesh resolution management for performance optimization, and precise customization of materials, textures, and UV mapping.



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