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Unreal engine - IGToolsPP Speedtree to Pivot Painter 2.0:

The Speed Tree to Pivot Painter 2.0 plugin (IGToolsPP) revolutionizes the integration of Speed Tree-generated models (exported as USD – universal scene description) into Unreal Engine. This advanced tool empowers users to transform Speed Tree models into Unreal static meshes with the cutting-edge Pivot Painter 2.0 animated wind capabilities.

Key Components:

- **Static Mesh Generation:** Creates a static mesh (compatible with Nanite if desired) with an additional UV channel and necessary textures to seamlessly implement Pivot Painter 2.0 wind animation.
- **Material Layer Integration:** Incorporates a material layer that efficiently handles wind animation, ensuring a dynamic and realistic effect on the tree.
- **Material Sets:** Provides a set of materials for the mesh, accommodating both normal textures and UDIM textures. This flexibility optimizes material slots in the mesh and caters to user preferences.
- **Texture Import Customization:** Allows users to import their own textures, such as base color, as the plugin primarily relies on original PBR textures (e.g., Quixel) rather than those exported by Speed Tree.

- Generates static mesh, UVs, and textures tailored for use with Pivot Painter 2.0 materials.
- Organizes a modified version of PP2 materials into material layers, supporting both normal and UDIM textures.
- Nanite support is available but not mandatory for seamless integration.
- Global wind controls through a Material Parameter Collection, enabling synchronization with a Directional Wind Actor.
- User-friendly UI for mapping Speed Tree generators to PP2 levels.
- Includes PP2 materials supporting up to 4 levels, with the option to generate PP2 textures for custom levels to suit individual material or Niagara requirements.
- Implements straightforward UV manipulations to facilitate the use of UDIM.
- Capable of generating multi-part meshes, allowing separation of leaves and branches for enhanced customization.
- Supports trees with multiple trunks and grass elements.

While the plugin does not import specific textures, its robust feature set ensures a seamless and customizable workflow for leveraging Speed Tree models with Pivot Painter 2.0 capabilities in Unreal Engine.

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