OLIVE GARDEN DOCUMENTATION

Hello,

We are thrilled to present Olive Garden. We have prepared our documentation in detail to provide you with answers to your questions and ensure you have a seamless experience. Additionally, we will be in touch via our Discord server to offer support as soon as possible.

If you have any questions, requests, or needs, please don't hesitate to reach out to us. We are here to guide and assist you throughout your game development journey.

Welcome to the CropCraft family, and we hope you have a successful game development experience using "Olive Garden"!

Best regards, CropCraft Studios Team 😊

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Package Included

The pack includes a total of 5 olive trees in different sizes. The trunks and branches of 4 of these trees were created using photogrammetry. There are also 4 mastic (Pistacia lentiscus) plants, 8 different types of grass, and 4 types of dandelions.For the Roman ruins, 4 different meshes are included (such as columns and their broken variations).

Props related to olive harvesting and olive oil production are also included (such as an olive press, bamboo sticks, and wicker baskets). Additionally, there are scattered olives, an old water cistern, a stone wall, and a wooden ladder for extra environmental details. The pack also features 3 different cliff models and 2 different rock pile meshes. Finally, there are 2 background mountain meshes included as well.

Material System

Our customizable material system provides you with the ability to adjust various settings for each instance, such as Roughness, Brightness, Desaturation, Specular, SSS (Subsurface Scattering), Normal Strength, various color adjustments, and wind reaction settings. This allows you to have full control over the appearance and behavior of the materials in your project.

Use Color Blend

When you wish to make color changes to a plant's leaf, you can open the material instance of that specific plant. First, click on the "Use Color Blend" checkbox, and then click on the adjacent box to open the "Color" tab. From this tab, you can adjust the desired color.

Use Color Variations

Furthermore, if you open the "Use Color Variations" tab, you will find two color options that can be adjusted, along with their brightness settings. This tab enables you to introduce two additional colors while retaining the original color of the leaf. Once this option is activated and color adjustments are made, if you add the plant to your landscape through

the foliage mode, you will have three different leaf colors in total. These colors consist of the original plant tone, variations color 01, and variations color 02.

Wind

The wind system we utilize is recommended by Unreal Engine and works in conjunction with Vertex Paint, similar to how it is employed in certain Megascans packages. This system provides you the ability to make global adjustments to the wind's direction, intensity, and various other nuanced settings. Moreover, it operates through a material parameter collection, allowing for swift integration with your software and facilitating real-time modifications.
"The "wind" tab on material instances is specifically where you adjust the plant's reactions to the wind. Resetting the settings on this tab ensures that the plant won't respond to the wind. In other words, the wind's effect on the plant will be nullified, and the plant will remain static.

Technical Details & Recommended Usage

- Ideal for: Games, Cinematics, Virtual Production, Architecture Visualization
- The wind system and color variations create a natural and realistic look for the plants and leafs
- The easy customization of colors, shapes, and reactions allows players to have a personalized experience.
- Optimized for **Nanite** and **Lumen**

Note: The recommended usage can be subject to change according to your own creativity and objectives during the game development process.

Plants' triangle counts

- **Lowest triangle count: 80 (Grass_D)**
- **Highest triangle count: 930974 (Background_A)**
- **Average triangle count: 238500**

Note: All objects in the package utilize Nanite, When using this package with Unreal Engine 5.2 and above, it is strongly recommended to utilize the Nanite and Lumen systems.

https://docs.unrealengine.com/5.0/en-US/lumen-global-illumination-and-reflections-in-unreal-engine/