Ultimate Farm Trees Documentation

Hello,

Ultimate Farm Trees is the sequel to Ultimate Farming. 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 Studios family, and we hope you have a successful game development experience using "Ultimate Farm Series"!

Best regards, CropCraft Studios Team 😊

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Package Included

Our package includes 13 types of farming trees, with each tree having 4 different variations. Among these variations, 3 represent the appearance of fully grown and harvest-ready trees, while the remaining one depicts the early growth stage.

Apple trees

Additionally, the package includes two different garden fences, one made of stone and the other of wood, as well as individual fruits for each tree.

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.
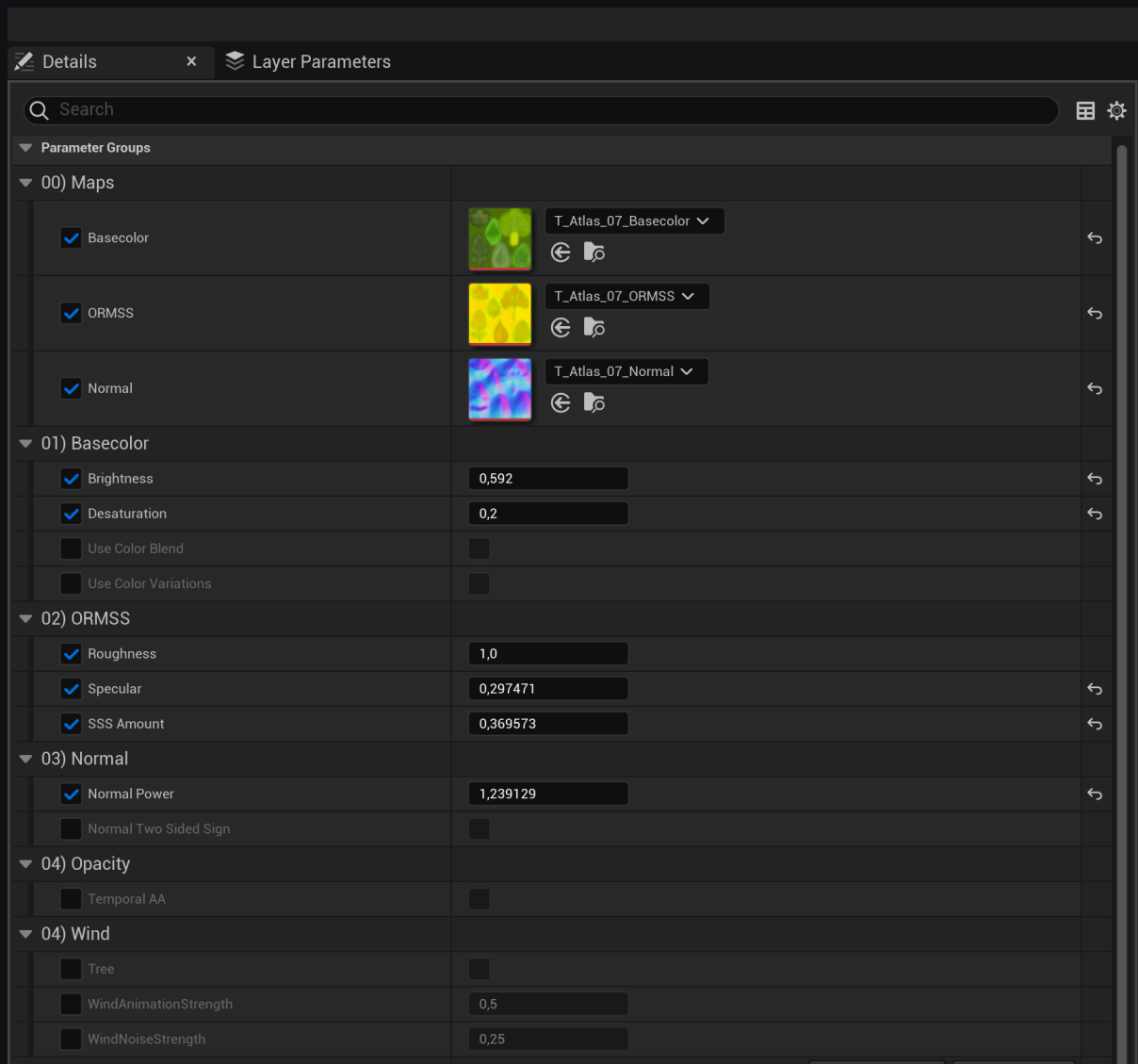
Use Color Blend

When you wish to make color changes to a tree's leafs, 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.
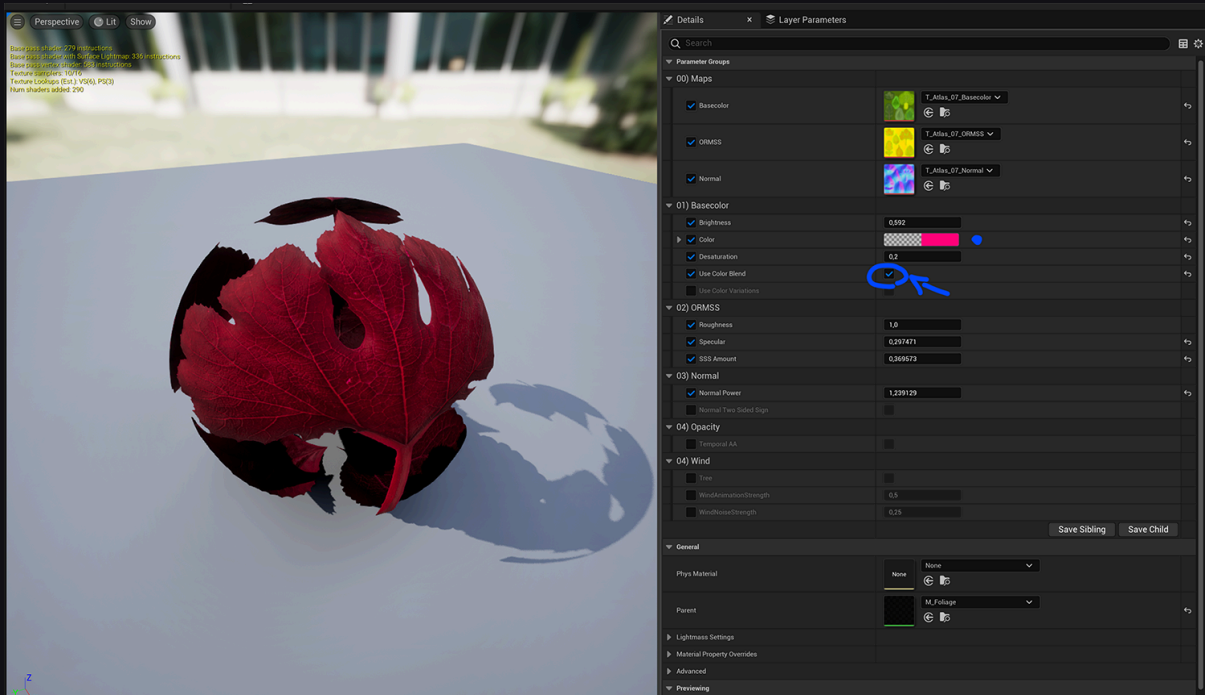
Use Color Variations

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.
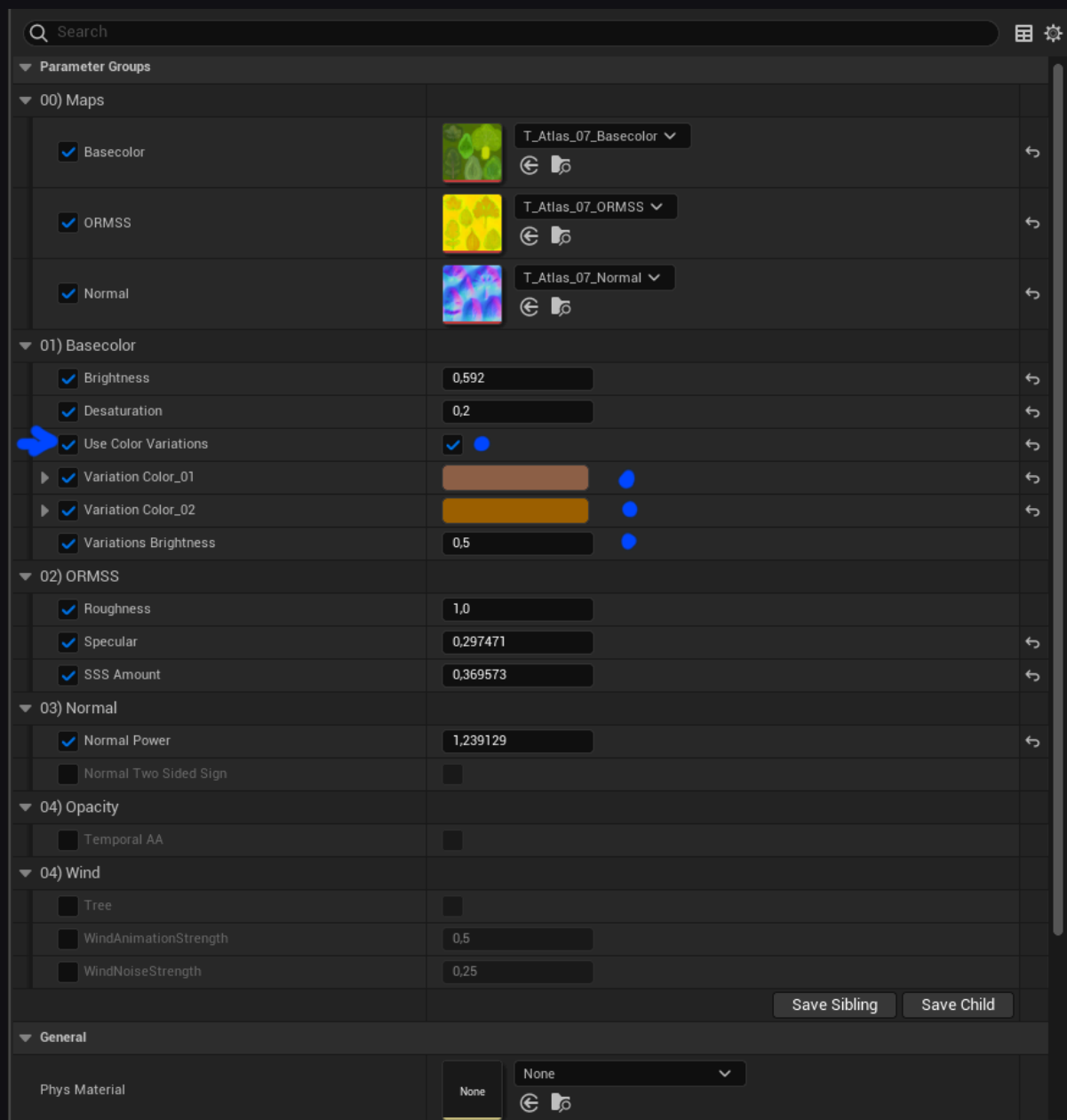
Wind

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.
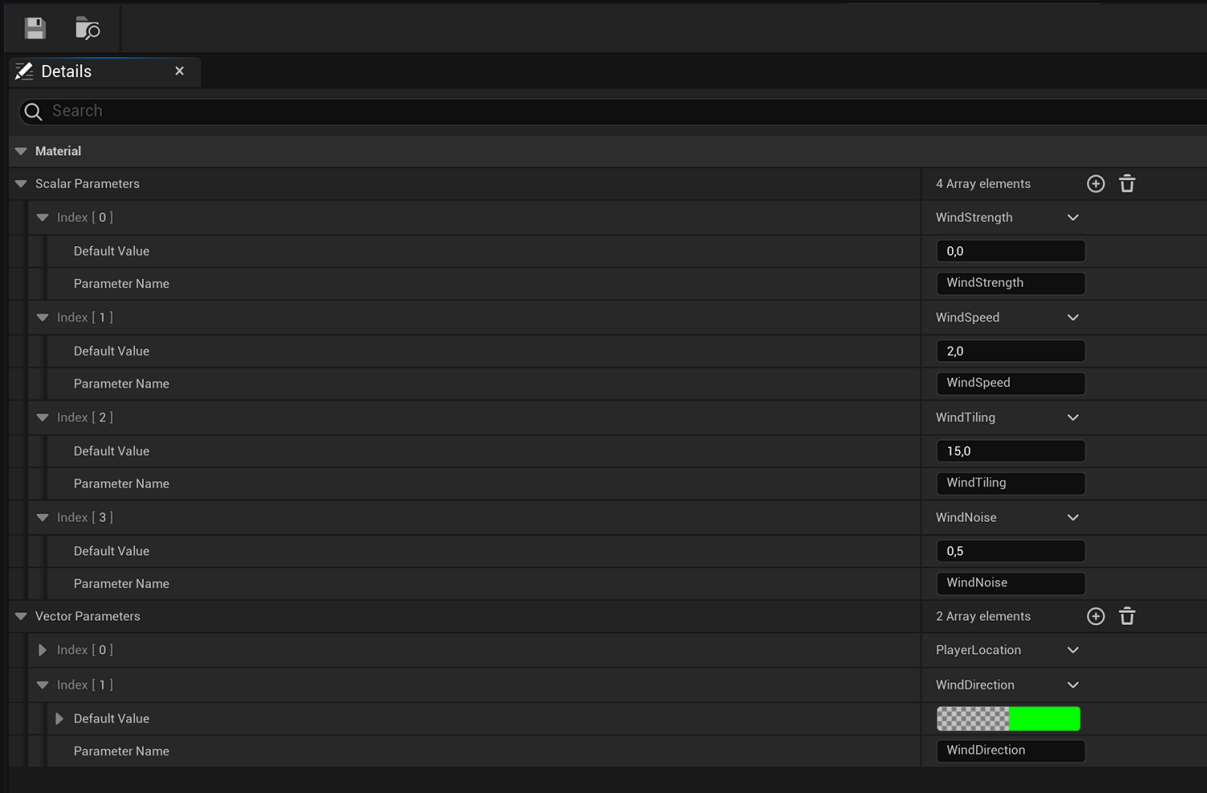
"The "wind" tab on material instances is specifically where you adjust the plant's reactions to the wind. Resetting the settings on this tab ensures that the plant won't respond to the wind. In other words, the wind's effect on the plant will be nullified, and the plant will remain static.

Technical Details & Recommended Usage

- The package is ideal for Unreal Engine users who aim to develop realistic farm-themed games.

- With the variety of 13 different farming trees and their material variations, you can provide players with a rich gaming experience.
- The wind system and color variations create a natural and realistic look for the trees.
- The easy customization of colors, shapes, and reactions allows players to have a personalized experience.

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: 22 (Grass C)**
- **Highest triangle count: 119425 (Stone Wall)**
- **Average triangle count: 2500 (Trees)**

  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/

Performance

System : Amd Ryzen 7 5800x - 16gb Ram - Nvidia GeForce RTX 3080 - Epic Settings

Tiny Fields Map 45 - 65 fps
Showcase Map 80 - 90 fps   to full screen Editor Mode

System : Amd Ryzen 9 7950x - 32gb Ram - Nvidia GeForce RTX 4090 - Epic Settings

Tiny Fields Map 70 - 90 fps
Showcase Map 120 fps   to full screen Editor Mode

Note: The FPS rates mentioned above are based on the maps prepared for the purpose of accurately presenting the package to you. However, this situation may cause a deviation in the package's performance information. This is because the purpose of the package is the 13 different trees and their variations, and in a standard in-game usage scenario, the probability of all these trees being in the same scene at the same time is quite low.