



Planters And Fields

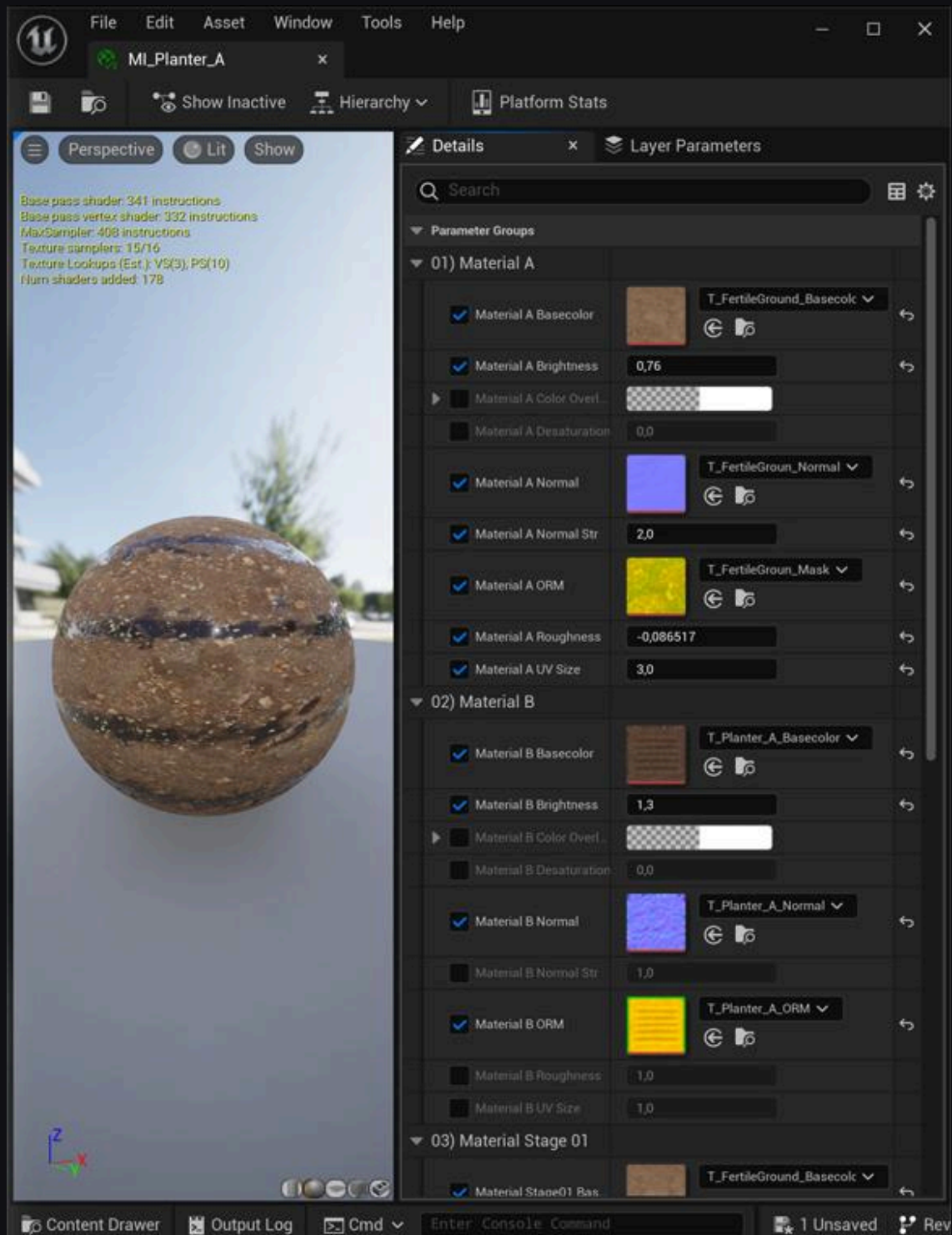
A total of 10 various-sized planters and fields. All these components are controlled through a single Material Parameter Collection (MPC_Terraform). This system allows you to add terraformed areas to your farming systems. Objects using Static Mesh Morph Targets transform in real-time from a basic soil appearance to a field ready for planting with this system. The Material system we use is suitable for making all the fine adjustments, and there are Material Instances available that allow you to change the visuals of all processes.

Material System

There are 2 master materials available. One is a simple M_Hardsurface material designed for the wooden fences on some of the planters and requires no adjustments. The other master material is M_Planters, created for the soil part, and all settings are made through instances created from this material. The instance content consists of Material A, Material B, and Material Stage 01, representing different texture uses. To detail these sections:

- Material Stage 01: Represents the basic soil appearance before terraforming, and changes made in this area are for the initial view.
- Material A: Represents the section of the field ready for planting after terraforming.
- Material B: Represents the section of the field's water channels after terraforming.

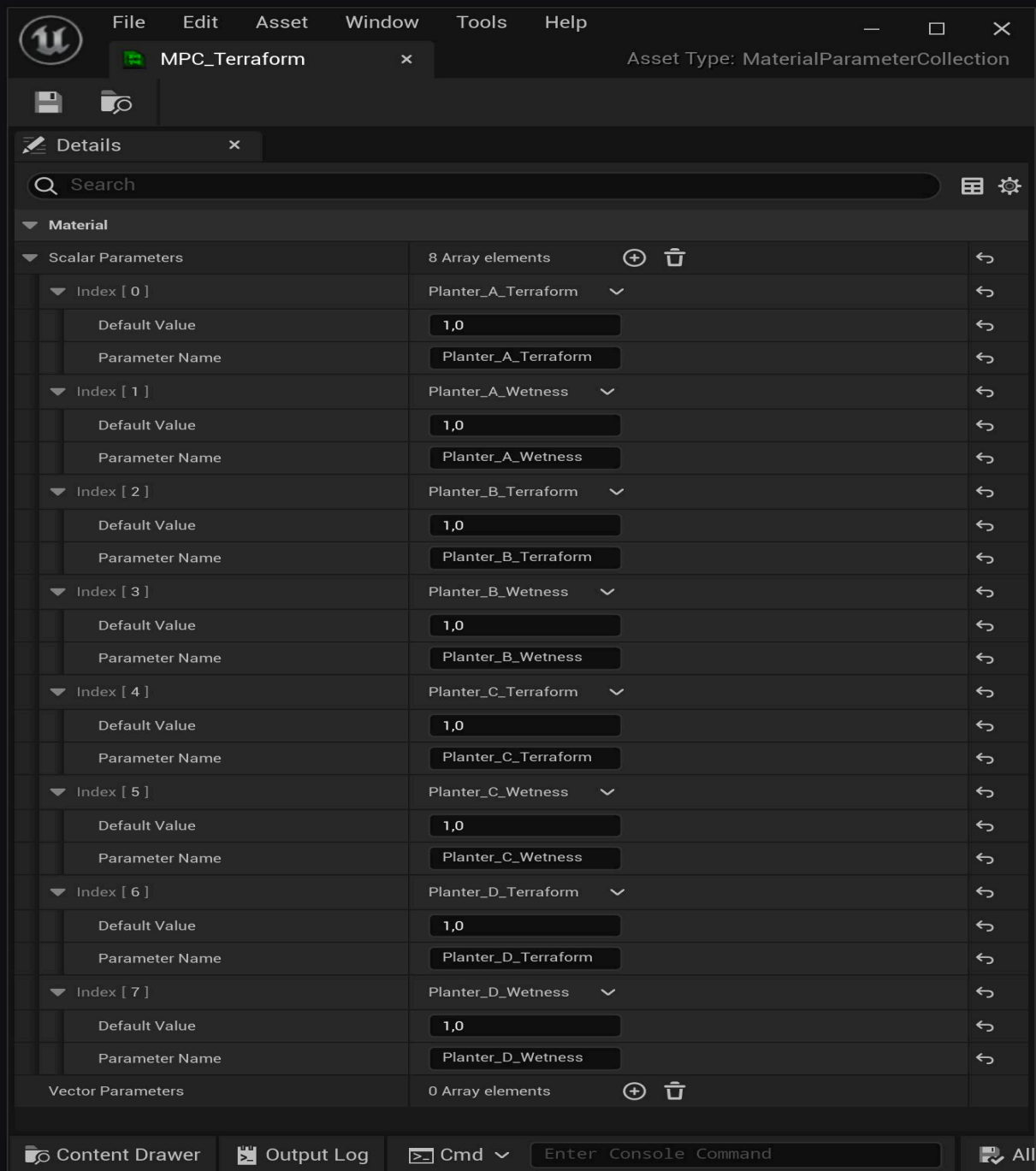
You can use any seamless textures you desire in these sections to achieve the visuals you want. All material sections are meticulously prepared, and you can adjust settings such as Brightness, Color Overlay, Desaturation, Normal Strength, Roughness, and UV size according to your preferences.



Additionally, in the settings of each instance, there is a "Settings" section where you can enable or disable Wetness usage and toggle between the basic soil and planting-ready soil stages by checking the boxes.

Material Parameter Collection

The package contains 1 material parameter collection, and all planter/field terraform and wetness settings are included within it. The process is fixed between values 0 and 1, meaning entering values like -1 or +1 will not alter the process.



Triangle counts

- **Lowest triangle count: 1710 (Planter_C)**
- **Highest triangle count: 70,454 (Planter_A_02)**
- **Average triangle count: 12,650**