

Stylescape

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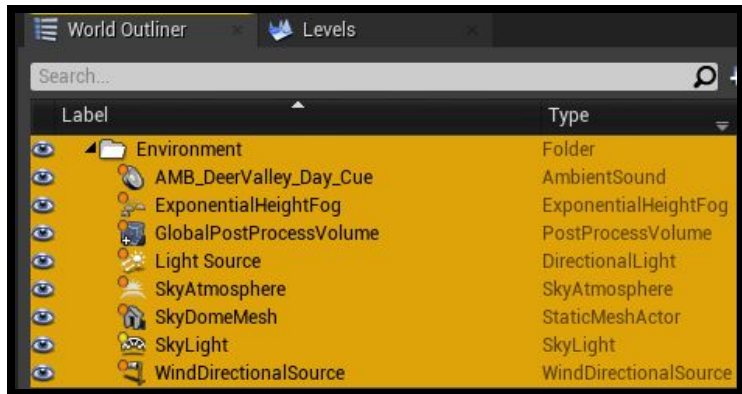
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1.0 Getting Started

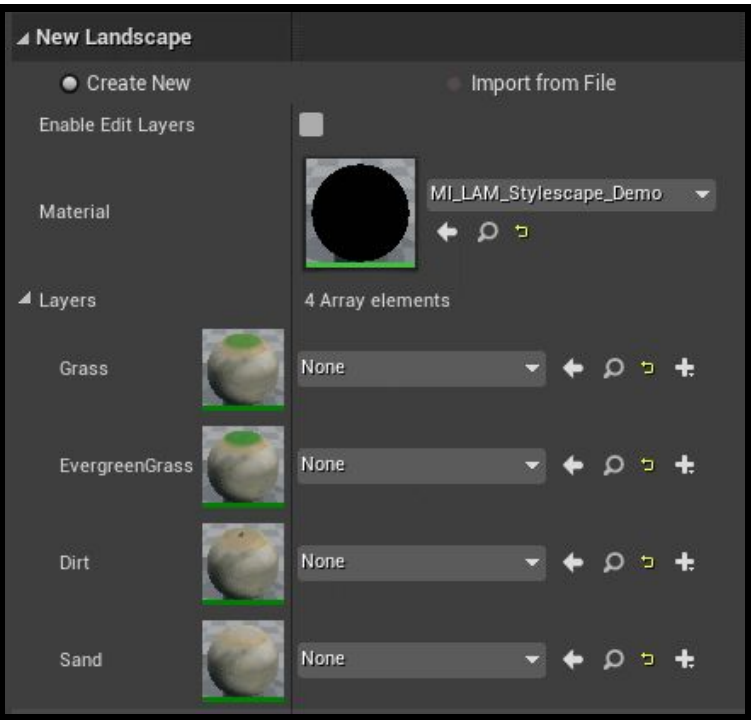
1.1 Importing Stylescape Settings

To get started with Stylescape, let’s first open the **Demo** level and copy all of the items in the **Environment folder** of the **World Outliner**, and paste them into either one of your existing levels (clear existing environment actors first) or make a new level. This is to make sure we have all of the optimized settings that look best with Stylescape assets, this step is completely optional but strongly recommended.



1.2 Landscape Material & Layers

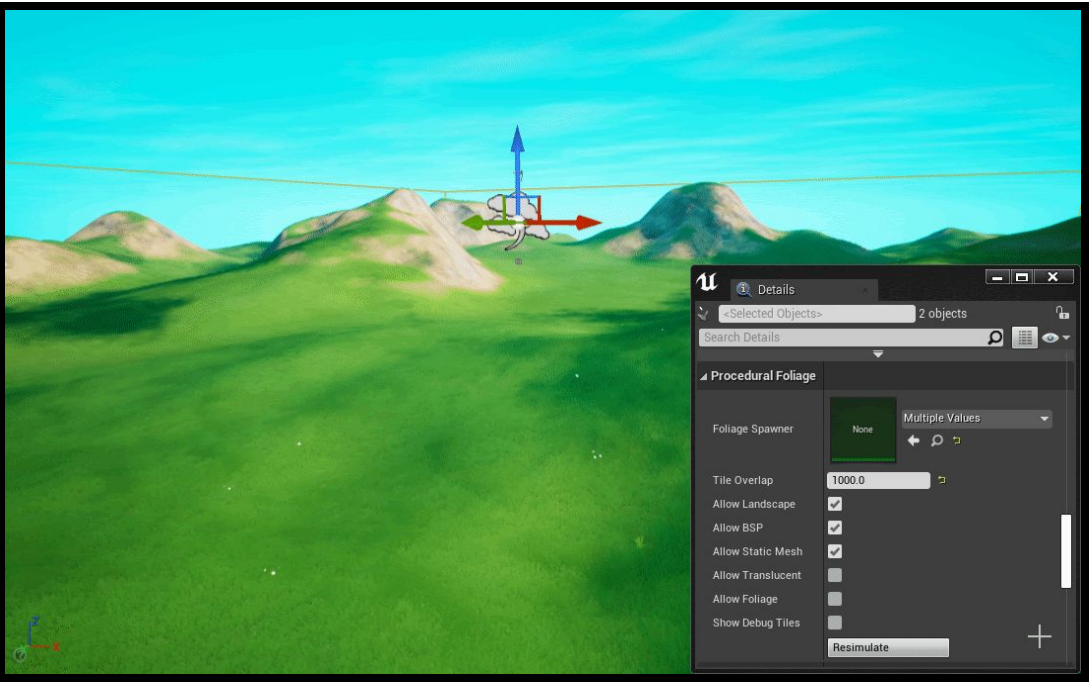
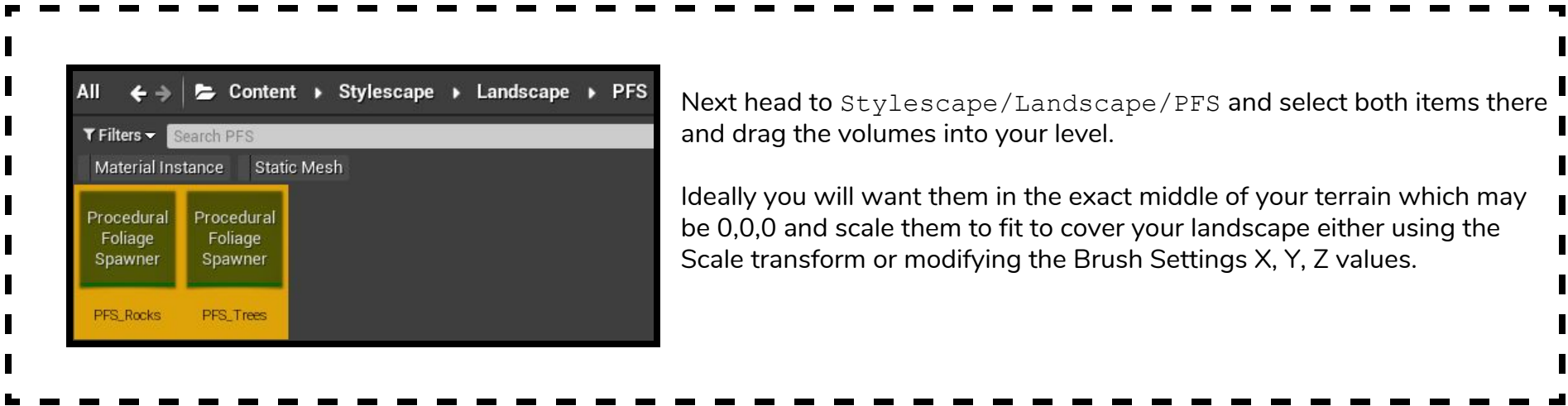
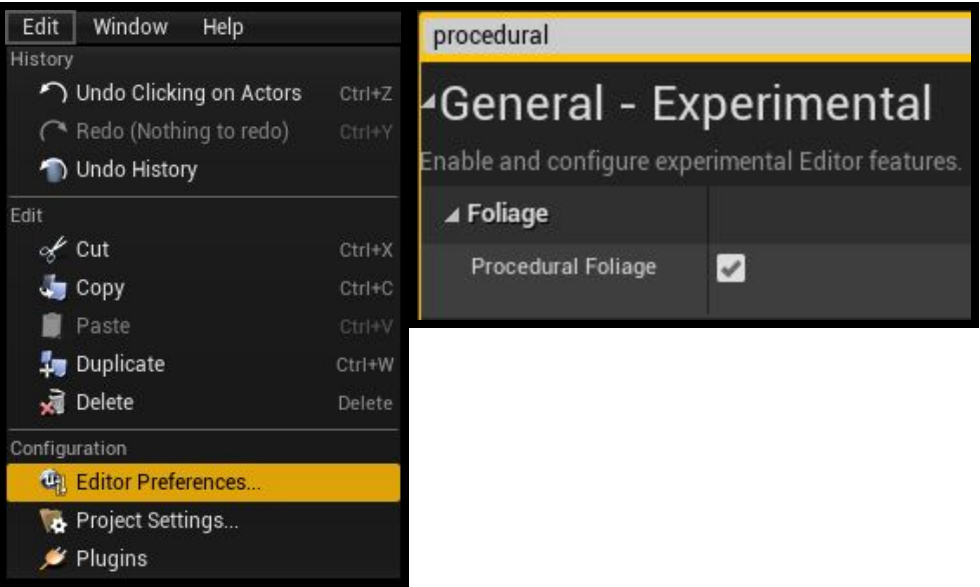
With the settings imported, let’s prepare a new material instance to use with your landscape. Head to `Stylescape/Landscape/Materials/` in the **Content Browser** and make a *duplicate* of the `MI_SS_Landscape_Demo` material. Next apply the material either on an existing terrain or import/create a new one, and then set each **LayerInfo** respectively in the **Landscape** tab, check the file path just to make sure you have the right ones from Stylescape.



As soon as you create the terrain, this step is done and you’re all good to go!

1.3 Procedural Foliage Spawners

Now that your landscape is ready to go and presumably has hills and mountains, let's add foliage, procedurally!
Before we do that, let's make sure **Procedural Foliage** is enabled under **Editor Preferences**.

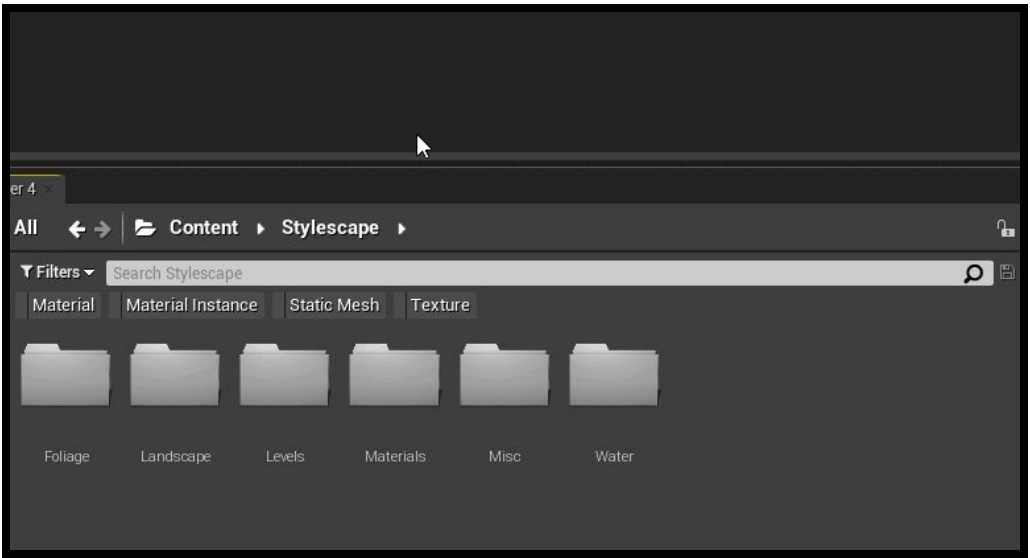


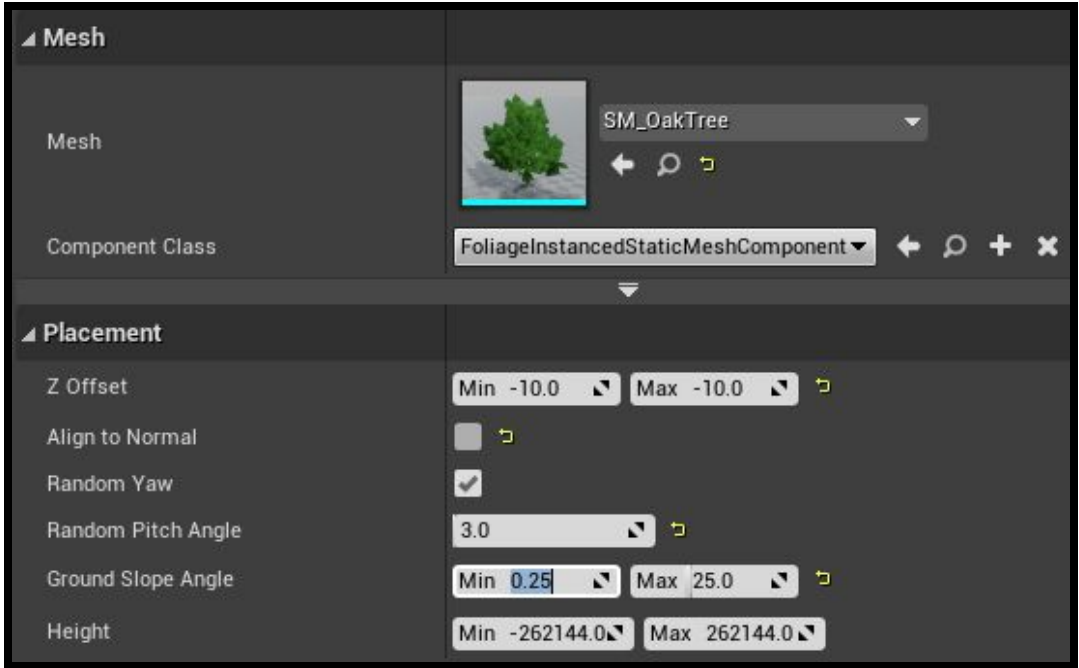
Once the volumes are suitable, select both of the volumes in the **World Outliner** and hit the **Resimulate** button under **Procedural Foliage** of the **Details** panel.

You may notice that Evergreen trees aren't placed, this is because they only spawn on the `EvergreenGrass` layer. For a more automatic result I use an inverted erosion flow output generated from World Machine and import it to the layer, otherwise you can manually paint the layer wherever you choose and resimulate the foliage.

Note: Trees and rocks have a minimum angle in order for them to spawn, this allows natural clearings around the terrain and easier to control where trees and rocks spawn. They also avoid dirt paths and sand beaches.

If you'd like to increase or decrease the slope limit or density for any of the generated foliage, you'll have to modify the **Static Mesh Foliage** settings, you can find these at `Stylescope\Foliage\Ground\FoliageTypes` and `Stylescope\Foliage\Trees\FoliageTypes`. Alternatively you can simply check the **Filter** at the base Stylescope directory.



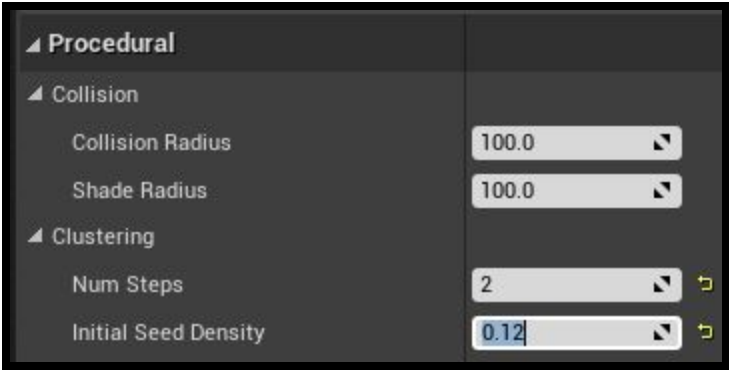


You'll find the settings for **Ground Slope Angle** under **Placement**, in this example for the mesh `SM_OakTree` is set to spawn on a minimum angle of 0.25, changing this to 0.0 will enable it to spawn on flat ground.

Looking at the Advanced settings dropdown you will find that this mesh only spawns on the `Grass` layer, excluding `Dirt`, `Sand`, and `EvergreenGrass` layers, this is to keep it part of the "Grass" biome and to ignore paths and beaches.

To change the density of how many spawn simply change the **Initial Seed Density** under **Procedural**.

The right amount of density will vary between landscape sizes, for larger maps over 4km try 0.2 or more.



2.0 Miscellaneous

2.1 Alternative Slope Rocks

Included is an extra variation of the rocks labelled with “Z-up” used as GrassTypes among the several layers by default. These meshes have their normals pointed straight up and use a tangent to world space transform which means it matches the normals of what they’re placed on. This comes with a very noticeable improvement to the meshes lighting at the cost of losing proper self shadowing, I found it to be worth it, in the case that you don’t, you can simply switch the meshes in the GrassTypes to the non Z-up versions.

