Thicket Shapes

Five shapes are provided: **Cone, Cube, Cylinder, Drapable Plane, Simple Plane**.

The shapes can be scaled along different axes, however the leaf object must be scaled 1/x as much to keep leaf objects from distorting.

That is, if a cube has 200% X Scale, the cube leaves must have 50% X Scale to avoid distortion. Of course, scaling can be tweaked to create different effects.

The **Drapable Plane** is a higher density mesh, designed to drape over other objects. To do so, it's a good idea to hide or freeze the leaves, run Simulation. Then freeze the mesh, unfreeze/hide the leaves, and run Simulation for them.

Base Shape

One easy way to generate leaves is to hide the base mesh. Sometimes, however, this creates too much of an effect of 'hovering leaves,' unless density (**Additional PR Hairs Density**) is increased significantly.

An easy way to create a sense of a solid mass of leaves without increasing hair count is to use the blackout material on the shape; this creates an opaque black backing to the leaves and looks effective in most cases.

The shadow texture is a bit more elaborate, allowing some light to pass through the outermost part of the shape but not deeper inside. This does make the render a little slower.

Scaling and presets

Most leaf presets are shader presets, and require the surface to be selected in the Surface tab.

3DL presets should be applied last, after any scale effects.

Leaf size presets adjust the line width and scale of the leaves; line width affects the width of each square while scale determines the length of each.

Note that if you want to change the proportions, simply adjust scale; boxwood leaves with much greater scale can turn into grass-like fronds.

For consistent coverage, any increase in leaf size should be accompanied by a decrease in density. This is left up to taste, however.

Feel free to swap in other leaf textures!