

# Tree-Making Tools Compatible with Blender

<b>Tree Tool Name</b>	Gen3
<b>Brief Summary</b>	Gen3 is parameter-driven tree model generator for Blender. Generation algorithm is based on model described in "Creation and Rendering of Realistic Trees" by Jason Weber and Joseph Penn.
<b>OS Support</b>	Any OS compatible with Blender

## Screenshot



## Render Results



<b>Ease of Use</b>	<input type="radio"/> 1	<input type="radio"/> 2	<input checked="" type="radio"/> 3	<input type="radio"/> 4	<input type="radio"/> 5
<b>Development</b>	<input checked="" type="radio"/> 1	<input type="radio"/> 2	<input type="radio"/> 3	<input type="radio"/> 4	<input type="radio"/> 5
<b>Speed</b>	<input type="radio"/> 1	<input type="radio"/> 2	<input checked="" type="radio"/> 3	<input type="radio"/> 4	<input type="radio"/> 5
<b>Topology</b>	<input type="radio"/> 1	<input type="radio"/> 2	<input type="radio"/> 3	<input checked="" type="radio"/> 4	<input type="radio"/> 5
<b>Compat.</b>	<input type="radio"/> 1	<input type="radio"/> 2	<input type="radio"/> 3	<input type="radio"/> 4	<input checked="" type="radio"/> 5
<b>Support</b>	<input type="radio"/> 1	<input checked="" type="radio"/> 2	<input type="radio"/> 3	<input type="radio"/> 4	<input type="radio"/> 5

<b>Graphics</b>	<input type="radio"/> 1	<input type="radio"/> 2	<input type="radio"/> 3	<input checked="" type="radio"/> 4	<input type="radio"/> 5
<b>Docs</b>	<input type="radio"/> 1	<input checked="" type="radio"/> 2	<input type="radio"/> 3	<input type="radio"/> 4	<input type="radio"/> 5

## Download Link

<http://www.geocities.com/bgen3/>

## Support Links

- > <http://www.geocities.com/bgen3/>
- > <http://www.cs.duke.edu/courses/fall02/cps124/resources/p119-weber.pdf>
- > <http://www.cg.tuwien.ac.at/research/vr/urbanviz/trees/parameters/parameters.htm>
- > <http://www.imonk.com/baboon/trees/>
- > <http://blenderartists.org/forum/showthread.php?t=69977&highlight=arbaro>

## Comments

### Installation and Usage

1. Unpack archive into temporary directory.
2. Copy gen3.py and gt directory into your Blender scripts location.
3. Start Blender and run Gen3 from 'Scripts->Misc->Gen3'

Gen3 is a great tool, if you're willing (or able) to invest the time to learn to control the many parameters. Don't forget to Remove Doubles.