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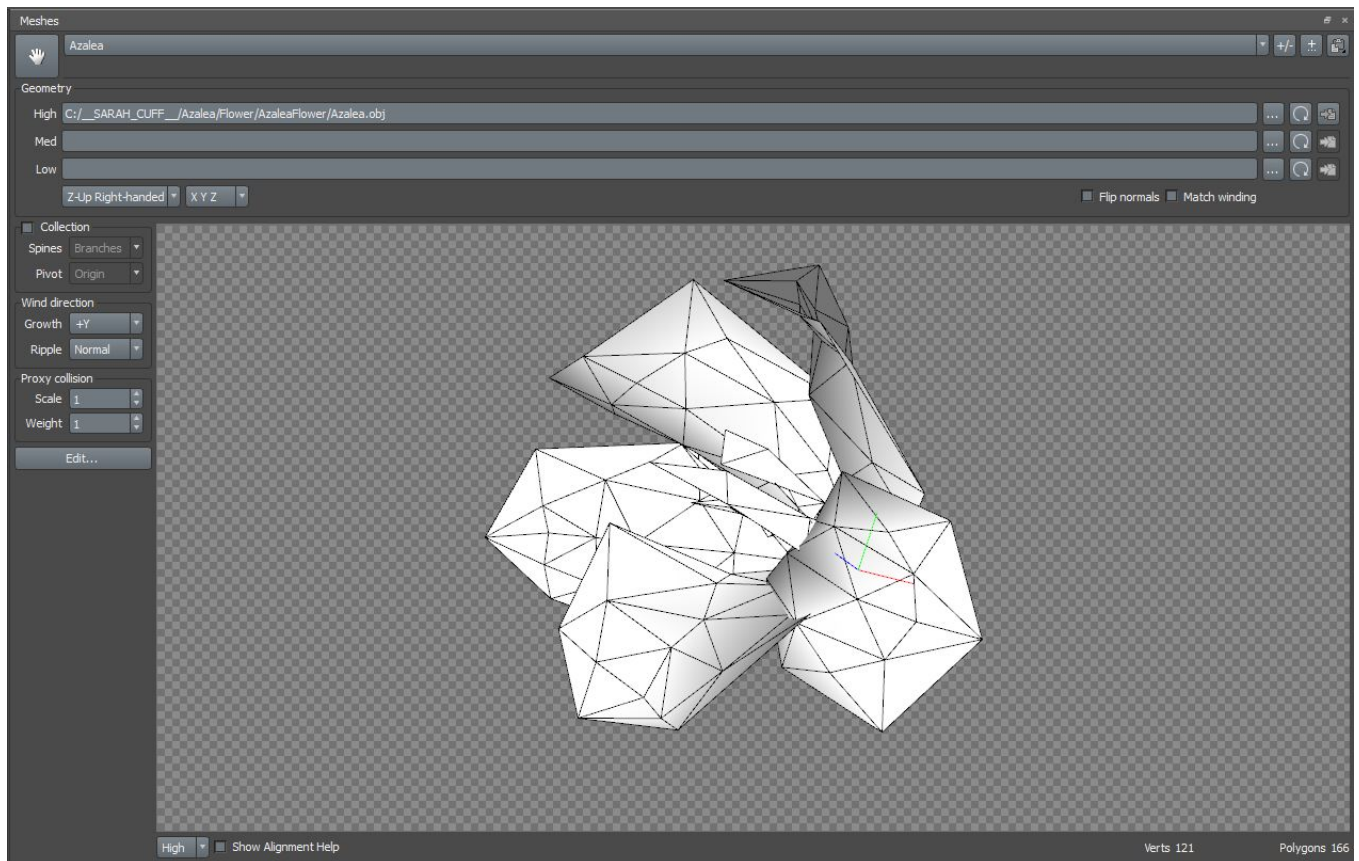
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Trace: • [mesh_generator](#)

The Mesh generator allows you to place a custom mesh into your tree. The major difference between this and [the batched leaf generator](#) is that it allows you to [Node edit](#).



. You can upload your .obj file using the +/-



Geometry

Loading in the .obj files is the same as for batched leaves. High, Medium and low poly Files can be placed. The mesh is assigned to it's texture from the [materials asset](#) bar.

Collection Spines pivot Wind direction Proxy collision

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