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Making Roots



METHOD ONE: For short roots that you don't need above ground use [Displacement](#) Flares.

METHOD TWO: For long roots that sit above ground or trail underneath use a branch generator .

1. Using **Interval**, **Phylotaxy** or **Absolute** generation styles, set your number of roots.
2. Change the **start** to just a little above the base of the tree (.02 for example) This gives the

generator room to weld.

3. Change the **last** to very low down on the tree. (.07 for example). You will have to account for the radius of your roots fitting in the given space.

4. Change the **start angle** so the roots sit parallel to the ground.

5. Next tier generators can be leveled out by using a **Planar force**, or **Bifurcation - align**. 6.

Gravity is often helpful to push the ends of the branches downward if there is a lot of **spine noise**. 7.

Using **Sink** is often helpful for hard-to-weld roots or if there is a gap between the root and ground.

WRAPPING ROOTS to OBJECTS:

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