

- [skip to content](#)



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 Search ▾ >

Trace: • [ue4_introduction](#)

Introduction to SpeedTree for Unreal Engine 4

Welcome to SpeedTree for Unreal Engine 4. The pages in this section detail how to use the SpeedTree tools and models to their maximum effect in your Unreal Engine 4 application. The techniques shown here apply to both custom and subscription licensees.



How Does It Work?

Using SpeedTree with UE4 is a three step process:

- **Create or purchase a SpeedTree model.** Whether you use models from our [library](#) or create one from scratch using the SpeedTree Modeler, you'll need a model to get started. Models consist of the SpeedTree files (.spm, .srt) and the textures and component meshes (.obj, .fbx) associated with it. Click [here](#) to learn more about creating models in SpeedTree.
- **Import the model into UE4.** SpeedTree models are imported into UE4 like any other asset. They come in as a static mesh with extra vertex attributes to implement wind and smooth LOD. You can do anything with them that you can do with a static mesh inside of UE4. Click [here](#) to learn more about import SpeedTree models into UE4.
- **Place models in your scene.** Once imported, SpeedTree models can be placed or painted like any other static mesh. Click [here](#) to learn more about placing SpeedTree models in UE4.

Topics in this Section

Follow the links below for detailed information about using SpeedTree with Unreal Engine 4.

[Managing Your Subscription](#)

[Creating Models for UE4](#)

[Importing Models into UE4](#)

[Working with Models in UE4](#)

[Making Lightmap UV Coordinates](#)

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