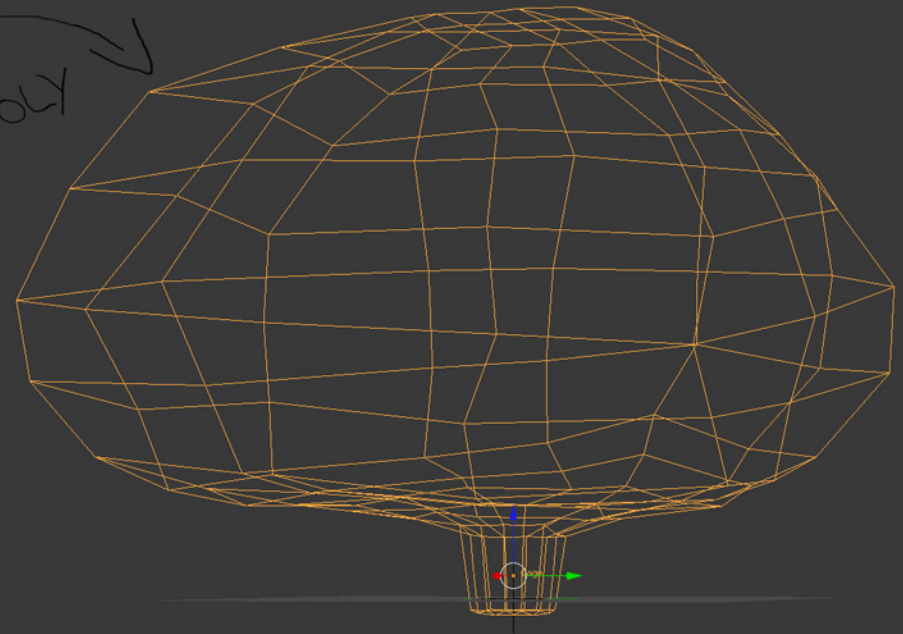


CAGE  
LOW POLY  
MESH

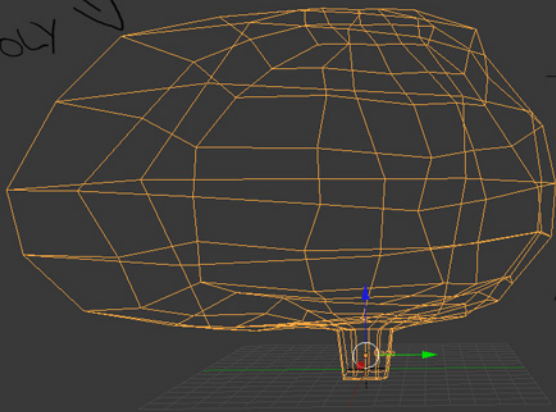


BIG  
TREE



(1) leaves

CAGE  
LOW POLY  
MESH



A DISPLACE  
WITH AN  
ANIMATED TEXTURE

A LITTLE  
BEND ANIMATED  
WITH A NOISE  
MODIFIER ON F-CURVE

SAME AS  
BEND BUT TWIST  
MODE

Blender 2.60.6 | Ver: 4.32 | Fa: 4.20 | Ob: 1.7 | La: 0 | Mem: 1316.72M (0.10M) | Cage

Modifiers

Add Modifier

Displace

Apply Apply as Shape Copy

Texture: Texture 4 F + X Direction: Y

Vertex Group: DEF Texture Coordinates: Object

Object: Displace Center

Midlevel: 0.500 Strength: 2.000

SimpleDeform

Apply Apply as Shape Copy

Mode: Bend Vertex Group:

Origin: SimpleDef Center Deform: Factor: -0.002913

Relative Limits: 0.00 1.00

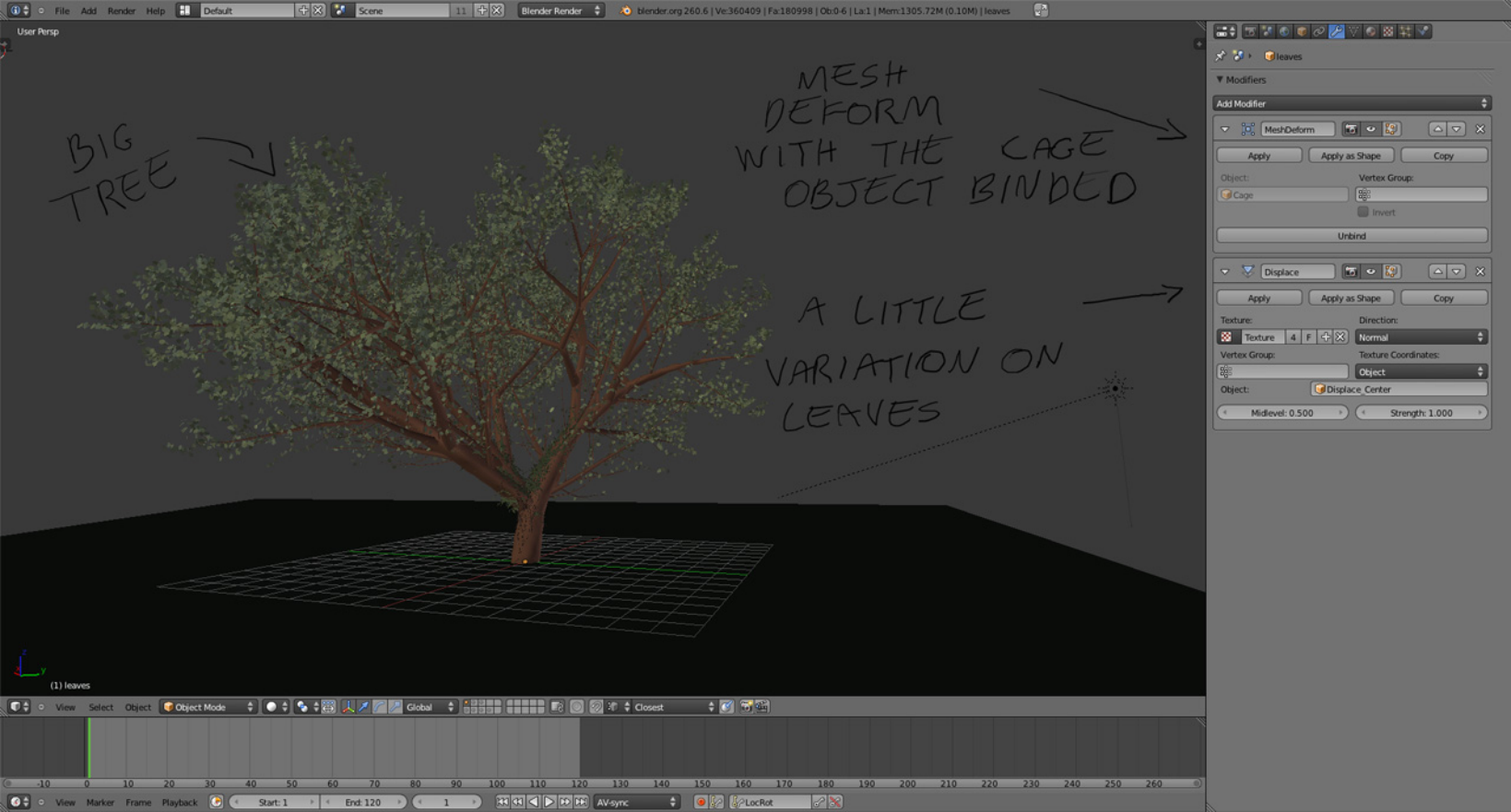
pleDeform.001

Apply Apply as Shape Copy

Mode: Twist Vertex Group:

Origin: Deform: Factor: -0.01273

Relative Limits: 0.00 1.00



BIG TREE →

MESH DEFORM WITH THE CAGE OBJECT BINDED →

A LITTLE VARIATION ON LEAVES →

Modifiers

Add Modifier

MeshDeform

Apply Apply as Shape Copy

Object: Cage Vertex Group: Vertex Group

Invert

Unbind

Displace

Apply Apply as Shape Copy

Texture: Texture 4 F Direction: Normal

Vertex Group: Vertex Group Texture Coordinates: Object

Object: Displace\_Center

Midlevel: 0.500 Strength: 1.000

