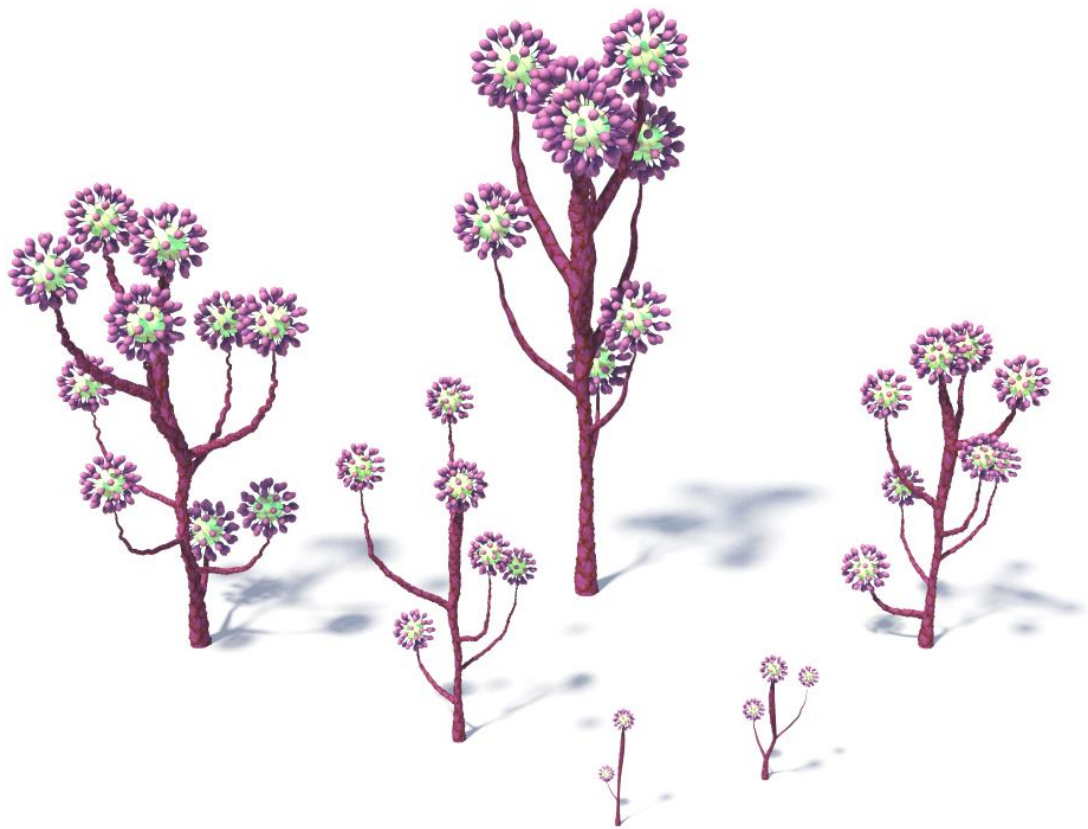


# ***Alien Tree Pack***

## ***Glowing Piri balls***



**MR LAMPPOST**

## **Licence:**

### **Personal Usage:**

These models and textures are licensed for personal, non-commercial use only. If you do use them please credit Mr\_Lamppost and if possible include a link to where you obtained this pack.

### **Commercial Usage:**

If you wish to use any of the models or texture maps contained in this object pack commercially please contact me at. [phil@mrlamppost.com](mailto:phil@mrlamppost.com)

### **Distribution:**

You may freely distribute this object pack provided that:

- All of the files in the original archive including this document are included. Individual files from this object pack may not be distributed separately.
- No charge is made for the object pack.
- The object pack is clearly credited to Mr\_Lamppost

This object pack and all files contained within it are © 2009 Philip C. Matthews (Mr\_Lamppost).

Please respect the request to provide a link to where you obtained this object pack as a service to others. There is nothing more frustrating than seeing a credit for a free object with no clue as to where a copy may be obtained.

---

## **Description:**

This pack contains a collection of six objects in Terragen 2 .tgo format representing alien trees at various stages of growth. The "Piri" in the title is taken from the Space 1999 episode Guardian Of Piri which inspired them.

---

## **What's in the pack:**

|               |              |
|---------------|--------------|
| Alien_01a.tgo | large plant  |
| Alien_01b.tgo | large plant  |
| Alien_01c.tgo | medium plant |
| Alien_01d.tgo | medium plant |
| Alien_01d.tgo | small plant  |
| Alien_01d.tgo | small plant  |

|                         |                          |
|-------------------------|--------------------------|
| Alien_01_Bark.bmp       | texture map              |
| Alien_01_Bark_Bump.bmp  | displacement texture map |
| Alien_01_Petal.bmp      | texture map              |
| Licence_And_Read_Me.pdf | this document            |

---

### **Notes on usage:**

Although alien the objects are modelled to a logical “Real World” scale; all textures/materials and displacements are set correctly if the objects are used at the default one Tg2 unit = 1 metre scale. The largest tree is a little over eleven metres tall, please refer to this pseudo orthographic render for the exact sizes of each object. The background checkers are one metre square.



By default the globes use procedural materials which will need to be adjusted manually if the objects are scaled significantly up or down. No texture map image is provided but the globes are uv mapped allowing an image map to be applied.

---