# MEMO – Snow on Trees

Problem / Task

Create nice snow on a coniferous tree.

Solution

1. Create a coniferous tree or get one from the library. Adjust *Trunk Thickness* and *Trunk Texture Material* as desired. Increase or decrease *Number of Leaves*.

2. Set up *Foliage Texture Material*: *Diffusion* and *Ambient* fully white. Set a dot in *Diffusion* and use a positive PHT (Phased Hyper Texture). Make sure *Alpha Scaling* is selected and adjust *Diffusion* and *Ambience*.

3. In the *Render Options*, enable *Boost Light*. Render *Regular* or *Premium* as desired.

Adjustments

- Brightness of shadowy part with *Ambience* (mind *Global Ambience* setting).

- Brightness of lit part with *Diffusion* (adjust PHT controlled level carefully).

- In the *Render Options*, *Anti Aliasing AA Radius* is default 1.00 and can be increased in 0.01 steps up to 2.00 to make the snow appear thicker. Note that the *AA Radius* setting will affect the whole scene.
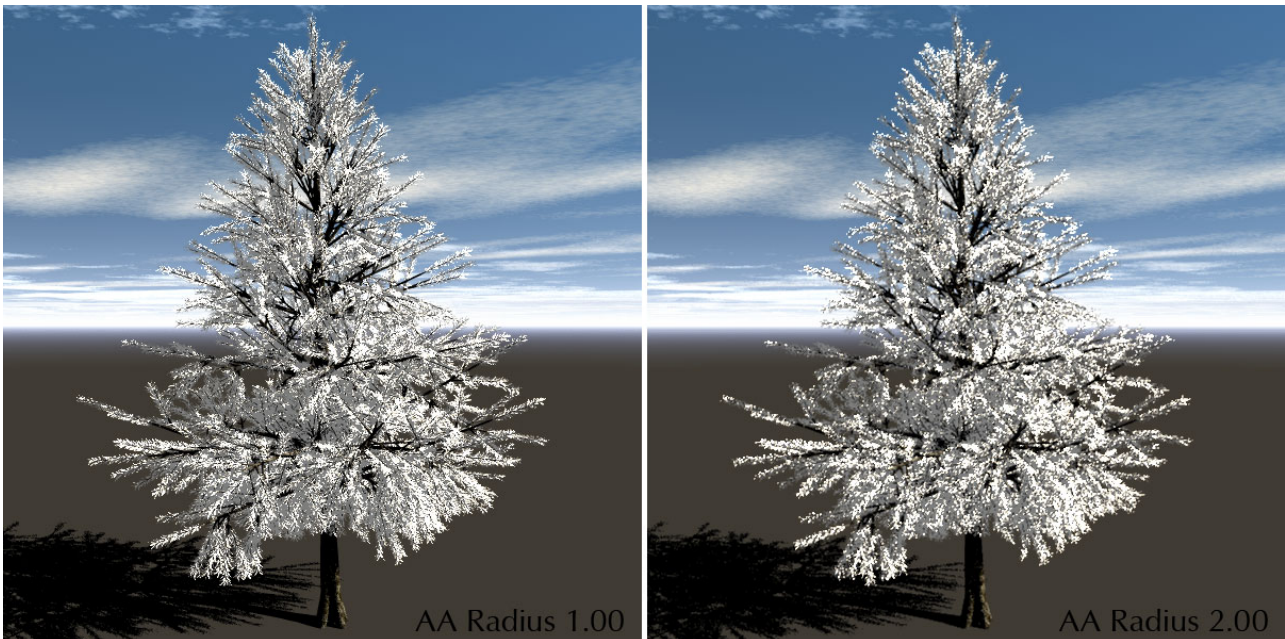
Note: The video shows how a Hyper Texture (HT) can be made in the *Deep Texture Editor* (DTE) — see also the MEMO https://horo.ch/docs/memo/pdf/HyperTexture.pdf.

The output of a Phased Hyper Texture (PHT) can be much easier controlled and adjusted than by a HT. The 5 page PDF https://horo.ch/docs/mine/pdf/PhasedHT.pdf explains how it can be made in the DTE and how positive and negative PHT can be additionally fine adjusted by the *Phase* setting.

May 2019/horo