

## Foreground Blends – User Guide



### Note:

All Ground items are **invisible in render** by default.  
If you want to make them visible, please use the provided presets.

## Ultra-Fast Method

The quickest way to add grass to your scene is to load one of the pre-arranged **Blend Groups**.

They consist of a combination of ground planes with grass attached.  
Choose between Grass (somewhat patchy) and Lawn (smooth and regular).

Pick the arrangement that best fits your scene, depending on your camera's point of view.

For the Blend Groups please use the special **Blend Groups presets**, marked by this icon:



These presets will apply the materials and settings to all elements in the group.

**Note:** *Select the group - or any item in the group - before applying a preset!*

## Custom Arrangements

---

You can also load individual ground planes and add grass or lawn manually.

- 1 Load a Ground item (Circle, Square or Patch).
- 2 Make sure the Ground item is selected.  
Load a Grass or Lawn item that fits the Ground plane's shape.
- 3 Combine them at will.

*To apply a material or style preset to grass or ground, please make sure you have the correct item selected!*

## Showing & Hiding Ground Items

---

Sometimes the grass or lawn is not enough to cover an unwanted foreground area.

In this case, you can make the Ground planes visible and apply various opacity settings to make the Ground blend with the background:

- 1 Use the Render ON preset on the Ground.
- 2 Apply a material and opacity setting of your choice.

The ground planes in the Blend Groups have already opacity applied.  
To render them, use the Render ON preset and apply the ground material you want.

## Adding More Density

---

Use the **Extra Density** presets to “grow” more grass without slowing down viewport navigation. The effect of the Extra Density presets will only be visible in the render, not in the preview.

## dForce Simulation

---

The grass can be simulated to interact with figures or objects in your scene.

- 1** If you use a figure with dForce clothing, run the clothing simulation first and freeze it.
- 2** In the timeline, place the figure/object slightly above the grass in the first frame.  
In a later frame (for example frame 20) move the figure/object down into the final position.  
Leave some space between the figure/object and the Ground item.
- 3** Make sure that everything you want to collide with the grass is set to “Visible in Simulation” in Parameters > Display > Simulation.  
To make the simulation run faster, hide everything that doesn’t need to collide with the grass (hair, jewelry, background architecture etc.).
- 4** In the Simulation Settings, switch OFF “Start Bones From Memorized Pose”.  
Set the simulation to “Animated (Use Timeline Play Range)”.  
Run the simulation. The grass will flatten under the figure’s/object’s pressure.

*Happy rendering!*