# SITE DESIGN
PLACING PLANTS

In this chapter, we will go through the use of the Plant Tool. From selecting a plant definition to how each of the insertion modes work. Before we can get a complete plan like this, we first need to understand how to place plant objects and use the different modes of the Plant tool.

To begin, let's activate the Plant tool. The Plant tool is the first tool listed in the Site Planning Tool Set. The Plant tool has multiple modes in the Tool Bar. We will discuss these modes in a moment.
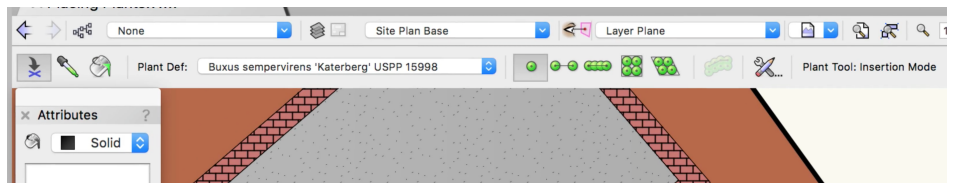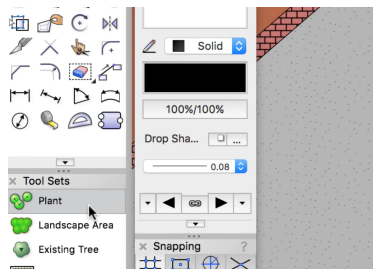

After activating the Plant tool, we need to choose a Plant Definition. Using the the Resource Selector in the Tool Bar, we can navigate predefined Plant Definitions. For more information on navigating the Resource Manager and Resource Selector, please see the Resource Manager chapters.
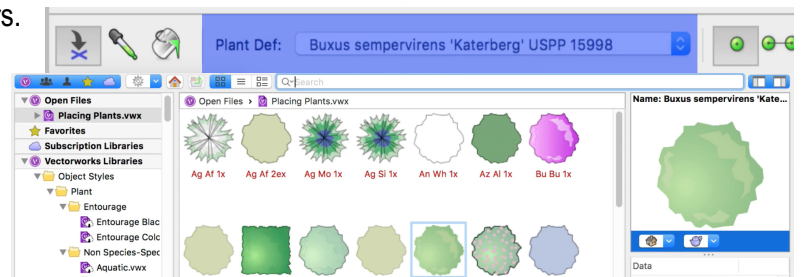

Under Vectorworks Libraries, we have many predefined Plant Definitions to choose from. These range from simple black and white or color definitions to non species and species specific plant definitions. You can create your own Plant Definitions, but we'll go over that in another chapter.

Using the File List to the left of the Resource Selector, we can navigate through the various Plant Definition Resource Libraries.
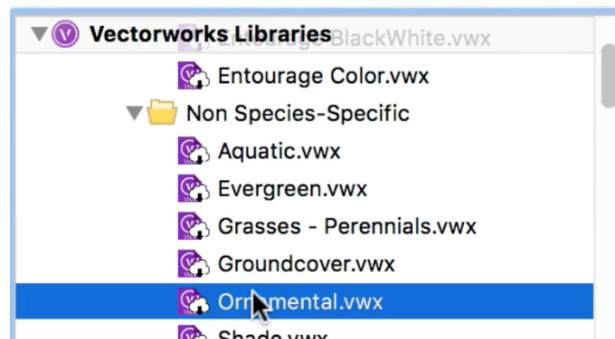

Selecting a Plant Definition in the Resource Selector will bring up a larger preview of the plant graphics. In the Data Pane we can review information about the selected Plant Definition. We can also check the Height, Spread, Spacing and other information related to the selected Plant Definition.
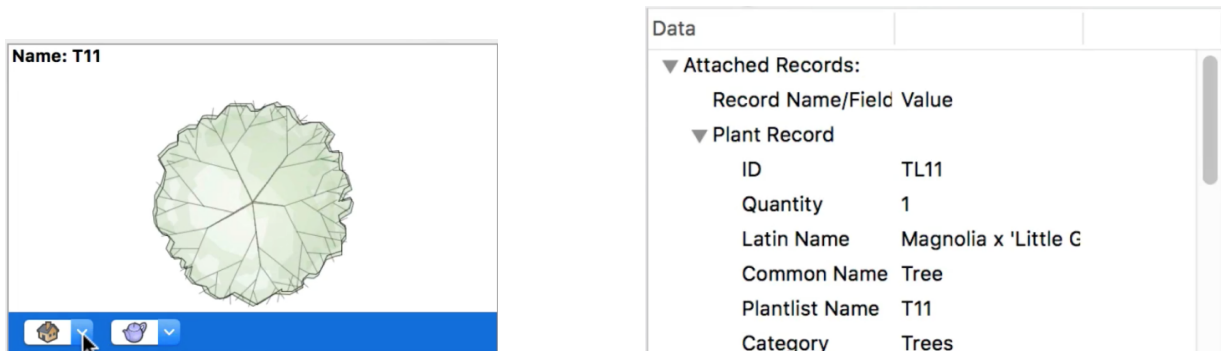

To activate a Plant Definition, click on a Plant Definition thumbnail and then click the Select button at the bottom right corner. You can also double click on the thumbnail to activate the Plant Definition.

The selected Plant Definition is now active and we are ready to place a plant. An outline of the plant will appear around your cursor when you move over the drawing window.
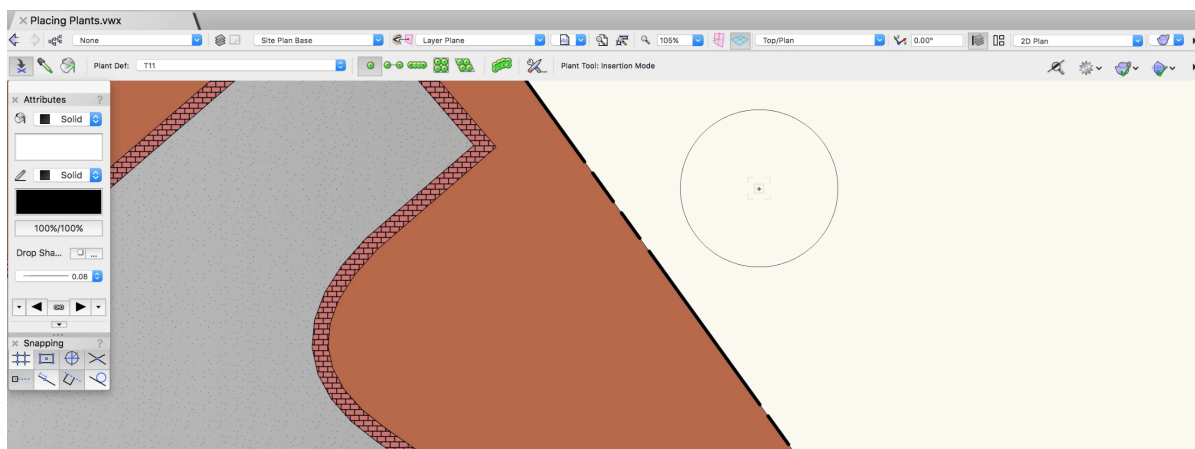
Now, let's look at the first 3 modes of the plant tool. You will see the Insertion, Pickup, and Mass Creation modes.
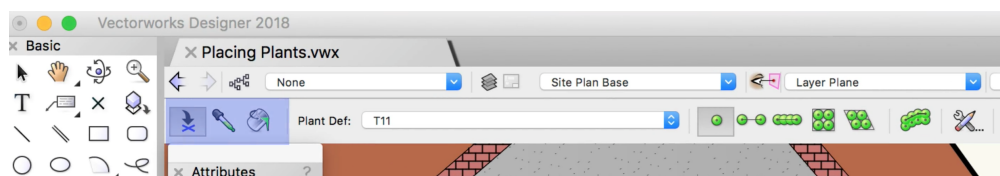

Insertion mode enables the placement of a plant or plants directly. The Pickup mode pulls insertion settings from an already placed plant. Mass Creation mode uses the defined insertion settings to convert an object into a plant or plants. Let's take a closer look at each of these modes.

The first mode of the plant tool, Insertion Mode, uses one of the 5 main placement modes to place plant objects.
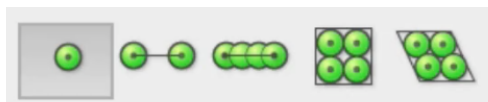
The first placement mode, Single Plant Placement Mode, requires just a single click to place a plant. With each single click, we now have an instance of this plant placed in our file.
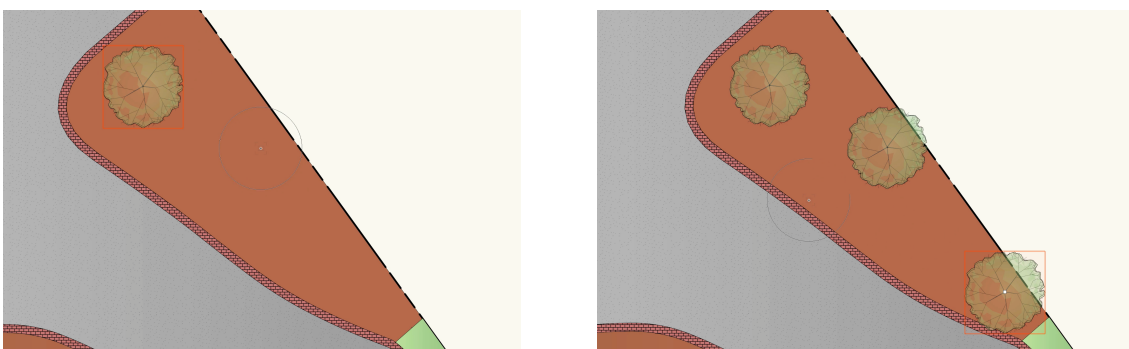

Once placed, the settings of the plant can be edited directly through the Object Info Palette. We will discuss adjusting the Plant Settings later.
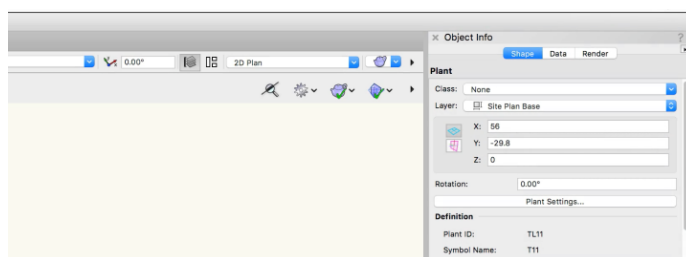

The Plant Tool has 4 other placement modes. These insert multiple plants in a group at one time. The modes can be changed in the Tool Bar.

The Poly-Vertex Placement Mode places multiple plants using a continuous clicking behavior. Each click sets the location of a new plant object. Double-clicking will end the operation.
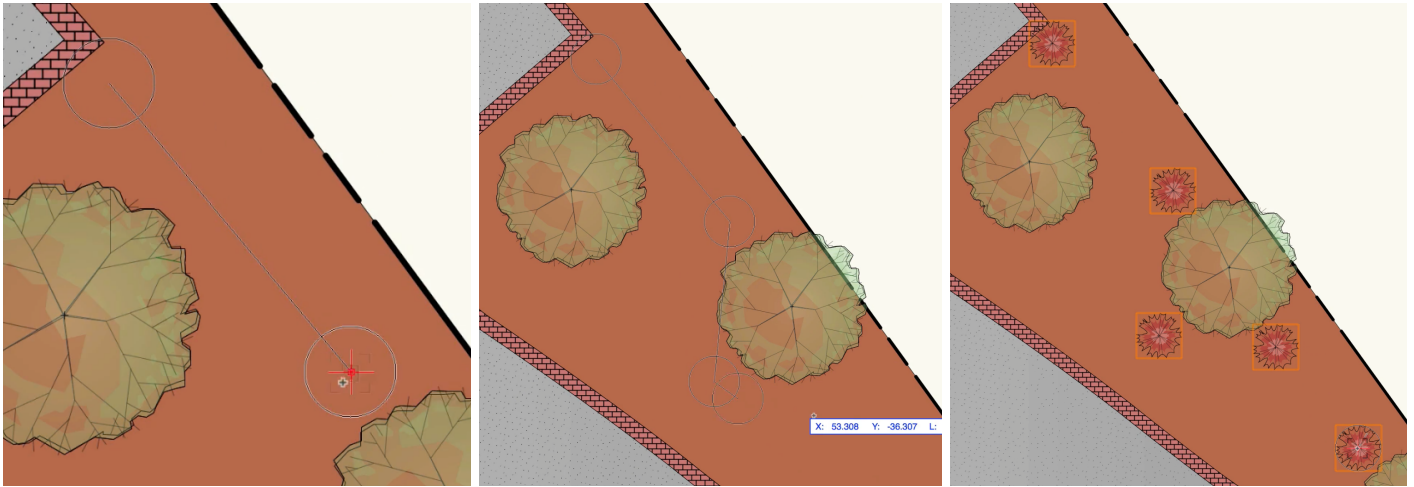

Poly-Edge Spaced Mode places multiple plant objects along a path. The plants are spaced using either the Plant Definition spacing or a custom spacing distance.
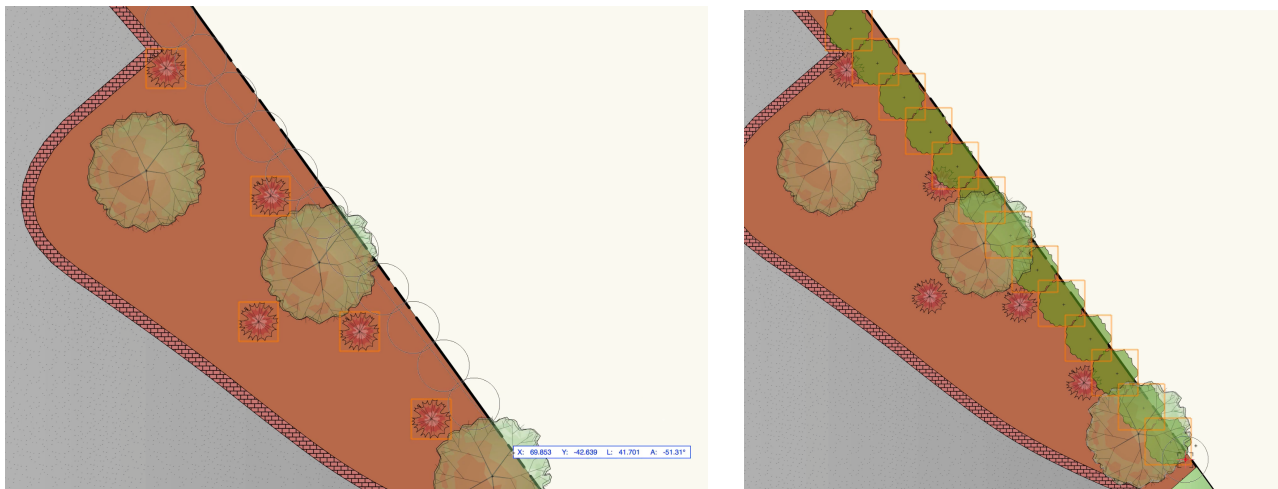
Rectangular Array Mode places plants in a rectangular array. Each click will define the boundary for the recatngular array. Again, you can double-click to end the operation.
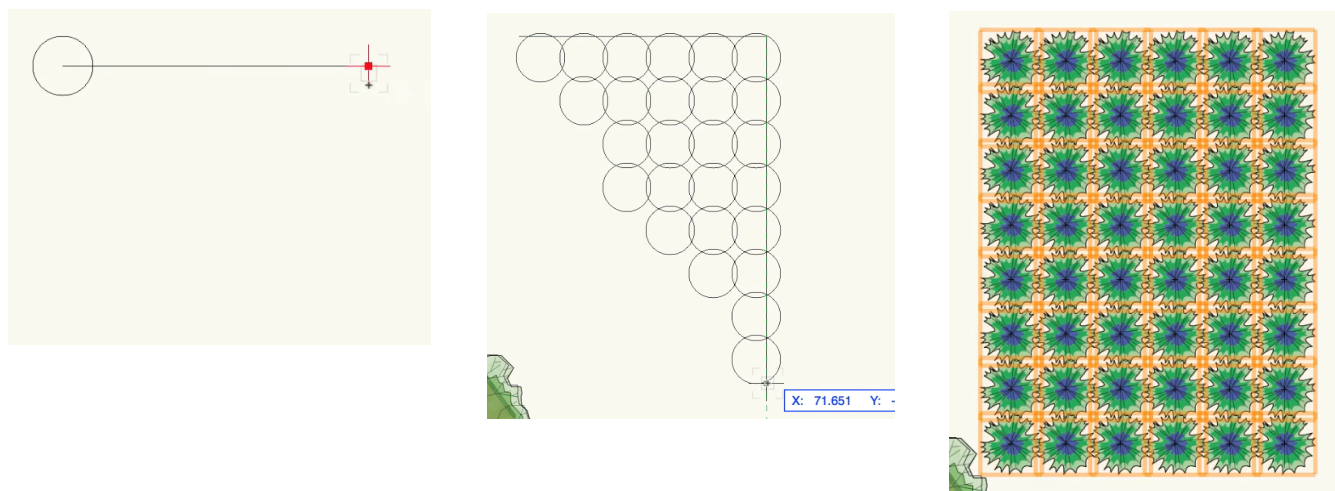

Triangular Array Mode places plants in a triangular array. Each click defines the boundary for the triangular array. We can double click to end the operation.
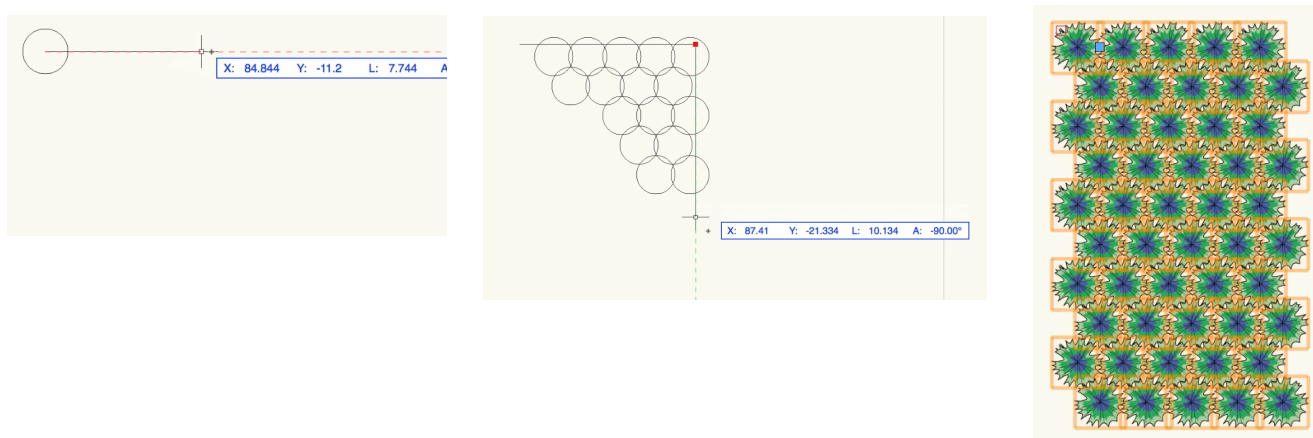
A major benefit of placing plants using one of these group modes is that grouped plants have a single plant tag for the group instead of an individual tag for each plant instance. We will go over Plant Tags and their settings in more detail in another chapter.
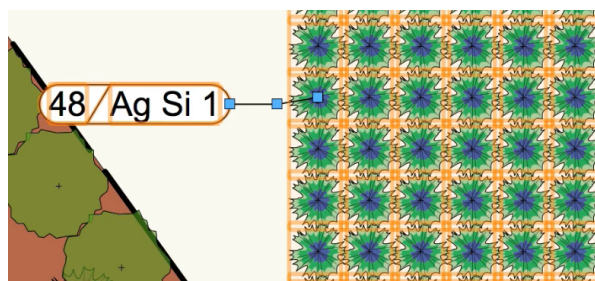
In addition to the 5 main placement modes, there is also a Hedge mode. This mode enables hedge creation for the Poly-Edge Spaced, Rectangular Array, and Triangular Array modes. Hedge mode creates rows of hedges along the drawn path. The number of hedgerows can be defined in the Plant Tool Preferences.
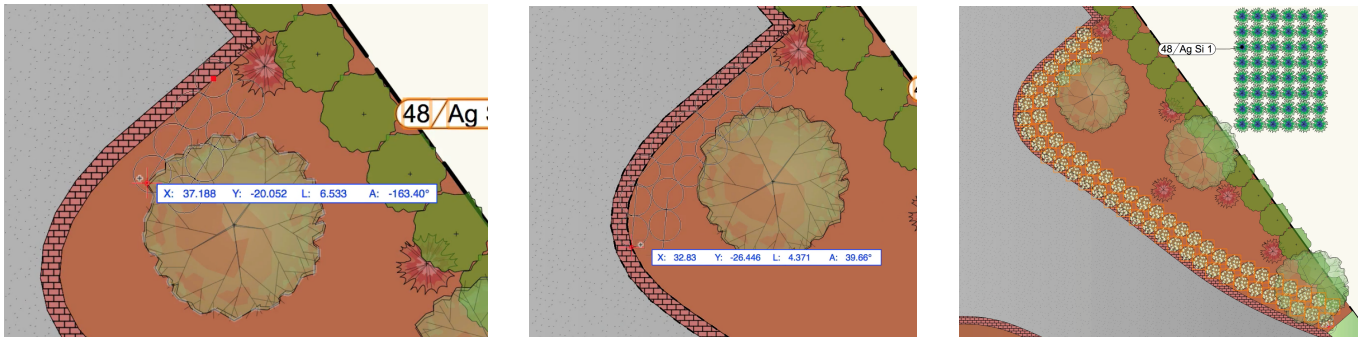

After placing plants using these different placement methods, you may find you need to place additional plants using the same definition, placement mode, and preferences.

Use the Pickup mode to quickly match the plant definition, placement mode, and preferences of a previously placed plant object. After clicking once on a plant object using this mode, the plant tool will pick up the plant definition, modes, and preferences. You can then place additional instances of this plant using the same settings.
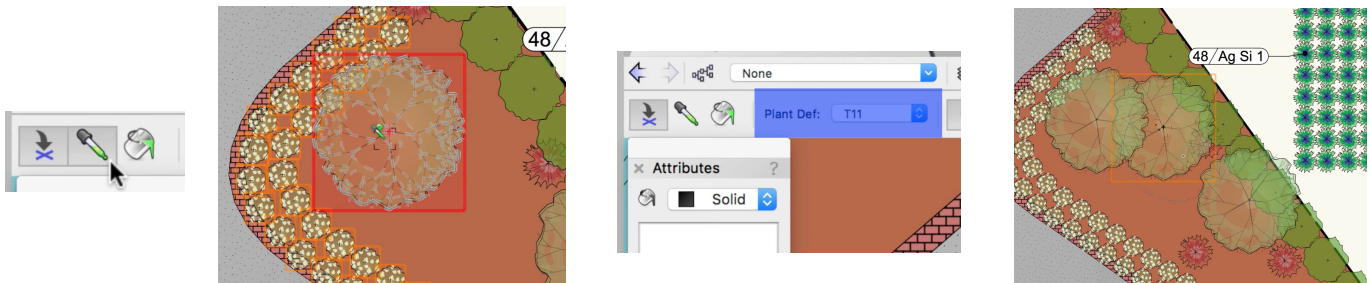
The final insertion mode, Massing Creation Mode, will convert any poly-like object into plants. This mode also uses the placement modes to create plants at the insertion point, at each vertex, along the edges, or in an array inside a boundary.
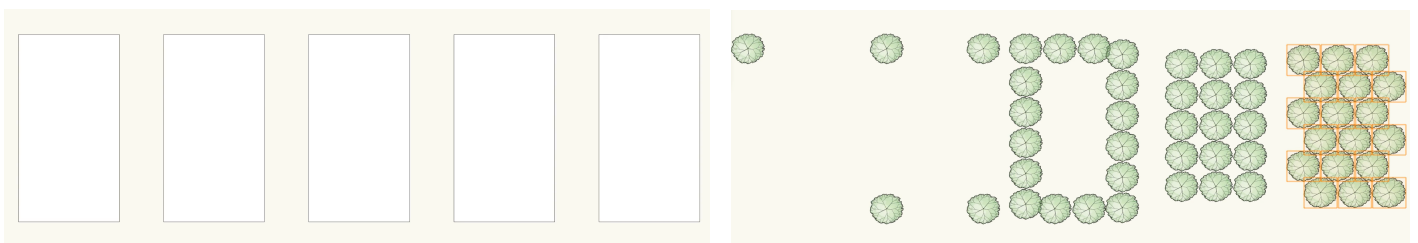
The last option in the Tool Bar for the Plant Tool is the Plant Tool Preferences. Here you can customize various placement options for plants. We will discuss these placement options in a later chapter when we go over plant instance settings.