Step 1
USE CONE TOOL

Step 2
Press “N”
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Use These values for the numeric Menu:

4 sides / 10 Segments /
and Top = 8m

Radius
X = 25cm
Y = 4m
Z = 25cm

Hit Enter
The Result
In Front View
Under Modify Tab
Click Taper 1
Then Hit "N"
Then Enter

Factor = 200%

Under Presets hit "Ease Out" button

Then Click Y-axis button

Hit Apply
Before and After Taper1
Select the Polygons on the Tip of the Cone

- Then **cut** it, and **paste** it into two separate layers
Go to Layer 2, Select top point of cone, and (Modify) Drag tool it off center within 45 degrees of the vertical
• Select 2\textsuperscript{nd} layer to be background, and put 3\textsuperscript{rd} in foreground

• Now Also select and move this point in a different direction within 45 degrees
(We are creating the branches now)
1. Make both layer 2 and 3 the foreground,
2. Then select all the polygons and Cut and paste them into Layer 1
Now go to Construct / Merge Points

Now you should have a Y shaped object like this one
Now Select the top three segments (The branches, and the stem) and paste it into two separate layers.
1. Select layer two and leave the other in the background.

2. Now select the all the points except the bottom four.

3. Now select Rotate / and move Points away from the center/ away from other branch.
Repeat Rotation with the 3\textsuperscript{rd} layer. Then with both branch layers (2+3) in foreground, Select all branch polygons, Then Cut and paste them back onto layer 1. Then Merge points.
We will now repeat the creation of the branches until the sections get used up. Or if the look of the tree takes a good enough shape to stop. Make sure to randomize the movements to prevent it from being too symmetrical. When selecting polygons, Always select the branch split and the Stem below it.
Continue to cut/paste/rotate/move branches until you get enough branches.
Extend Trunk

Select the bottom points of the trunk and move them down.
Conclusion

Source: