

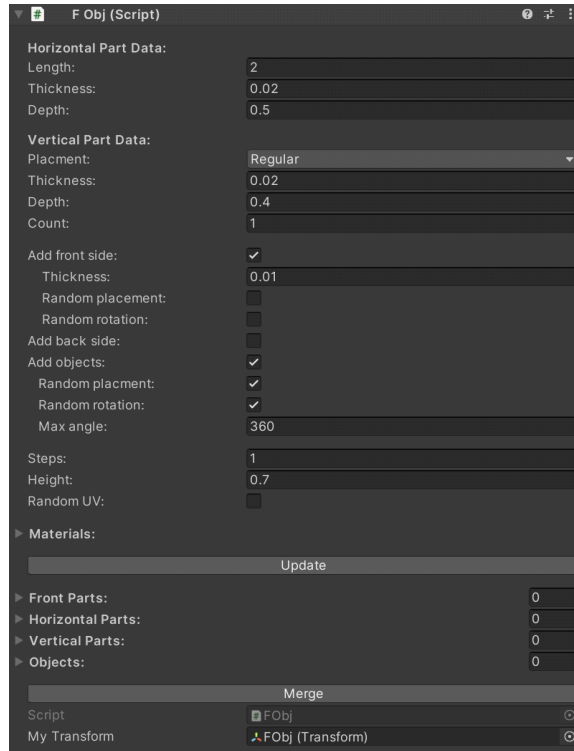
## Furniture Generator v1.0.0

by

MARCIN'S ASSETS

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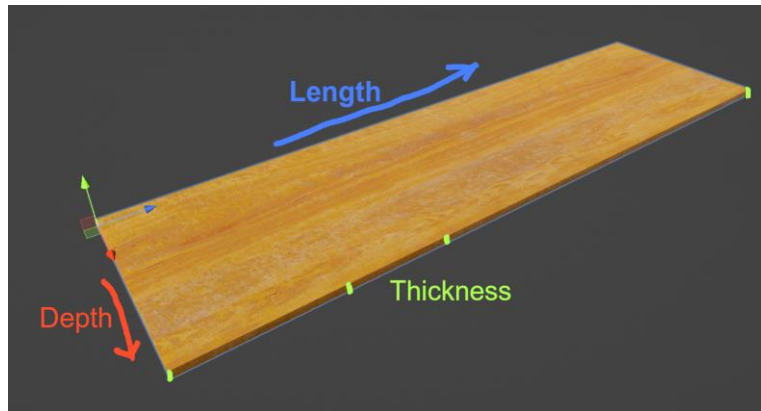
Thank you for purchasing my product! Below you will find the basic overview of the tool.



First of all, start by creating a "Null" object and assigning the "FObj.cs" script to it and click "Update" button.

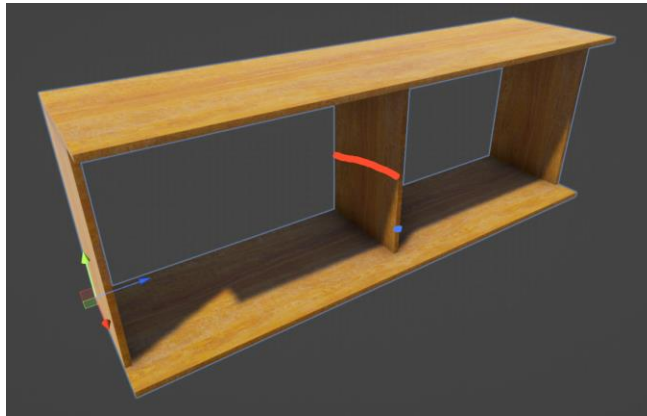
### Horizontal Part Data

1. **Length**: This value is the horizontal length of an object. The "two" means 2 meters = 200cm.
2. **Thickness**: The height or thickness of the horizontal part.
3. **Depth**: Set the depth of the horizontal part.



### Vertical Part Data

1. Placement: How to place the vertical objects? Regular or sinusoidal.
2. Thickness of the vertical parts.
3. Depth of the vertical parts.
4. Count: How many vertical parts do we need on a horizontal parts? It's set to "1". That is why we see only one part in the middle, plus the left and right sides.



**Add front side:** If checked, the tool will add additional front objects.



**Thickness:** Set the thickness of the front objects.

**Random placement:** If checked, the front objects will be added to random places only.



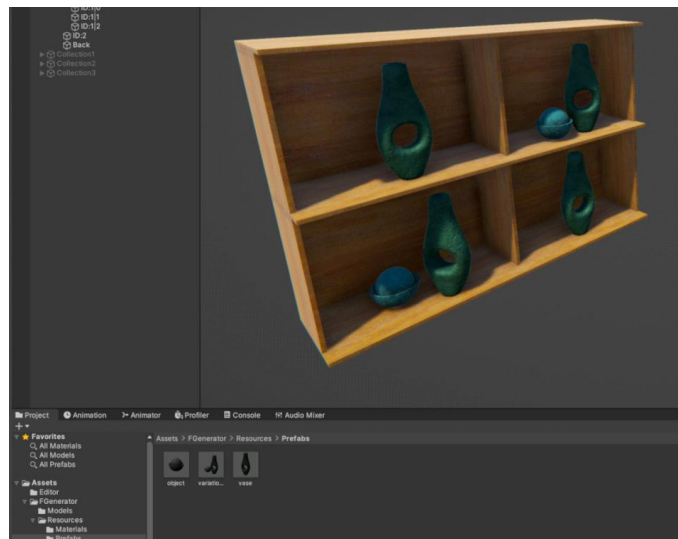
**Random rotation:** If you want the front objects to be randomly rotated, set the value to true.



**Add back side:** If yes, the tool will add the backside into the object.



**Add objects:** Adds additional objects to shelves. It will load all prefabs under "FGenerator -> Resources->Prefabs" and it will automatically arrange them into the object.



**IMPORTANT:** Make sure to set the pivot of the objects exactly at the bottom part if you don't want to get the levitating models.

**Random placement:** If you want the objects only in random places, set it to true.

**Random rotation:** Apply random rotation to the objects around the Y-axis.

**Max angle:** Set the maximum value of the random rotation.

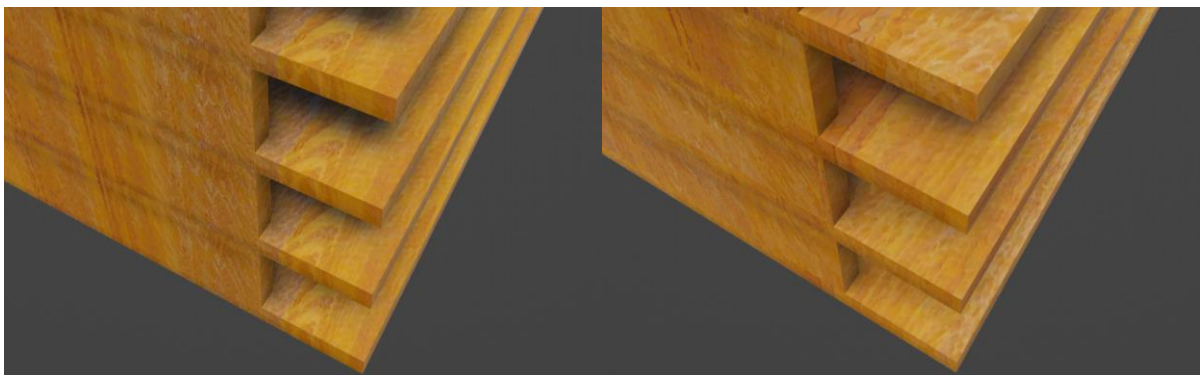
**Steps:** How many levels or steps do you need for the object to achieve the desired height? On the image below the value is set to "10".



**Height:** Here you can set the height of the vertical parts. On the left side it is set to "1", and on the right side it is set to "2".



**Random UV:** Useful function if you don't want to see the repeats of the texture on your model. On the first image it's set to false, and on the second image it's set to true.



**Materials:** Here you can select a specific material for the horizontal, vertical, front parts, and for the backside part.

**Update:** Every time you want to see the updated object after some values modification, you should click this button.

**Merge:** Press the button if you want the horizontal parts to be merged as a single mesh as well as vertical parts and front parts.

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