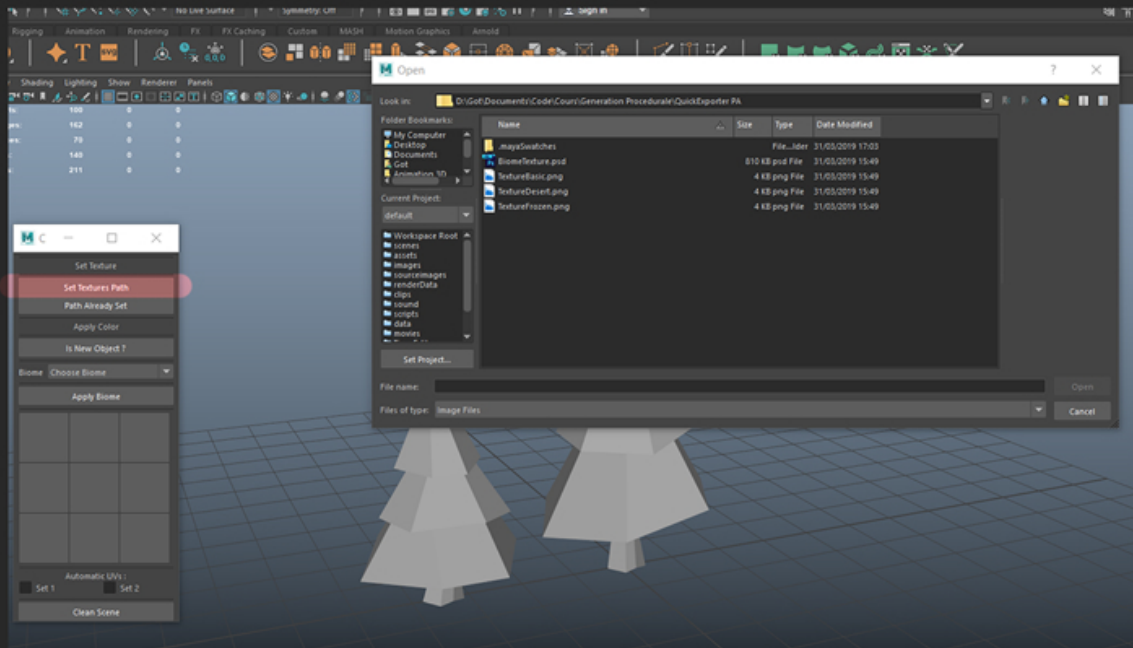


# QuickSetUp Maya Tools Instructions

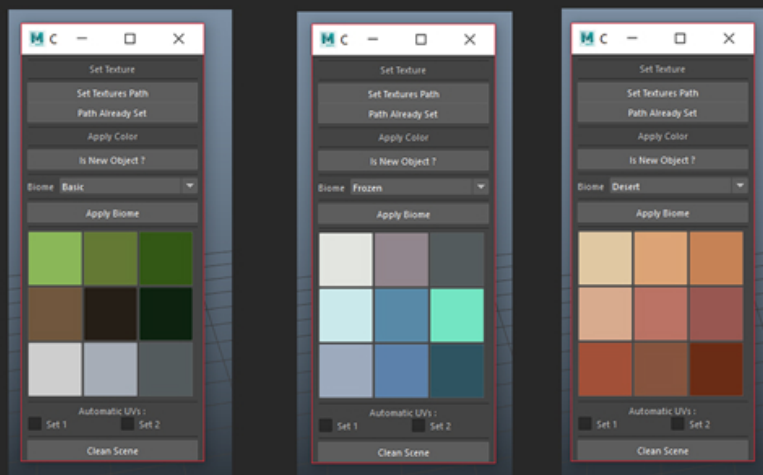
Version : Maya 2018

- 1 = Set Texture Path : set texture's path. 3 path texture to set : Biome, Frozen then Desert. You can change your path whenever you want  
Path Already Set : if the textures path have already been set, press this button



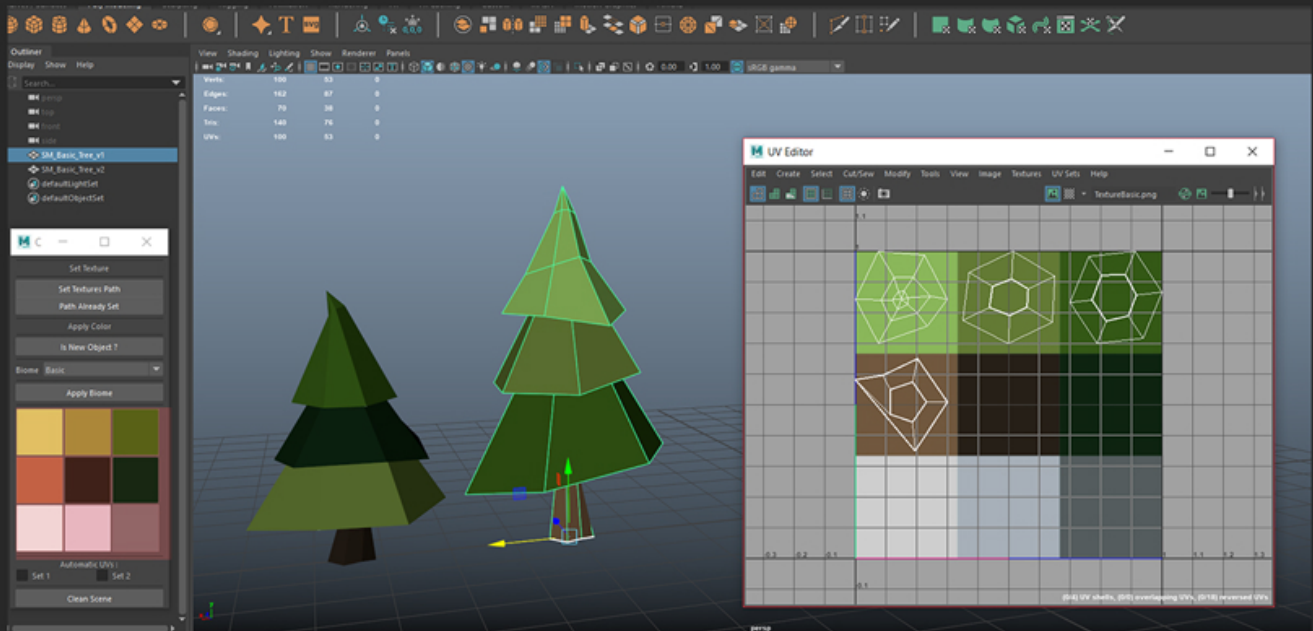
- 2 = Is New Object ? : Press whenever you model a new asset. It will rename it «SM\_Basic\_» (SM for Static Mesh)  
Press it whenever you make a new object

- 3 = ChooseBiome : Choose between three biomes : Basic, Frozen and Desert



- 4 = Apply Biome : Apply material on selected model and automatically rename your mesh by adding a prefix depend of your chosen biome

5 = Click on the color you want to apply on the model. You can apply different color on your mesh by select faces.



It will create a planar projection and move it to the correct corner of UVs set.

6 = Clean Scene : When you finish modelling, press this button for :

- \_ Set all your mesh on (0, 0, 0) of the grid
- \_ Set all pivot at (0, 0, 0) of mesh
- \_ Delete all history and freeze transformation

