Props Placement Tool

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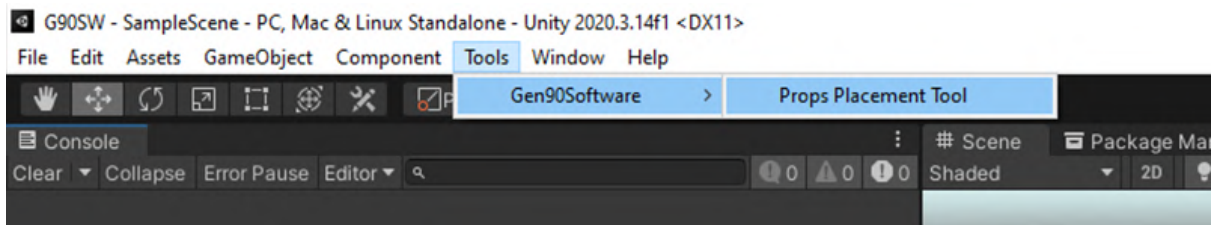
Thank you for purchasing this package, I hope it will be useful for your projects!
If you like it or have a suggestion, please leave a review on the store page.
The reviews really help a lot!

GETTING STARTED

Props Placement Tool editor window can be open from:
Tools → Gen90Software → Props Placement Tool

Select the desired **Pattern**, then click to **Draw Line** button to place the control points on the **Scene view**. Add your placeable objects to the **Props Collection**, adjust the settings, then if everything looks good finalize it with the Place button.
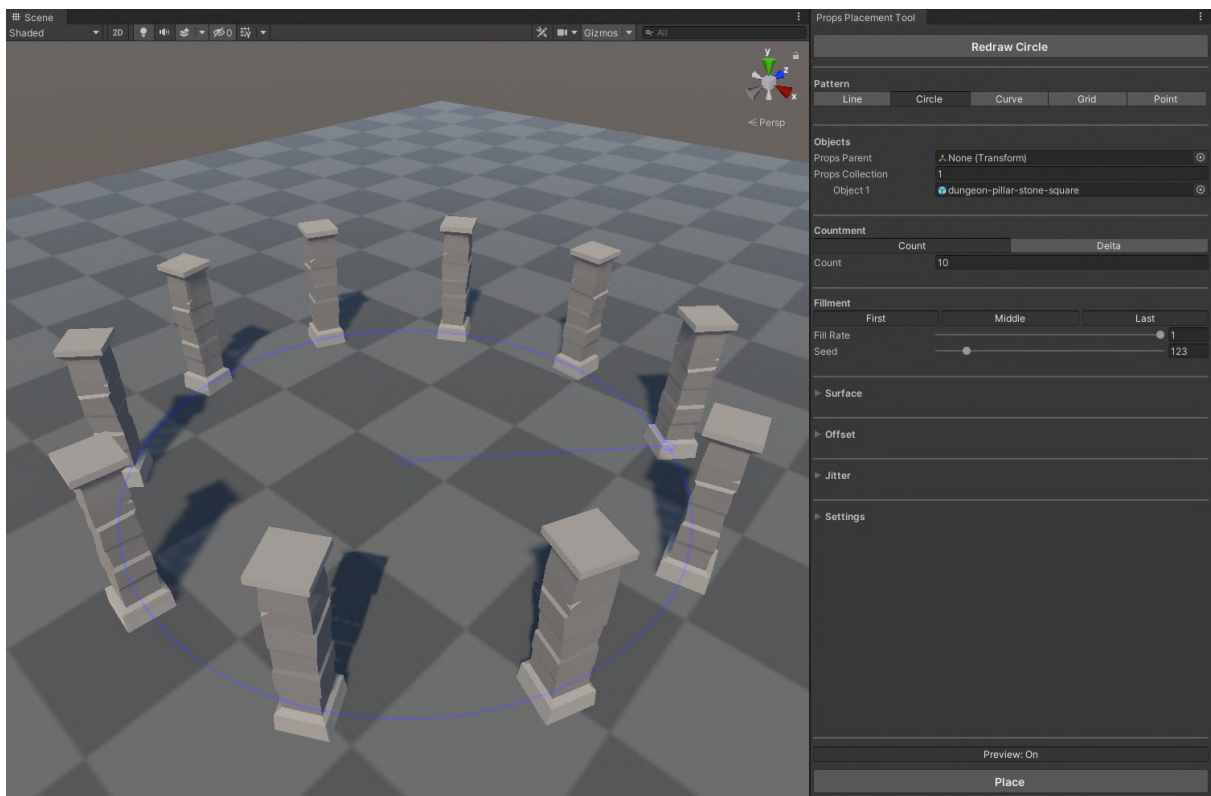
TOOLBAR AND SETTINGS

- **Pattern**
  Set the pattern of object placement.

  - **Line**
    Place objects along a line. Defined by 2 points.
  - **Circle**
    Place objects along a circle line. Defined by 2 points.
  - **Curve**
    Place objects along a curved line. Defined by 3 points.
  - **Grid**
    Place objects along a grid. Defined by 3 or 4 points, depending on the **Countment**.
  - **Point**
    Place objects individually. Not need to define points, the objects placed directly.

LINE

CIRCLE

CURVE   GRID
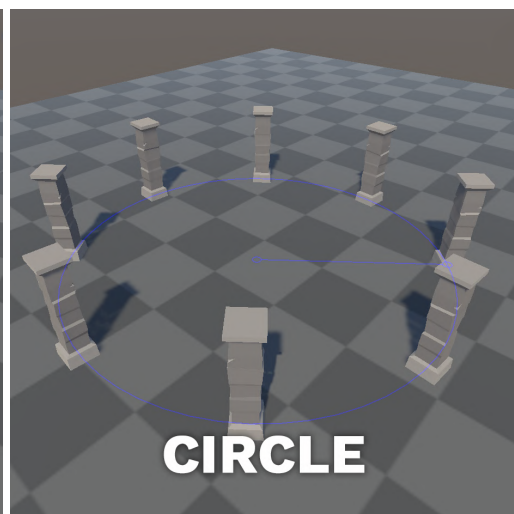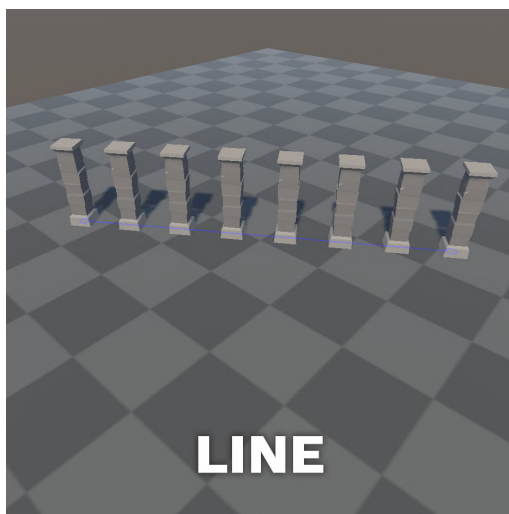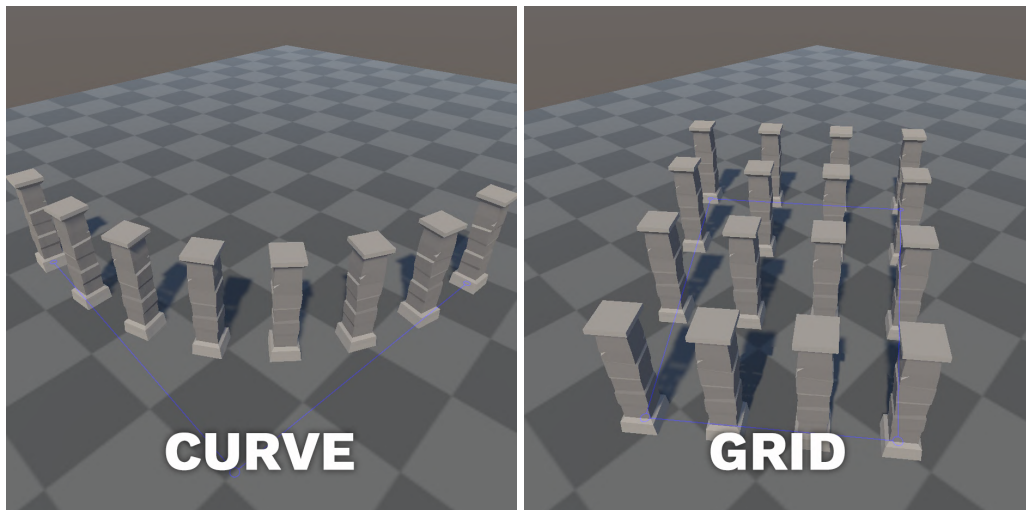
- **Draw**
  Set the type of control point placement.

  - ○ **Raycast**
    Place or modify control points with raycast.
  - ○ **Position**
    Modify position with a transform handle.
  - ○ **Rotation**
    Modify rotation with a transform handle.

RAYCAST   POSITION HANDLE   ROTATION HANDLE

- **Props Parent**
  Select the transform where you want to place the objects.

- **Props Collection**
  Add your placeable objects to this collection.

- **Countment**
  Set the object counting logic.

  - **Count**
    Place objects by count. In the **Count** field, you can set how many objects you want to place. At the Grid Pattern you can set it per axis in the **Count X** and **Count Y** field.
  - **Delta**
    Place objects by distance. In the **Distance** field, you can set how far you want to place th objects. At the Grid Pattern you can set it per axis in the **Distance X** and **Distance Y** field.
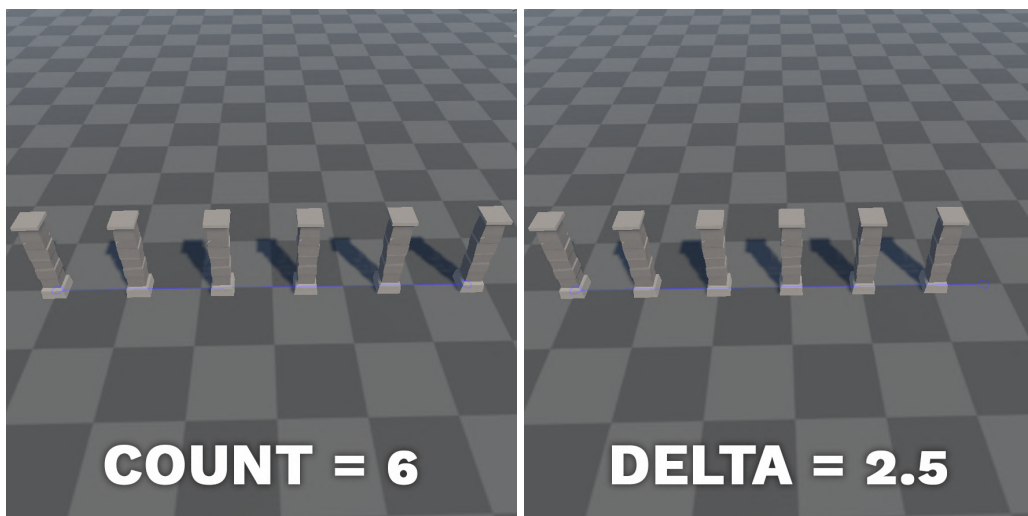
- **Normalize Positions**
  Normalize the distance of curved placement. Only available at curve pattern. Useful for asymmetric curves.
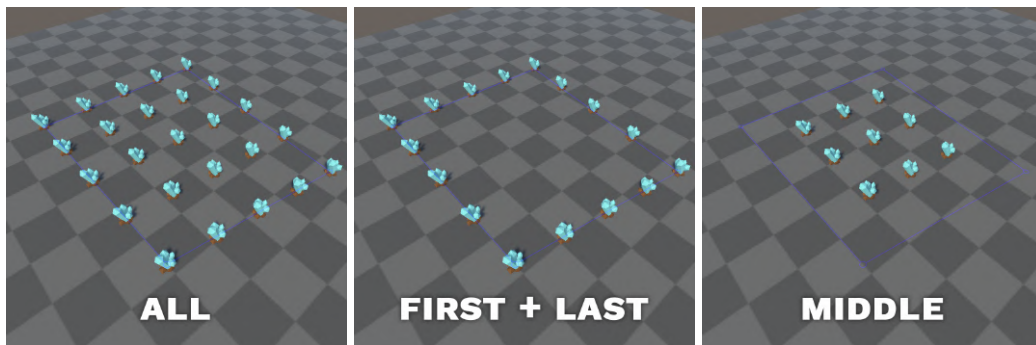
- **Pointing Rotations**
  Point the object forward toward the next object. Only available at circle and curve pattern. Without this option the objects' forward direction follow the arc tangent.

- **Fillment**
  Set the fill of placement.

    - **First**
      Place object on the first position.
    - **Middle**
      Place objects on the middle positions.
    - **Last**
      Place object on the last position.

- **Fill Rate**
  Set the rate of placement. It is randomize the fill of control pattern.

- **Seed**
  Set the seed of randomizations. It applies to **Jitter** settings too.

- **Place On Surface**
  Raycast to surface and adjust the objects transform. The raycast come from control pattern's normal direction.

- **Surface Mask**
  Masking the surface adjust raycast.

- **Surface Distance**
  Limit the distance of surface adjust raycast.
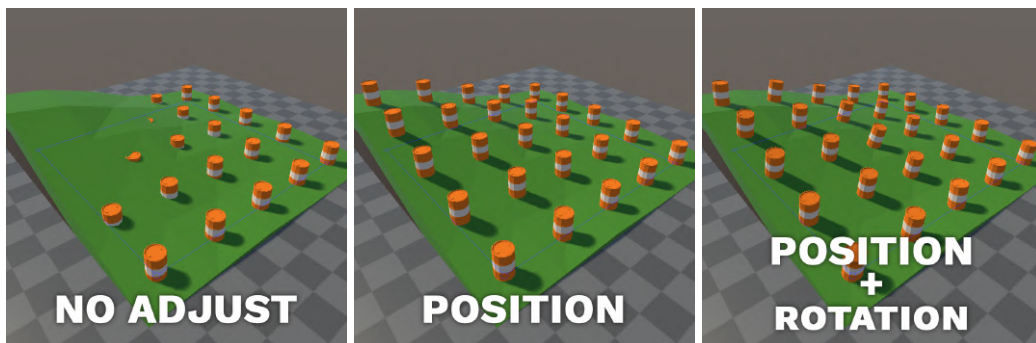
- **Adjust Position**
  Adjust object position to the surface that hit the raycast.

- **Adjust Rotation**
  Adjust object rotation to the surface's normal that hit the raycast.

- **Remove On Layer**
 Remove objects if the raycast hit surface with this layer.

- **Offset**

  Offset the placeable object's postion, rotation or scale. The positioning space defined by Y=control pattern normal, Z=control pattern tangens. These applied after **Place On Surface** calculations if that enabled.

- **Jitter**

  Randomize the placeable object's postion, rotation or scale. The positioning space defined by Y=control pattern normal, Z=control pattern tangens. These applied after **Place On Surface** calculations if that enabled.
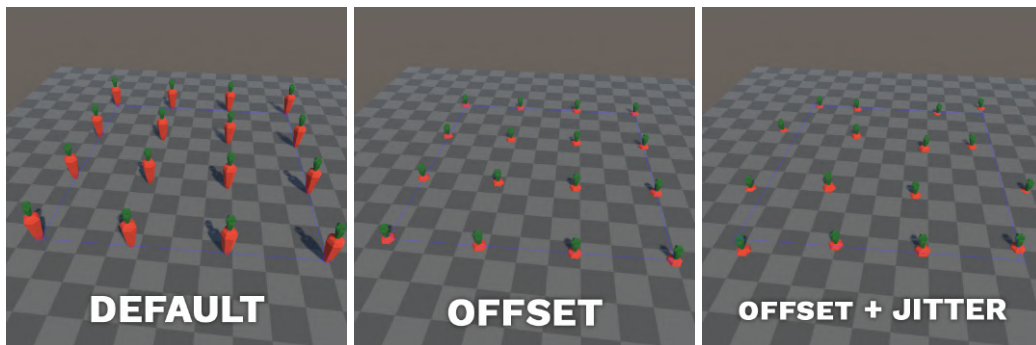
- **Draw Mask**

  Masking the control point selection.

- **Draw Distance**

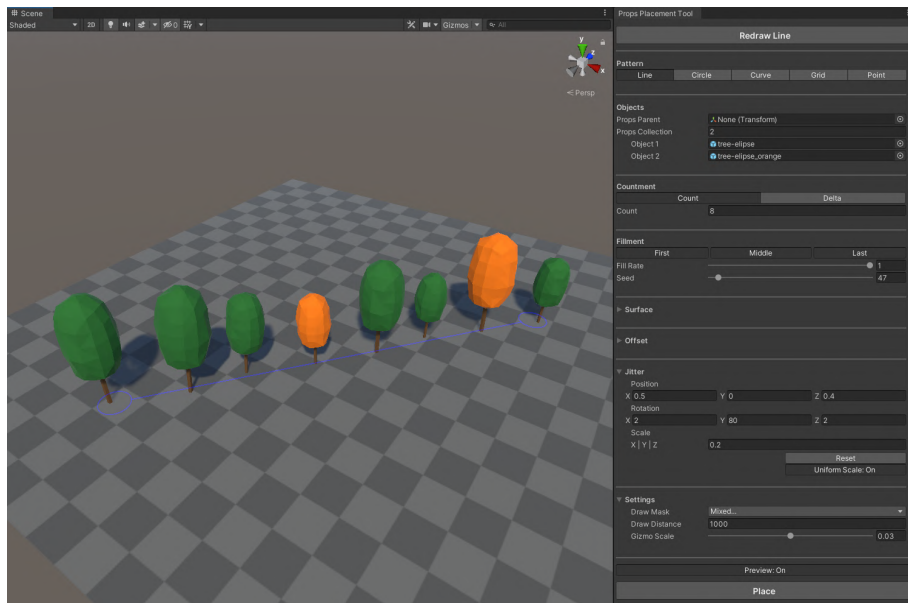 Limit the distance of control point selection.

- **Gizmo Scale**

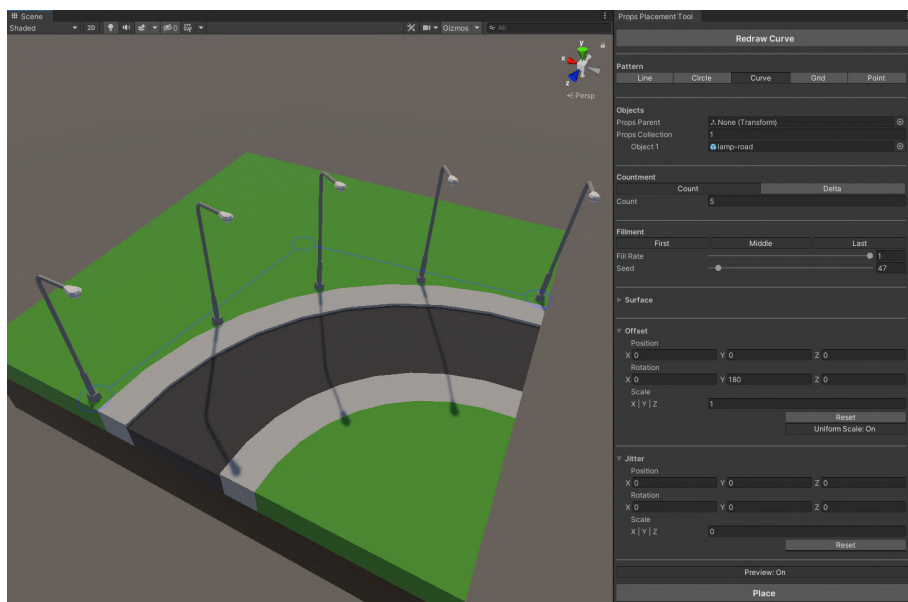 Set scale of gizmos.

BEST PRACTICES

- **Vegetation**
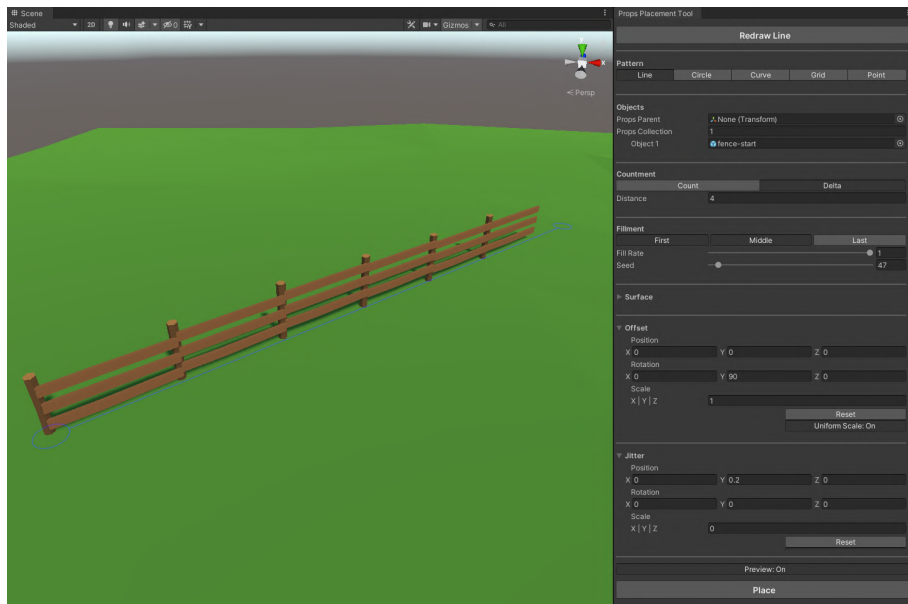 Use jitter to randomize the size and rotation of trees.

- **Lamp**
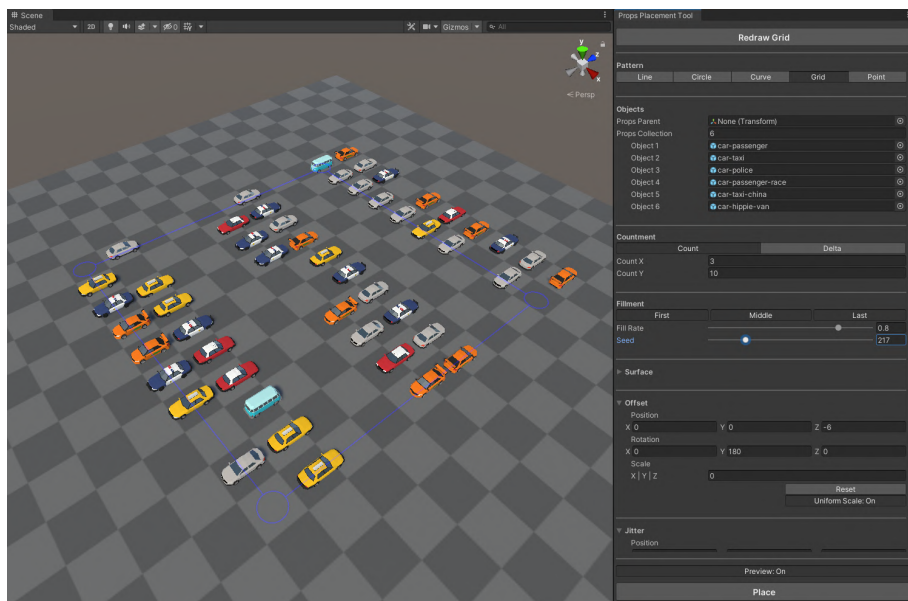 Use curve pattern to place lamp posts along a curved road.

- **Fence**
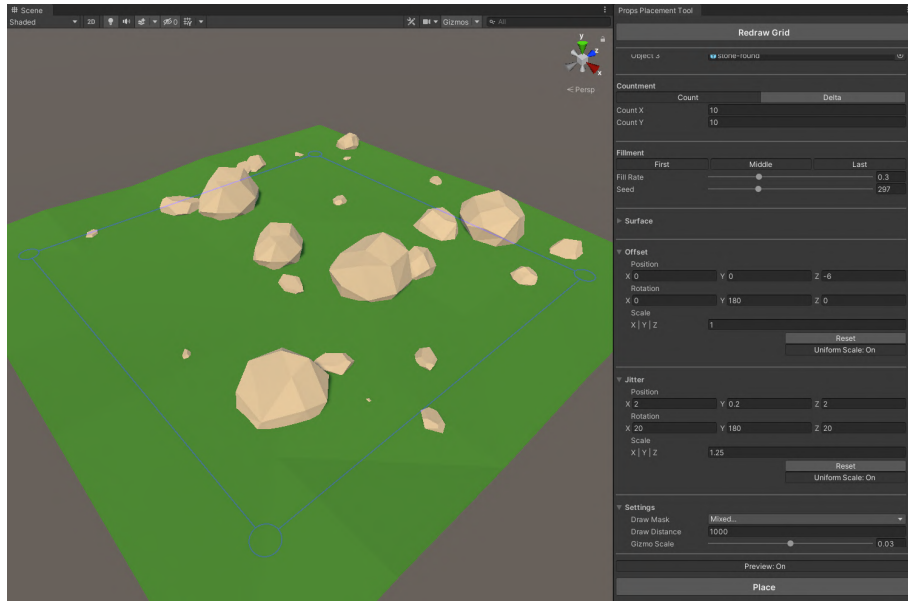 Set countment distance to length of your fence piece.

- **Car**
  Place one side of parking cars with grid pattern, then offset and rotate Y with 180° to place the other side. Use lower fill rate to keep some empty places.
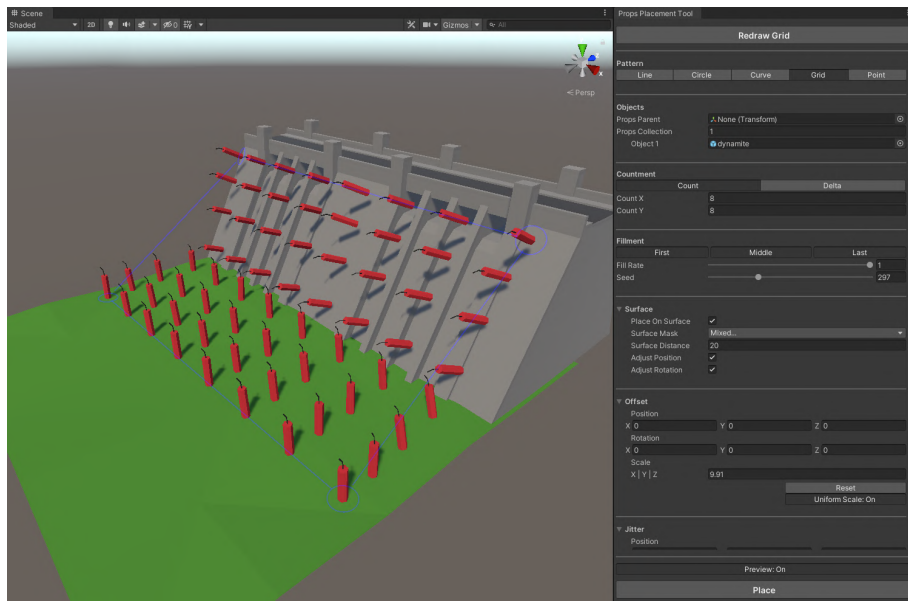
- **Rock**
  Use lower fill rate, and a lot of randomization to create a rock field.

- **Place on every surface direction**
  The object align inherit from control points direction. You can also use this tool to place objects on the wall or ceiling.

RELEASE NOTES

- **Version 1.0.0**
  - Initial release

- **Version 1.0.1**
  - Fixed: Object parenting
  - Added: "Clear (control points)" button
  - Removed: Surface adjust at point placement

- **Version 1.1.0**
  - Fixed: Offset position issue at circle pattern
  - Fixed: Layer mask usage
  - Added: Display version number
  - Added: Normalize placement position at curve pattern
  - Added: Alternative rotation - option to circle and curve pattern
  - Added: Modify control points with transform handle
  - Added: Remove objects on a layer - option to surface settings

CONTACTS

If you have any questions or you are interested in our other products, please contact us.

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Youtube   https://www.youtube.com/channel/UCUjoXQRAL6azuon1OsozLog