PrefabPainter Documentation

Parefab Painter

nTools | PrefabPainter

Paint | Erase | Settings

Presets

tree1	stone2	tree2	tree4	decal2	decal3
grass	stone1	tree3	leaf	decal1	decal4

Preset Settings   Reset | Duplicate | Delete

Preset name   tree1
Brush Size   1.25
Brush Spacing   3.25

▼ **Position**
Surface Offset
X 0   Y 0   Z 0

▼ **Orientation**
Transform   Relative
Direction   Along Surface Normal
Flip Direction   ☐
Aux Rotation
X 0   Y 0   Z 0
Randomize X %   4.7
Randomize Y %   100
Randomize Z %   5.3

▼ **Scale**
Transform   Relative
Mode   Uniform
Min   0.5
Max   1.3

▼ **Common Settings**
Paint On Selected Only   ☐
Paint On Layers   Everything
Place Under   Custom Object
Custom Scene Object   decals
Group Prefabs   ☑
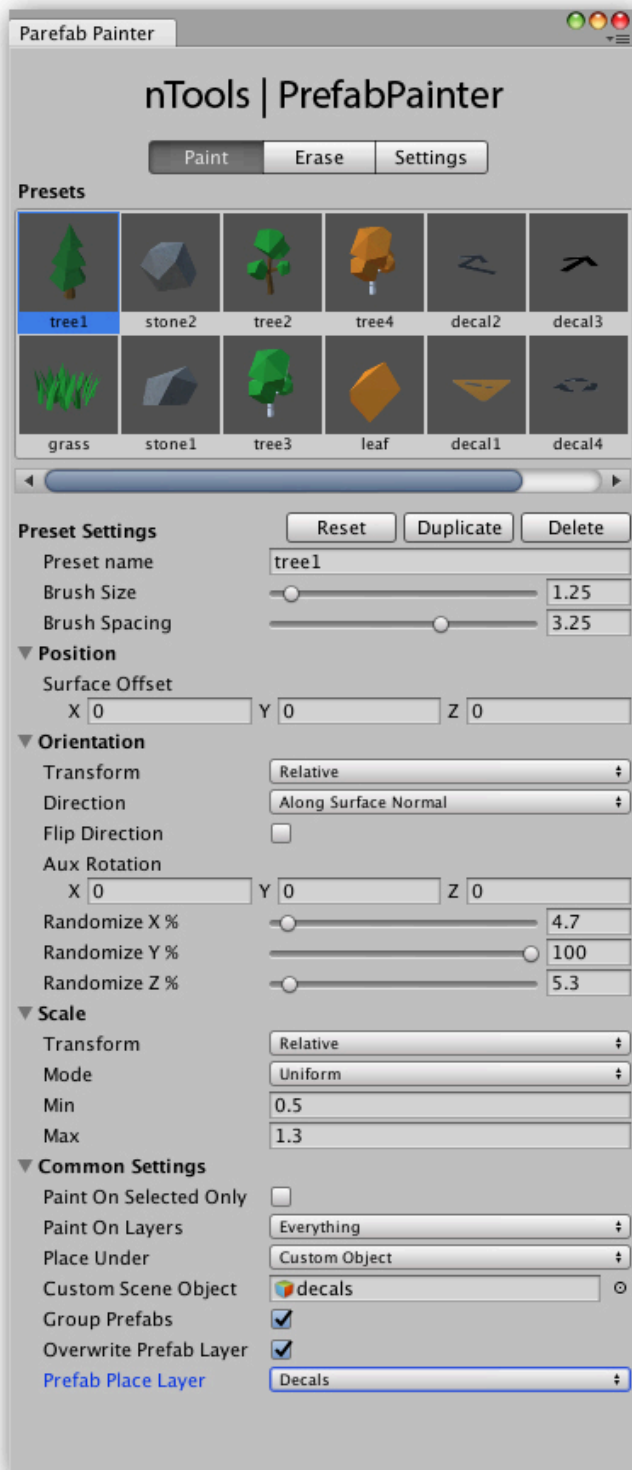Overwrite Prefab Layer   ☑
Prefab Place Layer   Decals

To open PrefabPainter window click
Window->nTools->PrefabPainter

Tool Buttons
Paint – place objects tool. Drag to paint
Shift+Drag to precise place. Hold Ctrl to snap
angle.
Erase – erase objects tool
Settings – settings panel

Presets Window
Drag prefabs here
Shift+Drag relink prefab

Preset Settings
Preset Name – name of preset. Also used in
object grouping
Brush Size – object placing radius
Brush Spacing – placing density

Position
Offset from surface

Orientation
Placed object orientation

Scale
Randomize object size

Common Settings
Paint On Selected - Restrict to paint to
selected objects
Paint On Layers - Restrict to paint to selected
layers
Place Under - where object be placed
Group Prefabs – group placed objects by
name
Overwrite Prefab Layer – assing custom layer
settings to placed objects

If you have no previews in example project – right ckick on prefab folder and click reimport.