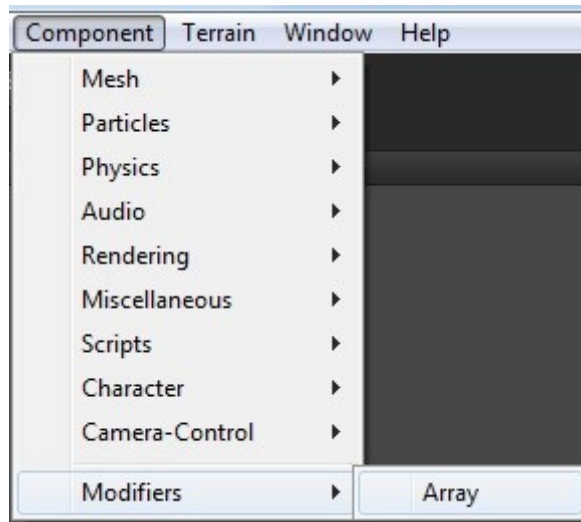
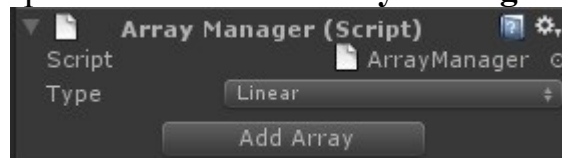


ArrayModifier

To add a modifier to select the object you want to apply a modifier, then to the main menu, choose **Component** → **Modifiers** → **Array**.



After that add components to object «**Array Manager**».



In the «**Type**» choose the type of the array. (Linear, Curve or Object). And click the «**Add Array**».

Linear

An array of line.

«**Count**» - the number of objects in the array.

«**Use Local Axis**» - to use a local coordinate system (for position).

«**Constant Set**»

➤ «**Constant Offset**»

➤ «**Offset**» - offset in the array in units of Unity.

➤ «**Constant Rotation**»

➤ «**Rotation**» - rotation in world coordinates.

➤ «**Constant Scale**»

➤ «**Scale**» - scaling with respect to world coordinates.

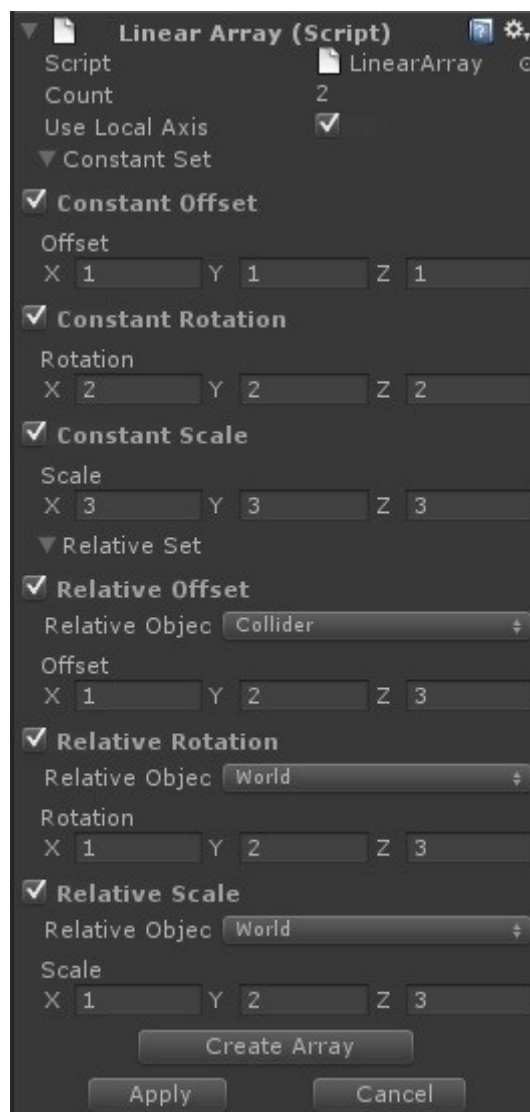
«**Relative Set**»

➤ «**Relative Offset**»

- «**Relative Object**» - a unit of measurement for the displacement
- «**Offset**» - relative offset in the array is taken as the unit object
- «**Relative Rotation**»
 - «**Relative Object**» - about which the rotation is taken into account
 - «**Rotation**» - rotation in local coordinates
- «**Relative Scale**»
 - «**Relative Object**» - relative to what is taken into account the scaling
 - «**Scale**» - scaling with the size of the object

«**Create Array**» - create / convert array

«**Apply**» - apply modifier



«**Cancel**» - cancel

Object

«**Object**» - an object, a transformation which is used to create an array

«**Count**» - array size

«**Allow Original**» - take into account the original object when you create an array

«**Use Offset**» - use offset

«**Use Rotation**» - use the rotation

«**Use Scale**» - use the scale