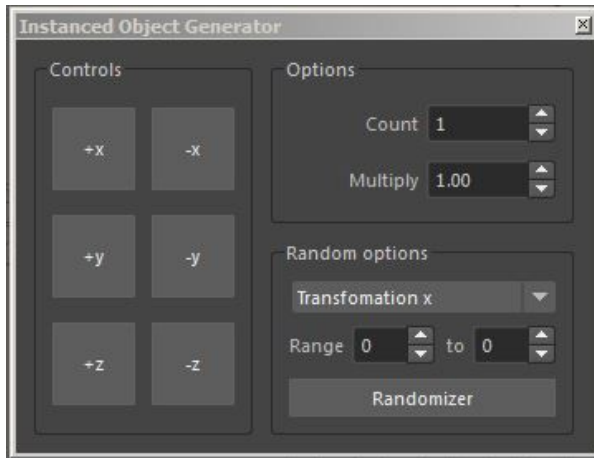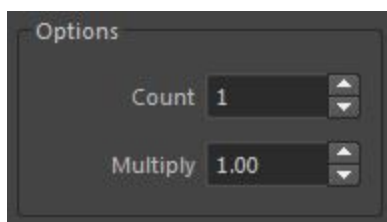# IOG: Instanced Object Generator



IOG builds instance serie of objects, adding variations on transformations and amount.



The **controls** (+x,-x,+y,-y,+z,-z) build the serie of objects according with given data from options section.

Into options section there are:

**Count:** number of instances that will be created (from 1 to 99).

**Multiply:** number that represents the proportions of separation according the current reference object (from 1.00 to 99.99).



Into random options there are:

**Transformation menu:** this menu includes the x, y and z coordinate options.

**Random range:** this includes since number - 99 to 99.