



current A.M.A. patch


Add Modifier


▼




Array









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Apply

Copy

Fit Type:

Fixed Count

Count: 5

Rays: 1

Rays Dir

X

☐ Constant Offset

☒ Relative Offset

X: 0.000

Y: 0.000

Z: 0.000

1.000


0.000

0.000

☐ Merge

☐ Object Offset


☐ First Last




Distance: 0.0100

☐ Between Offset


Start Cap:



End Cap:




Mid Cap:



Count Mid Cap: 1

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 Advanced Material

Random

Sequence

Count Material: 1

☒ Advanced Noise

Sign Offset:

☒ +

☒ -

Location:

Rotation:

Scale

X: 0.07000

Y: 0.20000

Z: 0.00000

X: 0°

Y: 0°


Z: 0°

X: 0.00000

Y: 0.00000

Z: 0.00000

Dupli Gr




☐ Rand Object

Refresh Ad. Offset


proposed UI


Add Modifier


▼




Array










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Apply

Copy

Regular

Path

Fit Type:

Fixed Offset

Count: 5

☐ Constant Offset

☒ Relative Offset

X: 0.000

Y: 0.000

Z: 0.000

1.000


0.000

0.000

☐ Merge


☐ Object Offset

☐ First Last




Distance: 0.0100


Start Cap:



End Cap:



Mid Cap:



Count Mid Cap: 1

☒ Randomize Transform:

Location:

Rotation:

☐ Scale

X: 0.07000

Y: 0.20000

Z: 0.00000

X: 0°

Y: 0°


Z: 0°

X: 0.00000

Y: 0.00000

Z: 0.00000

Dupli Gr



☐ Rand Object

☒ Randomize Material

Random

Sequence

Count Material: 1

what type of array?

here you can select if you want to do
blender's standart array
or a array along a path

Add Modifier

▼

Array

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Apply

Copy

Regular

Path

Fit Type:

Fixed Offset

Count: 5

☐ Constant Offset

☒ Relative Offset

X: 0.000

Y: 0.000

Z: 0.000

1.000

0.000

0.000

☐ Merge

☐ Object Offset

☐ First Last

Distance: 0.0100

Start Cap:

End Cap:

Mid Cap:

Count Mid Cap: 1

☒ Randomize Transform:

Location:

Rotation:

☐ Scale

X: 0.07000

Y: 0.20000

Z: 0.00000

X: 0°

Y: 0°

Z: 0°

X: 0.00000

Y: 0.00000

Z: 0.00000

Dupli Gr

☐ Rand Object

☒ Randomize Material

Random

Sequence

Count Material: 1

multiply or divide distance?

here you can select if the offset is the distance
between the first to the second element
or between the first to the last one



Add Modifier

Array

Apply Copy

Regular Path

Fit Type: Fixed Offset

Count: 5

☐ Constant Offset ☒ Relative Offset

X: 0.000 Y: 0.000 Z: 0.000

1.000 0.000 0.000

☐ Merge ☐ Object Offset

First Last

Distance: 0.0100

Start Cap: End Cap: Mid Cap:

Count Mid Cap: 1

☒ Randomize Transform:

Location: Rotation: Scale

X: 0.07000 X: 0° X: 0.00000

Y: 0.20000 Y: 0° Y: 0.00000

Z: 0.00000 Z: 0° Z: 0.00000

Dupli Gr Rand Object

☒ Randomize Material

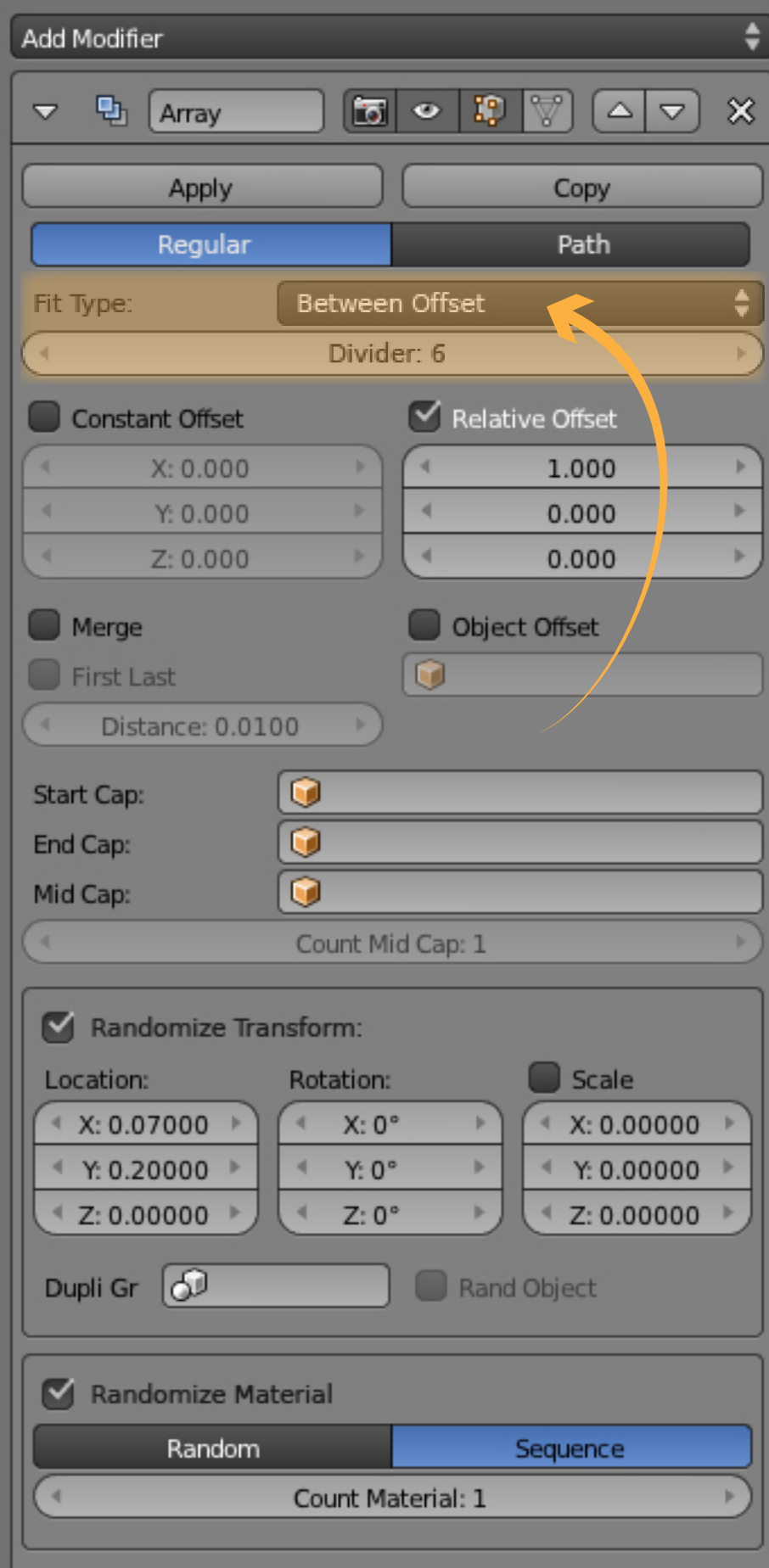
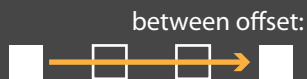
Random Sequence

Count Material: 1

multiply or divide distance?

"between object" option changed to this menu

here you can select if the offset is the distance
between the first to the second element
or between the first to the last one



path array options

choose path object

here you can select if the offset is the distance between the first to the second element or between the first to the last one

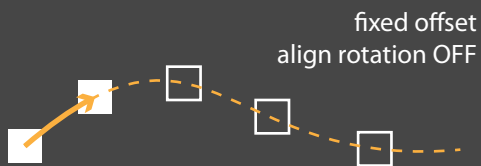
fixed offset

COUNT: total number of copies

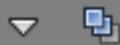
DISTANCE: distance between every clone

START OFFSET: distance in the path before first clone

ALIGN ROTATION: orient clones to path tangent



Add Modifier



Array



Apply

Copy

Regular

Path

Path Object:



Fit Type:

Fixed Offset

Count: 6

Distance: 0.000

Start Offset: 0.000



Align Rotation



Randomize Transform:

Location:

Rotation:

☐ Scale

X: 0.07000

X: 0°

X: 0.00000

Y: 0.20000

Y: 0°

Y: 0.00000

Z: 0.00000

Z: 0°

Z: 0.00000

Dupli Gr



Rand Object



Randomize Material

Random

Sequence

Count Material: 1

path array options

choose path object

here you can select if the offset is the distance between the first to the second element or between the first to the last one

between offset

DIVIDER: number of copies distributed equally along path

between offset
align rotation OFF



between offset
align rotation ON



Add Modifier



Array



Apply

Copy

Regular

Path

Path Object:



Fit Type:

Between Offset



Divider: 6



Align Rotation



Randomize Transform:

Location:

Rotation:

☐ Scale

X: 0.07000

X: 0°

X: 0.00000

Y: 0.20000

Y: 0°

Y: 0.00000

Z: 0.00000

Z: 0°

Z: 0.00000

Dupli Gr



Rand Object



Randomize Material

Random

Sequence

Count Material: 1

applying?


if Merge or Randomize Material is enable
apply should result in a single merged object

if not
apply should result in individual objects
(clones of the original)





or we can have a button "Apply as Clones"
similar to "Apply as Shape" in the "UV Project Modifier"

Add Modifier

▼



Array



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☒ Relative Offset

X: 0.000

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Z: 0.000

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0.000

0.000


☐ Merge


☐ Object Offset


☐ First Last



Distance: 0.0100

Start Cap: 

End Cap: 

Mid Cap: 

Count Mid Cap: 1

☒ Randomize Transform:

Location:

Rotation:

☐ Scale

X: 0.07000

Y: 0.20000

Z: 0.00000

X: 0°


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Z: 0°

X: 0.00000

Y: 0.00000

Z: 0.00000

Dupli Gr 

☐ Rand Object

☒ Randomize Material

Random

Sequence

Count Material: 1