

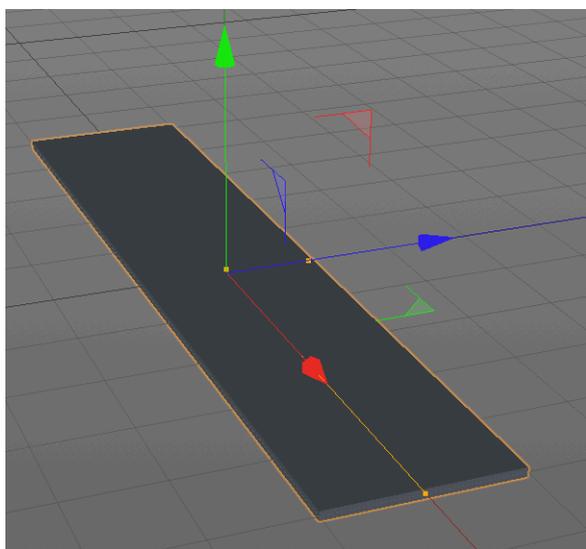


# FLOOR GENERATOR

## How to recall your own tile

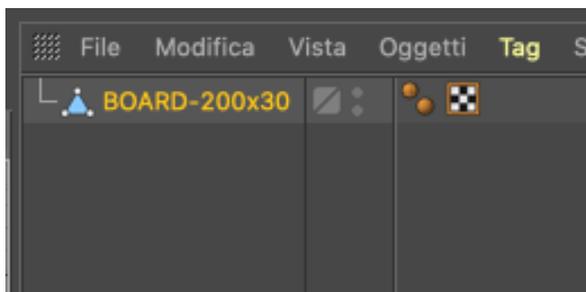
### How to build your own tile

- 1) Create your 3D object
- 2) Floor Generator will create your coverage according to the X of your floor and the X of your tiles, however you will can adjust all tiles at the same times after generating the full coverage. (see video guide)
- 3) Make it editable with Cinema4D command (type C) to make it polygonal object.
- 4) Remember to put the Axis at the bottom of the object if you want to cover your floor without overlapping. You can anyway adjust it on the plugin settings

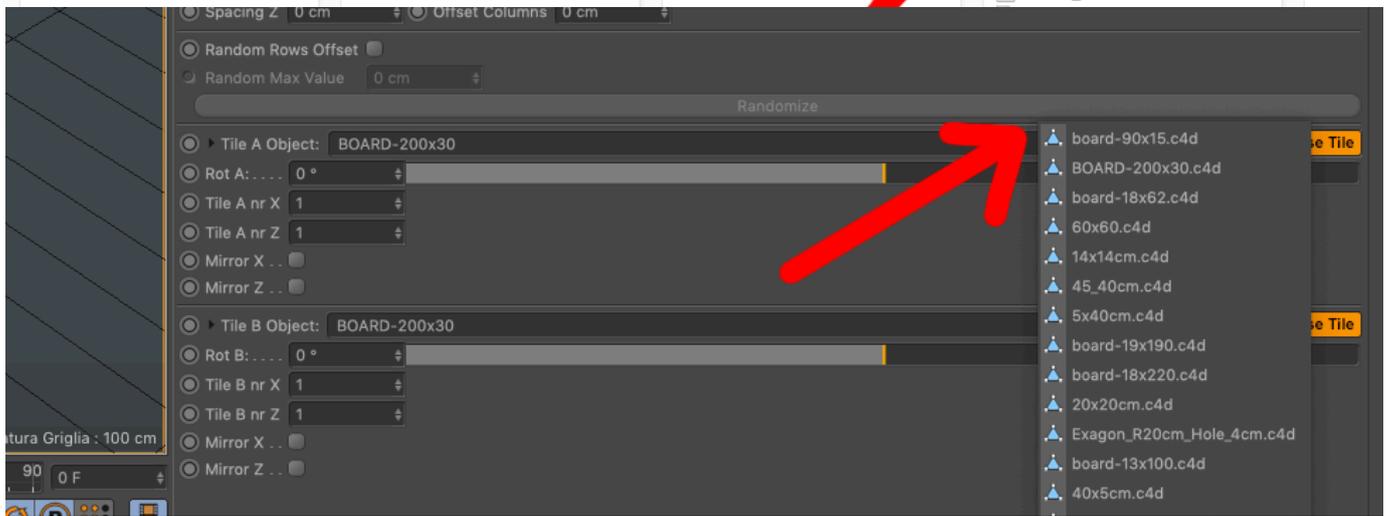
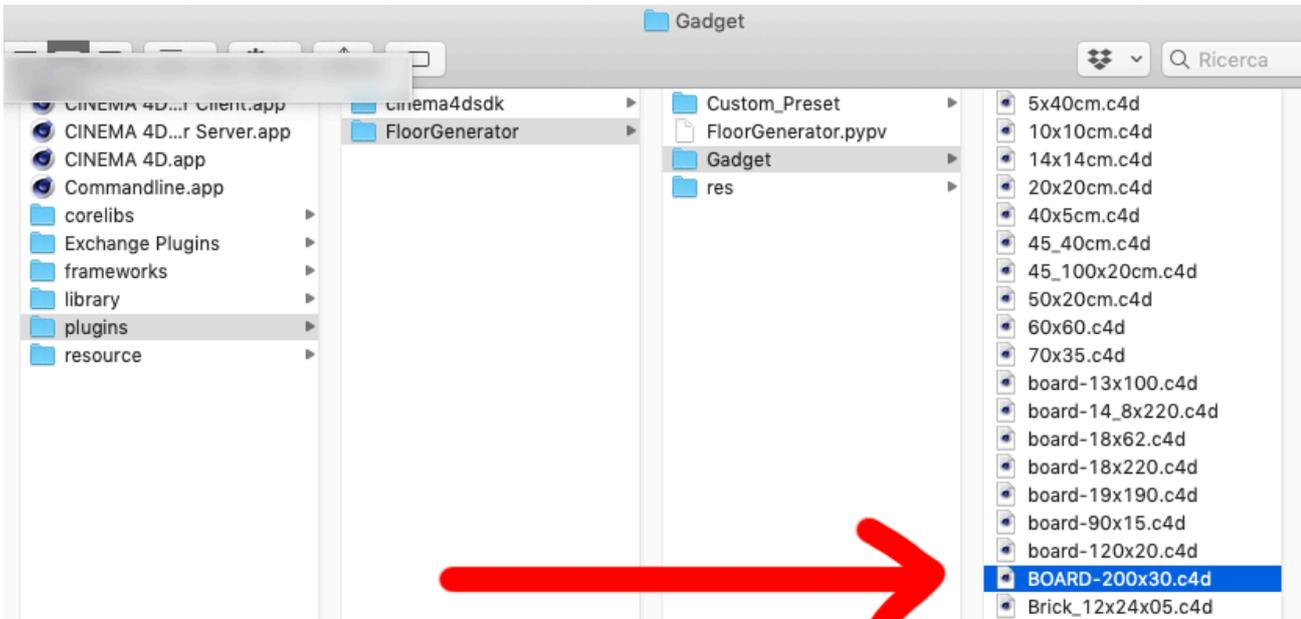


### How to save your tiles

- 1) Give a **name** to the object before save file
- 2) Give the **same name** to the .c4d file
- 3) Clean the file from other objects

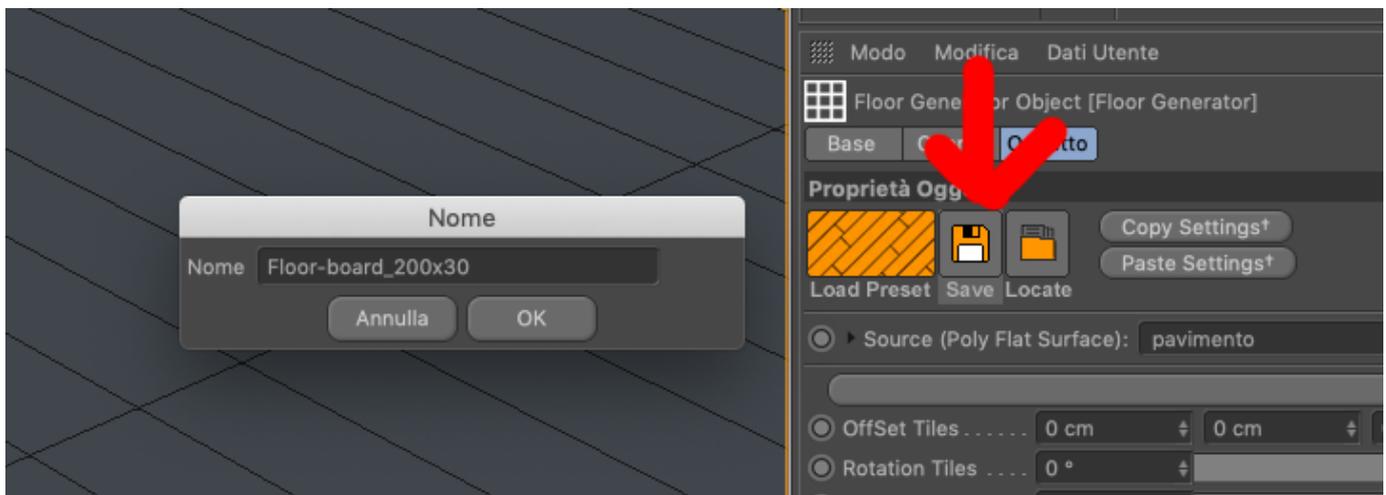


4) Save the .c4d file into the GADGET directory of the Floor Generator plugin



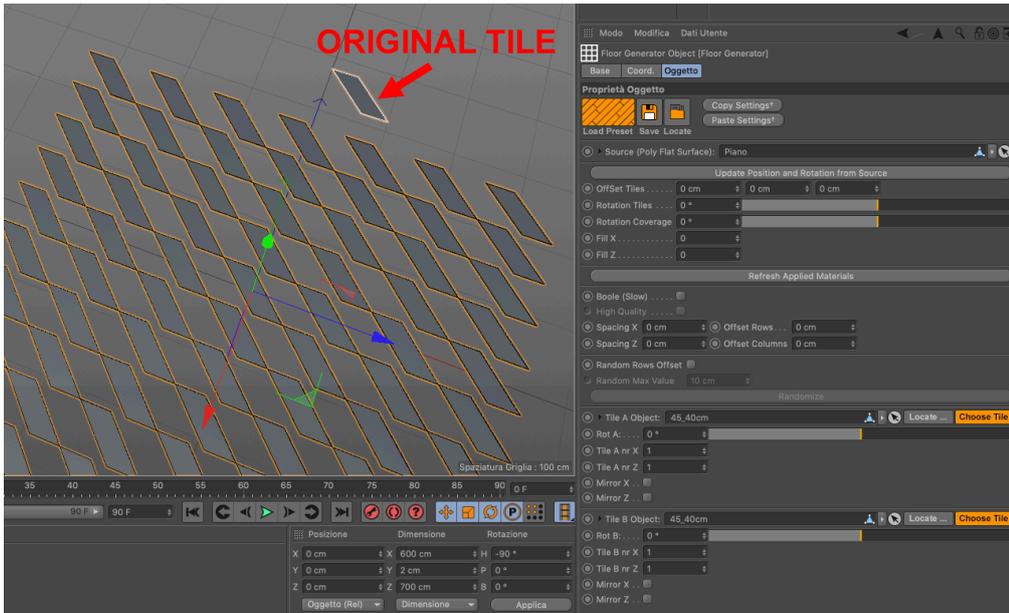
5) That's all! now you can recall your own tiles from two slots at the bottom of the plugin settings where Tile A and Tile B are created.

## How to save your preset settings

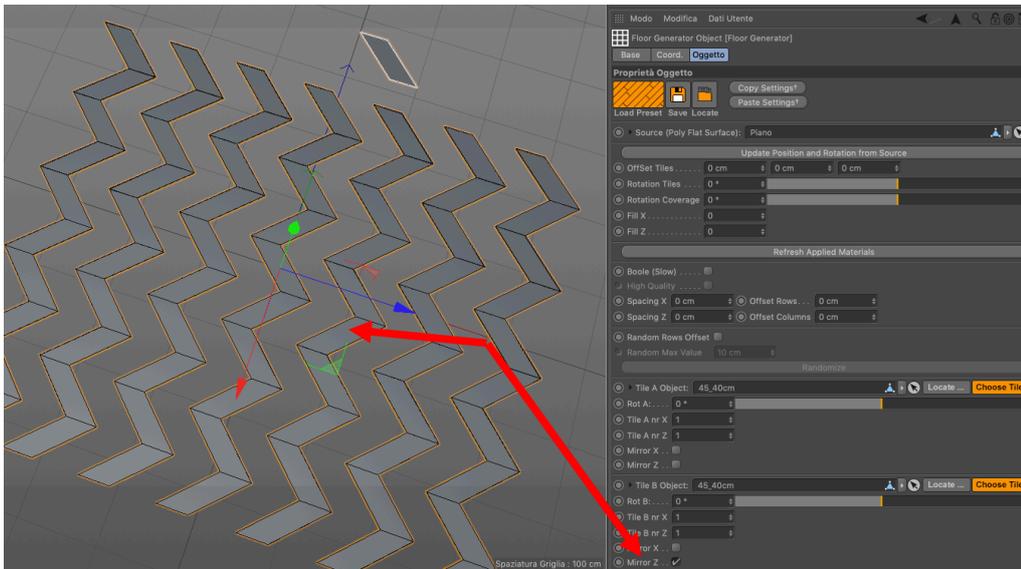


If you need to make the same floor with the same tiles with your settings, you can save a PRESET and recall it every time you need to make a particular kind of floor. Remember that this function has been created for saved tiles into the plugin directory, this function is not suitable for "in scene" tile.

Some applications tips:



With the Mirror X and Mirror Y you can use 1 tile and flip it on the Tile B slot



With Spacing and Offset you can adjust the position and distance for move all tiles closed to each others.

