

Tuile generator

not only roofs

TuileGenerator v.1.0 - Developed by [Matteo Porchedda](#) - Copyright [C4Dzone.com](#)



Can tuilegenerator create other things than roofs?

Of course yes!!

Tuilegenerator is basically an evolved object replicator....
so why don't we use its property in order to create simple floor?

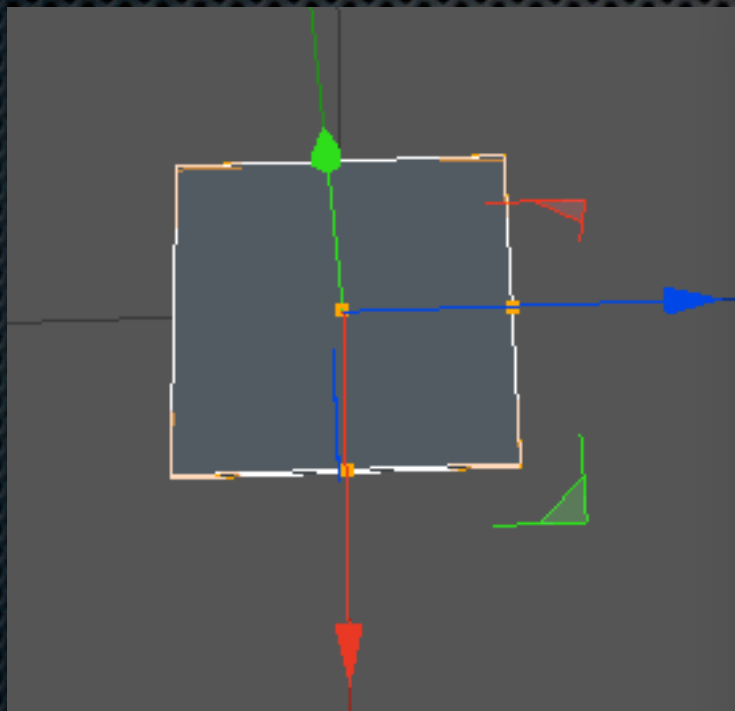
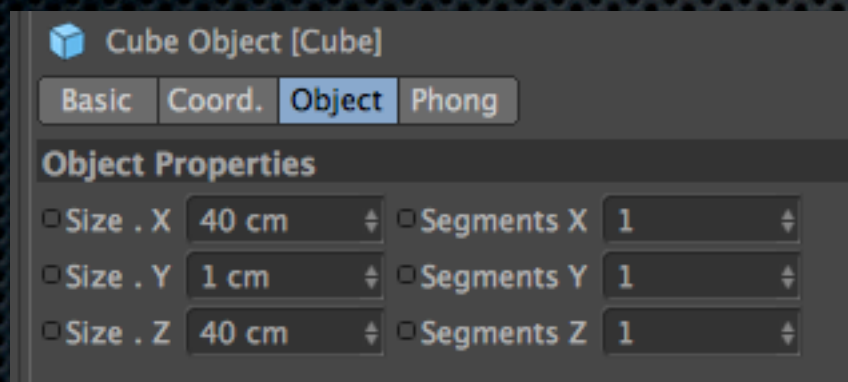
To do this we just create simply floor tile instead of roof tile :-)

let's try this sample

1° step - let's create our floor tile

For our example we create floor tile with the following dimensions 40x40x1

- Open c4d
- add a cube to hierarchy
- use the following settings for the cube

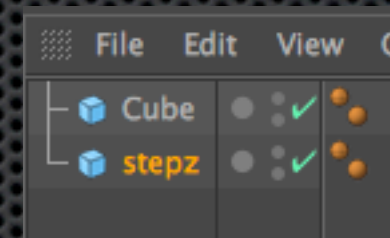
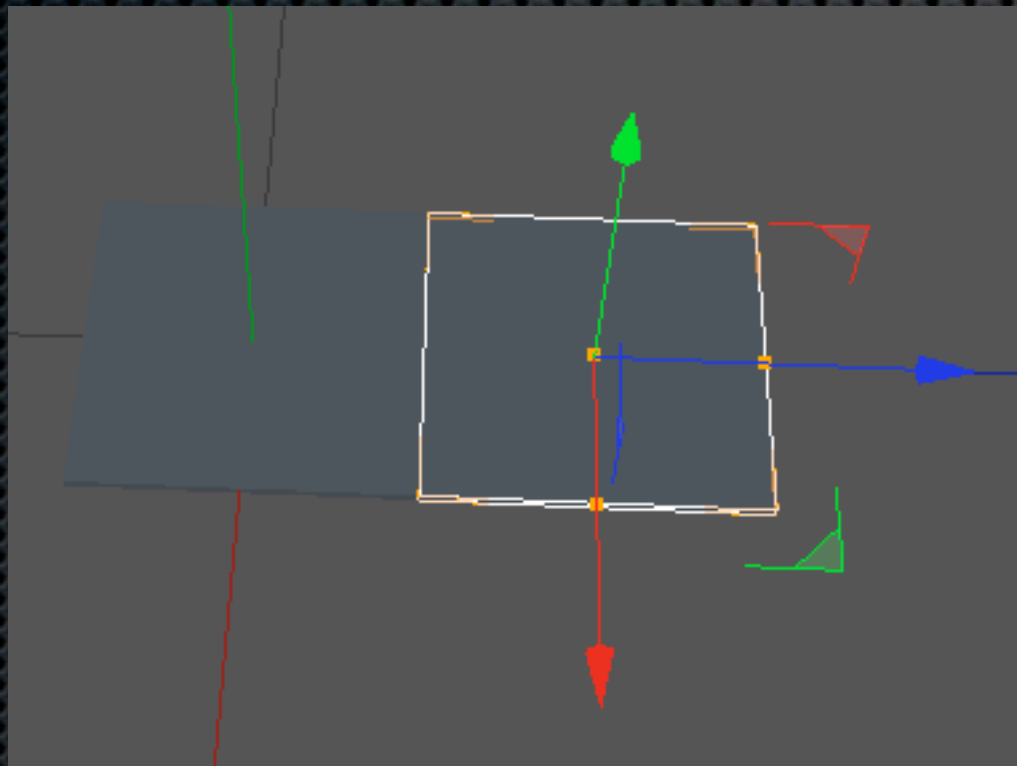


You should obtain something like this
then transform the cube into polygon with the
following command

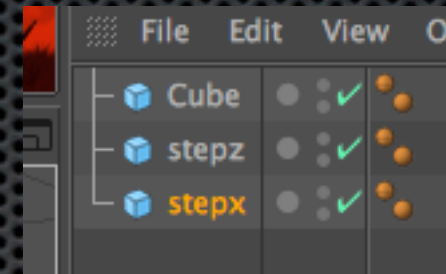
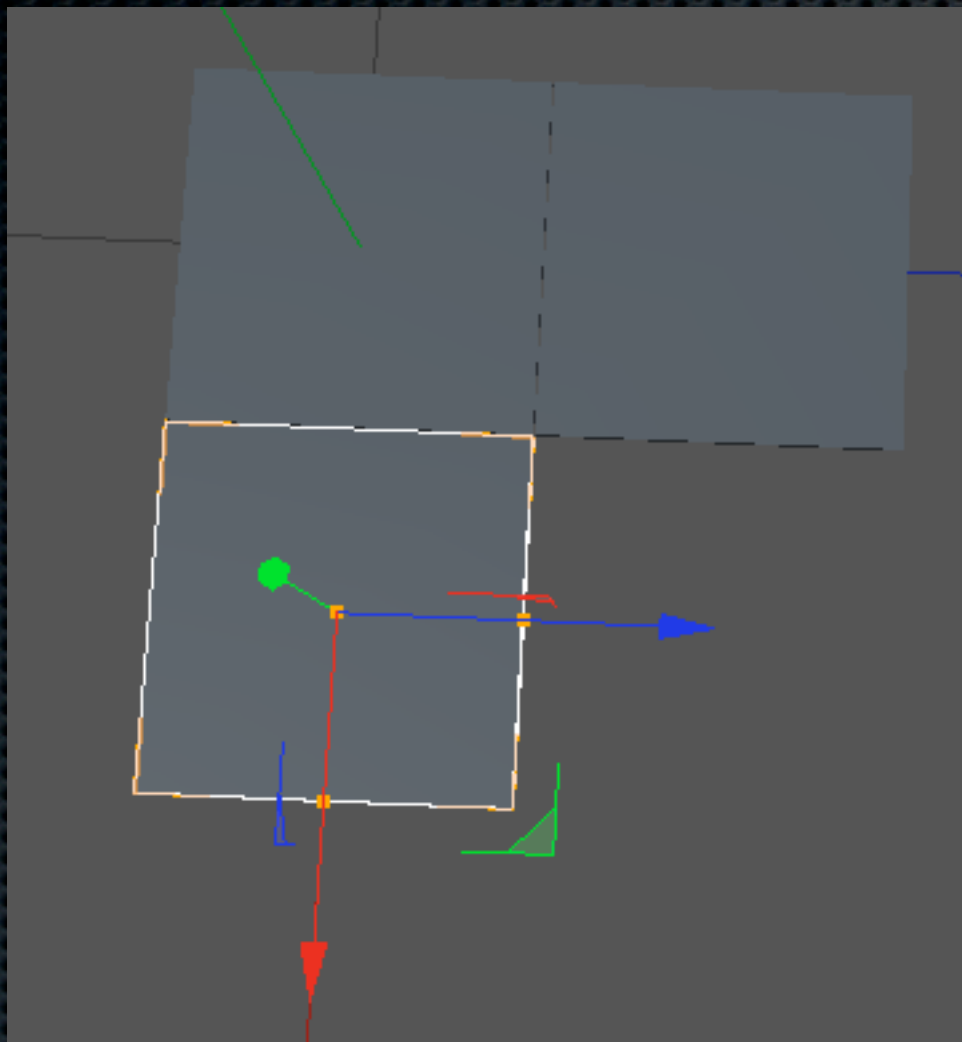


2° step - let's create the tile template

Copy and Paste our polygon and rename it **stepz**
Let's move the tile to the right of the first tile

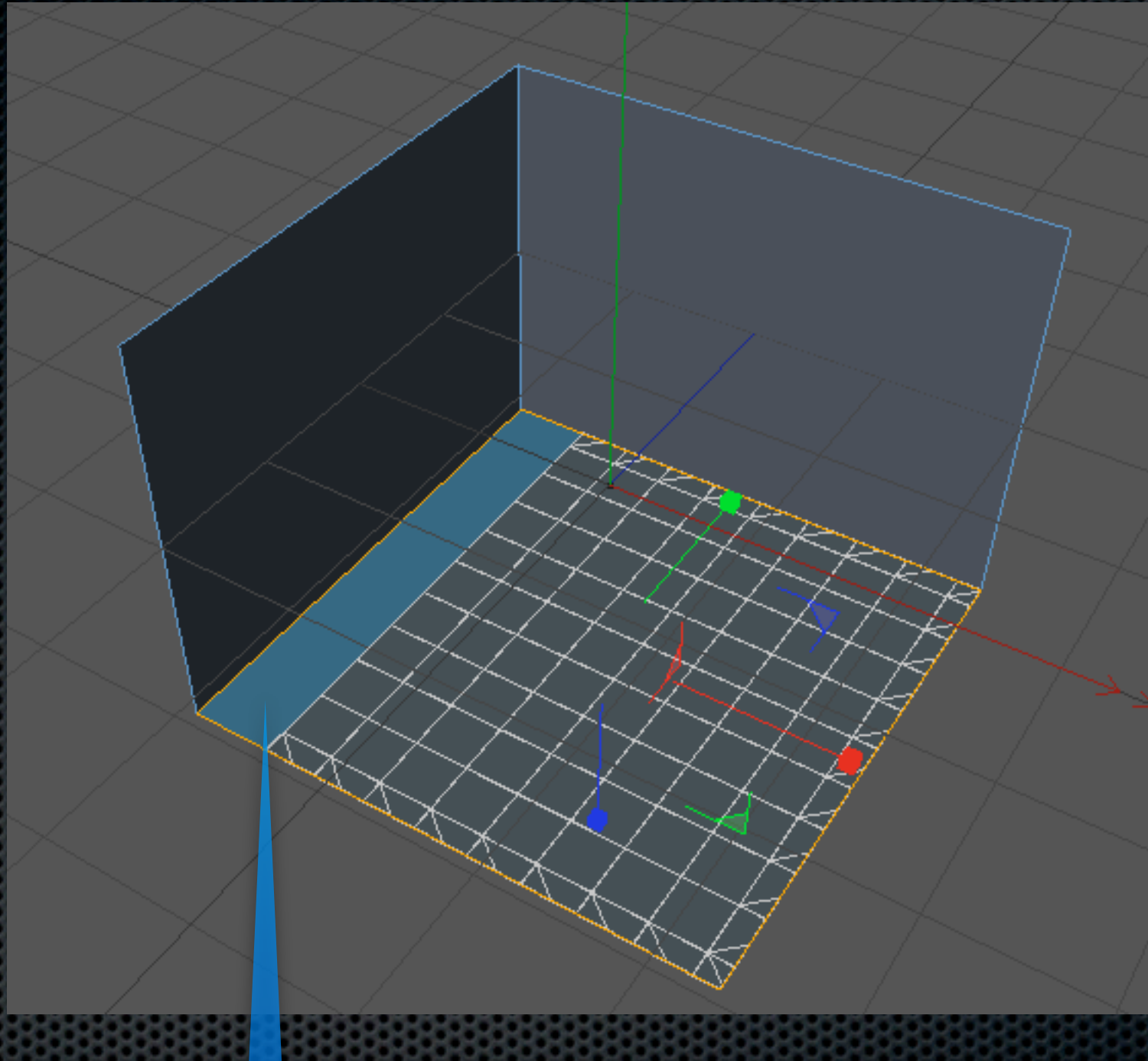


Copy again the tile, paste it and rename it **stepx**
Let's move the tile down the first tile

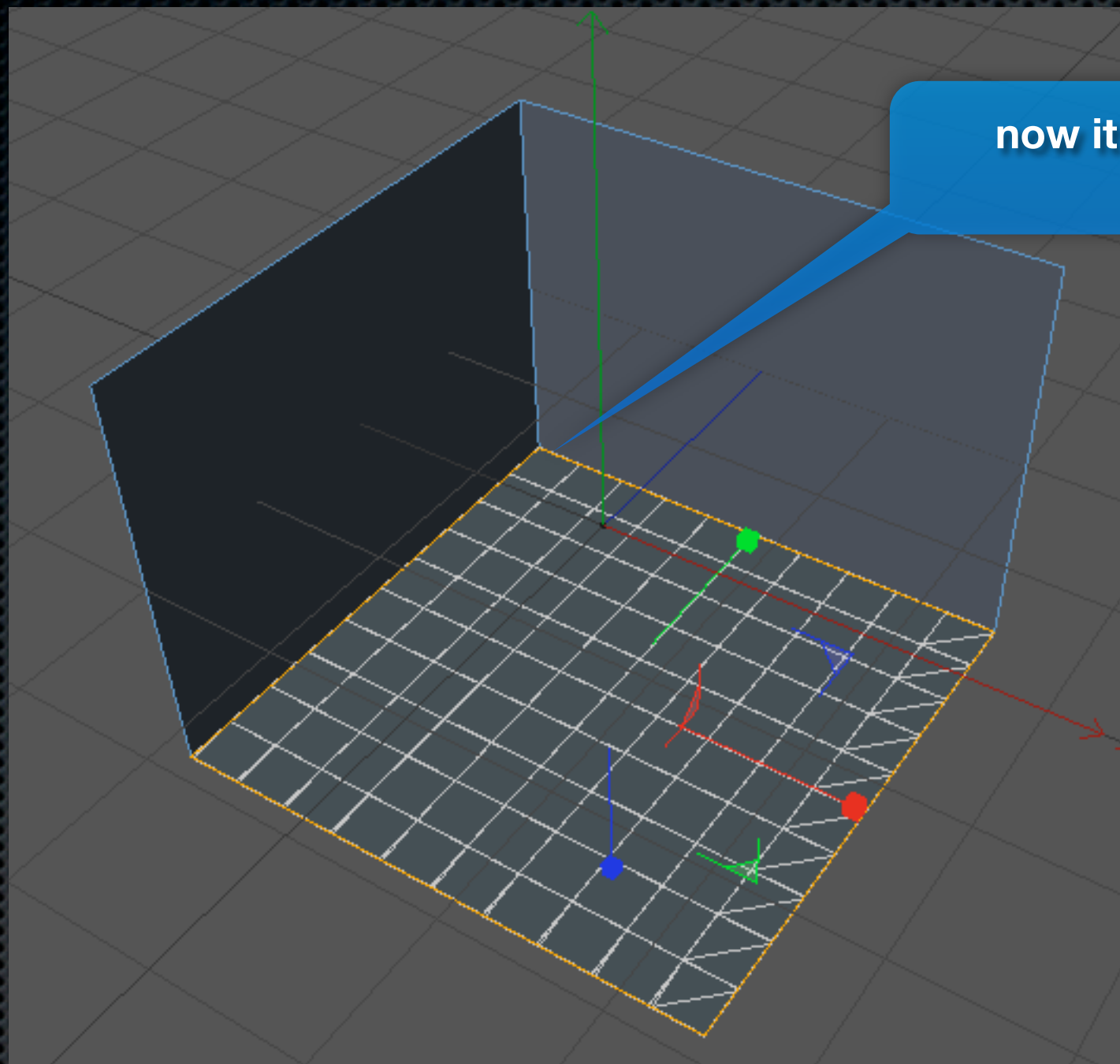


Now save your file, name it as you wish and copy it inside the folder **tiles** of tuilegenerator.
In our example we call the file floor_tile.c4d
Close c4d and reopen it in order to allow tuilegenerator to reload your new tile

let's create the floor for a simple room



if you obtain something like this, use Offset X and Z parameters to move the origin of the floor for your room :-)



your result should be something like this

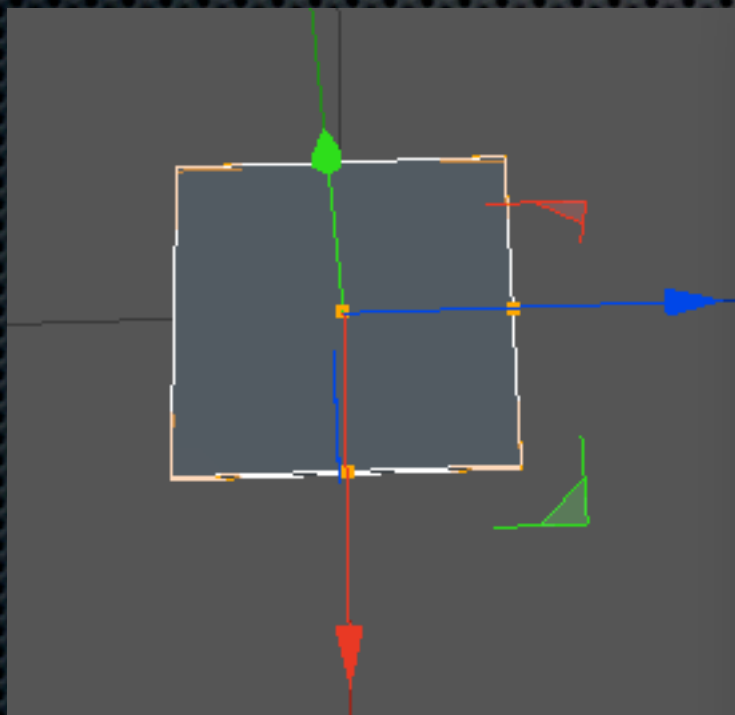
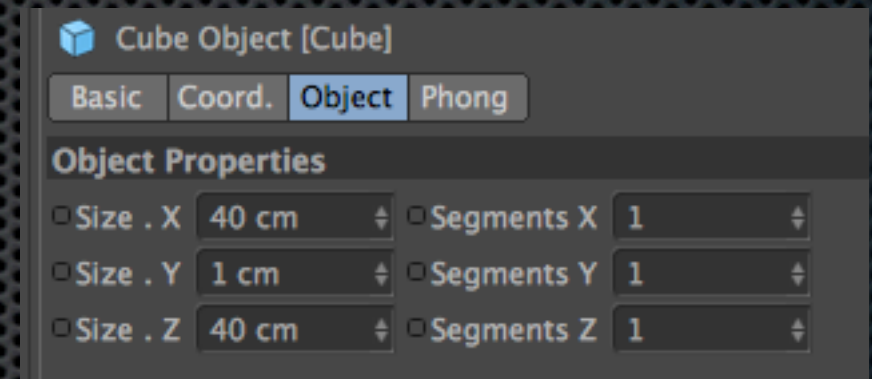
...is it possible to create oblique pattern?

yes you can!! you have to rotate your tile by 45° but **pay attention to the following instruction and follow each step of this tutorial :-)**

Back to start again :-)

For our example we create floor tile with the following dimensions 40x40x1

- Open c4d
- add a cube to hierarchy
- use the following settings for the cube



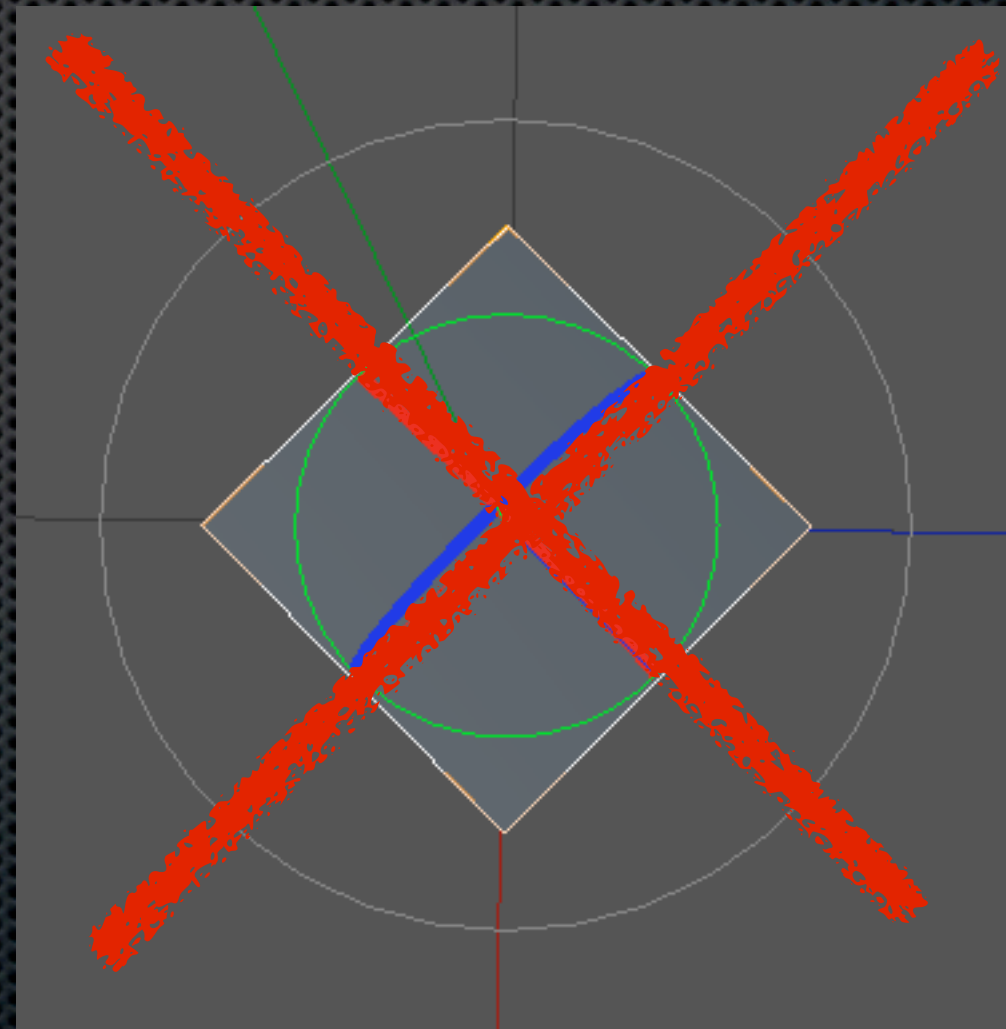
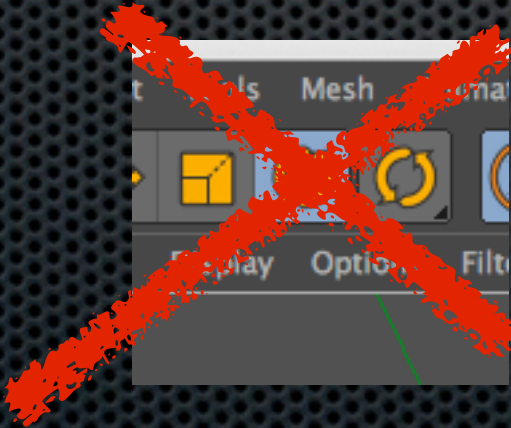
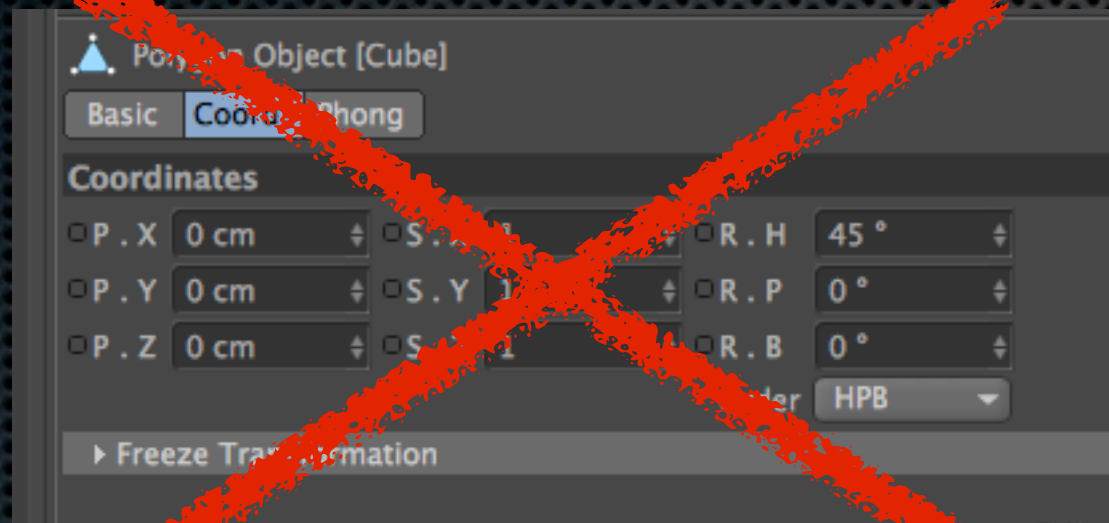
You should obtain something like this
then transform the cube into polygon with the
following command



now before we create the tile template we have to rotate the tile by 45°
but

you can't simply call the rotate command and apply it

**Matrix rotation must be applied to the vertex of the polygon and It cannot be a local or Global Matrix Transformation applied to the polygon.
In that case the template doesn't work correctly!!!**

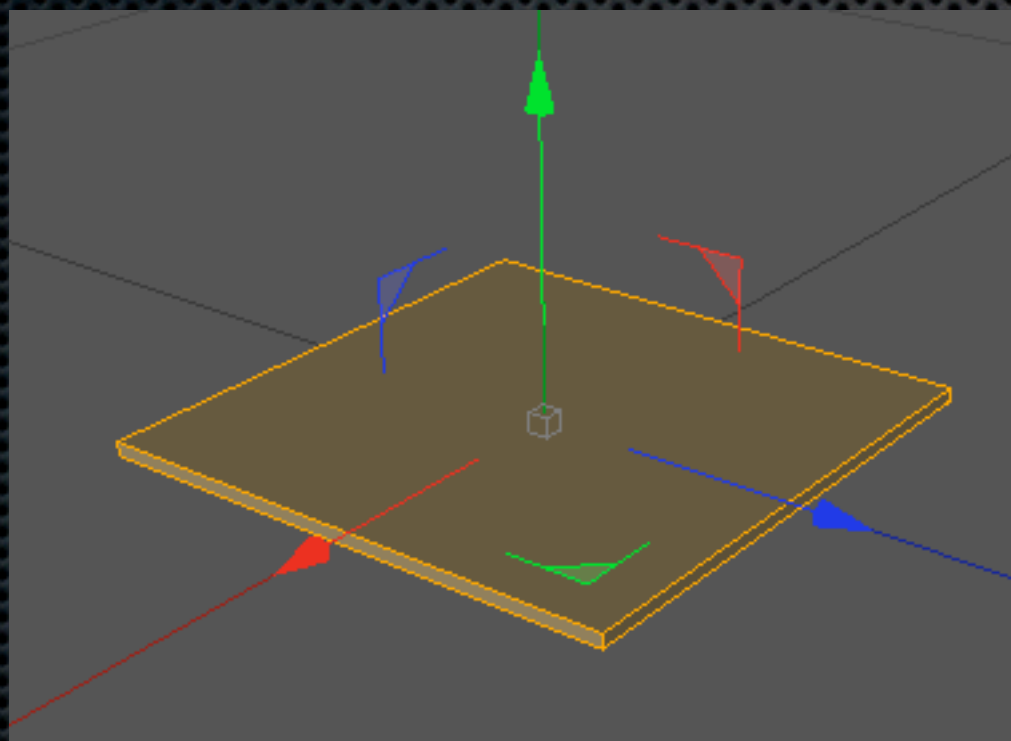


This is the correct procedure to apply transformation directly to vertex of polygon :-)

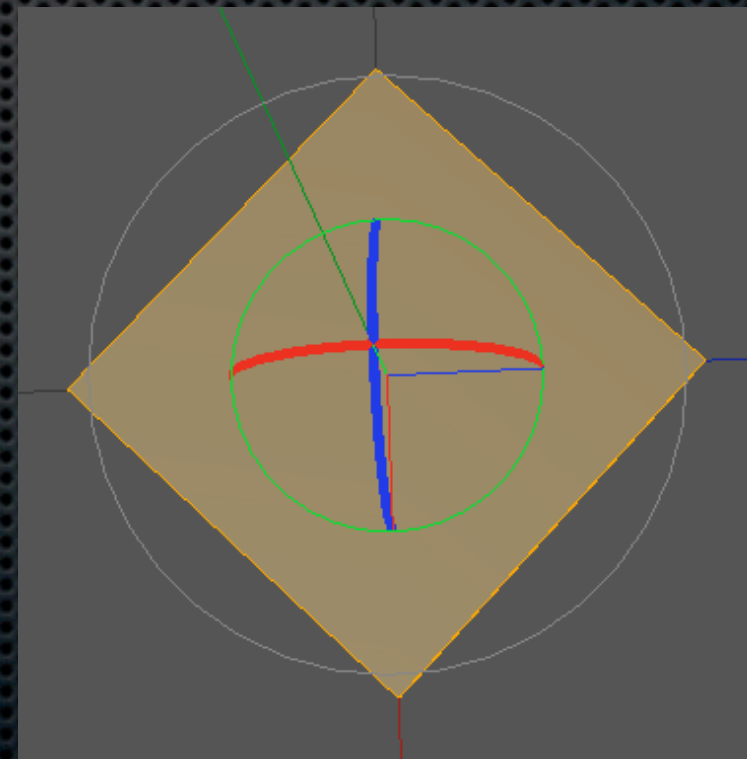
Go to face selection mode



and select all the face with the proper command

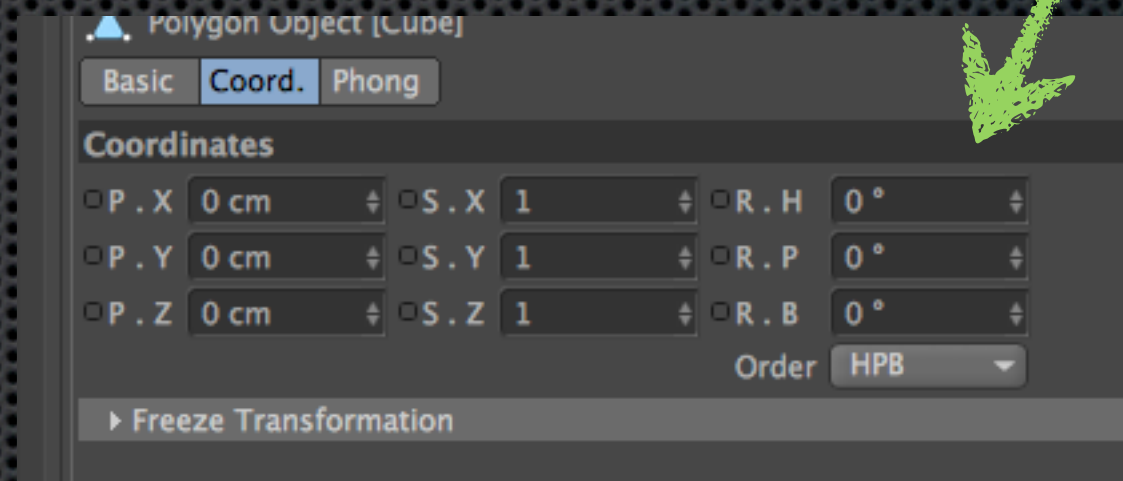
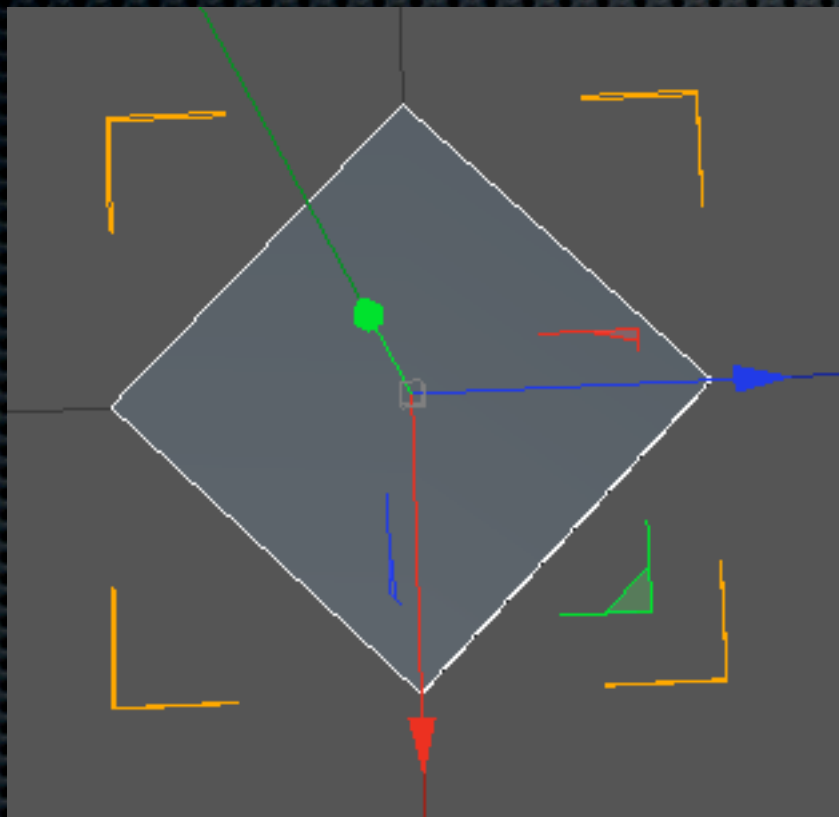


now we can apply rotate command by 45° to axis Y



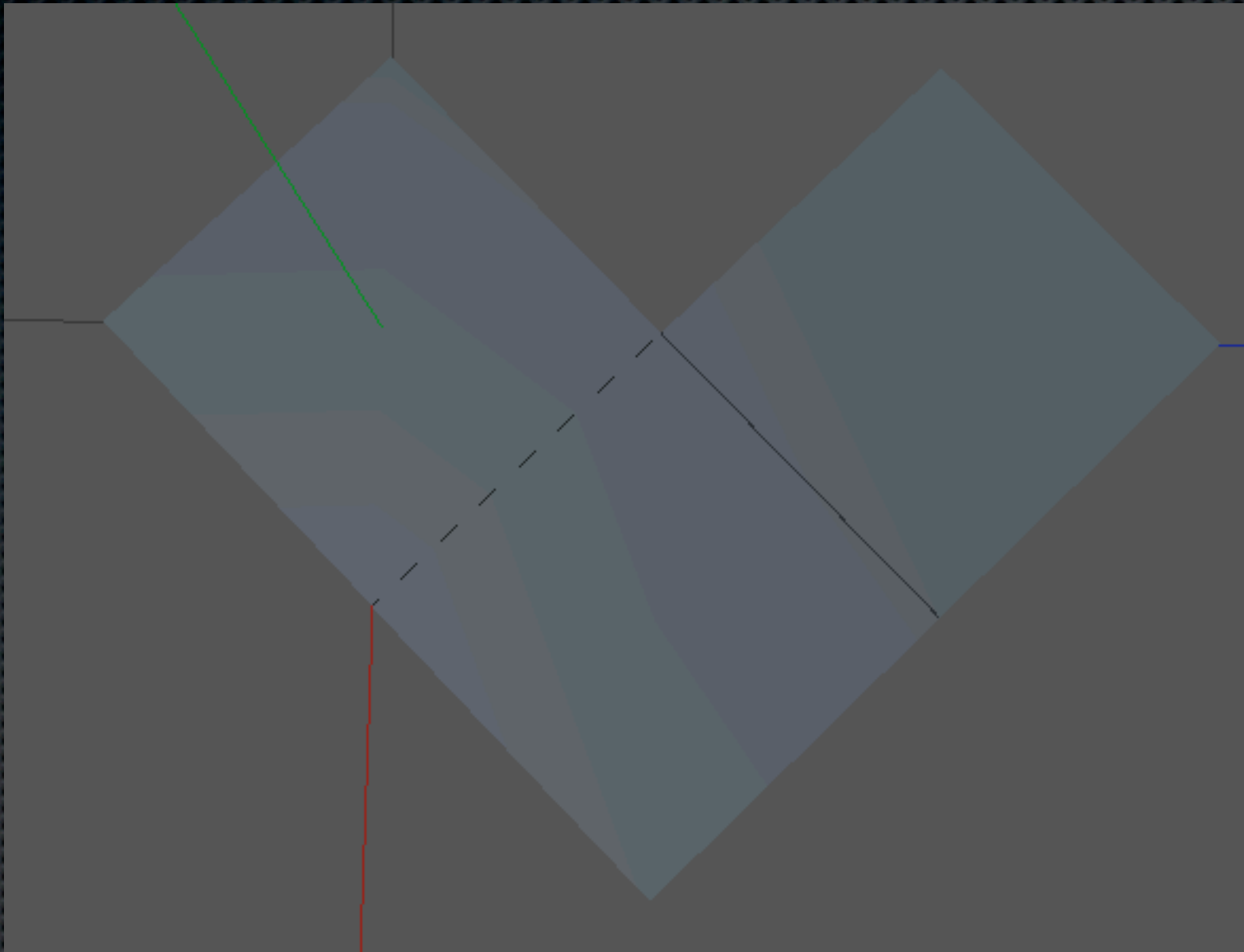
Now back to the object selection mode.

as you note the polygon's matrix transformation remains untouched as we want because with this trick the matrix transformation was applied directly to vertex :-)



the hard part is finished :-) now let's create the tile template using all techniques learned

you should obtain something like this

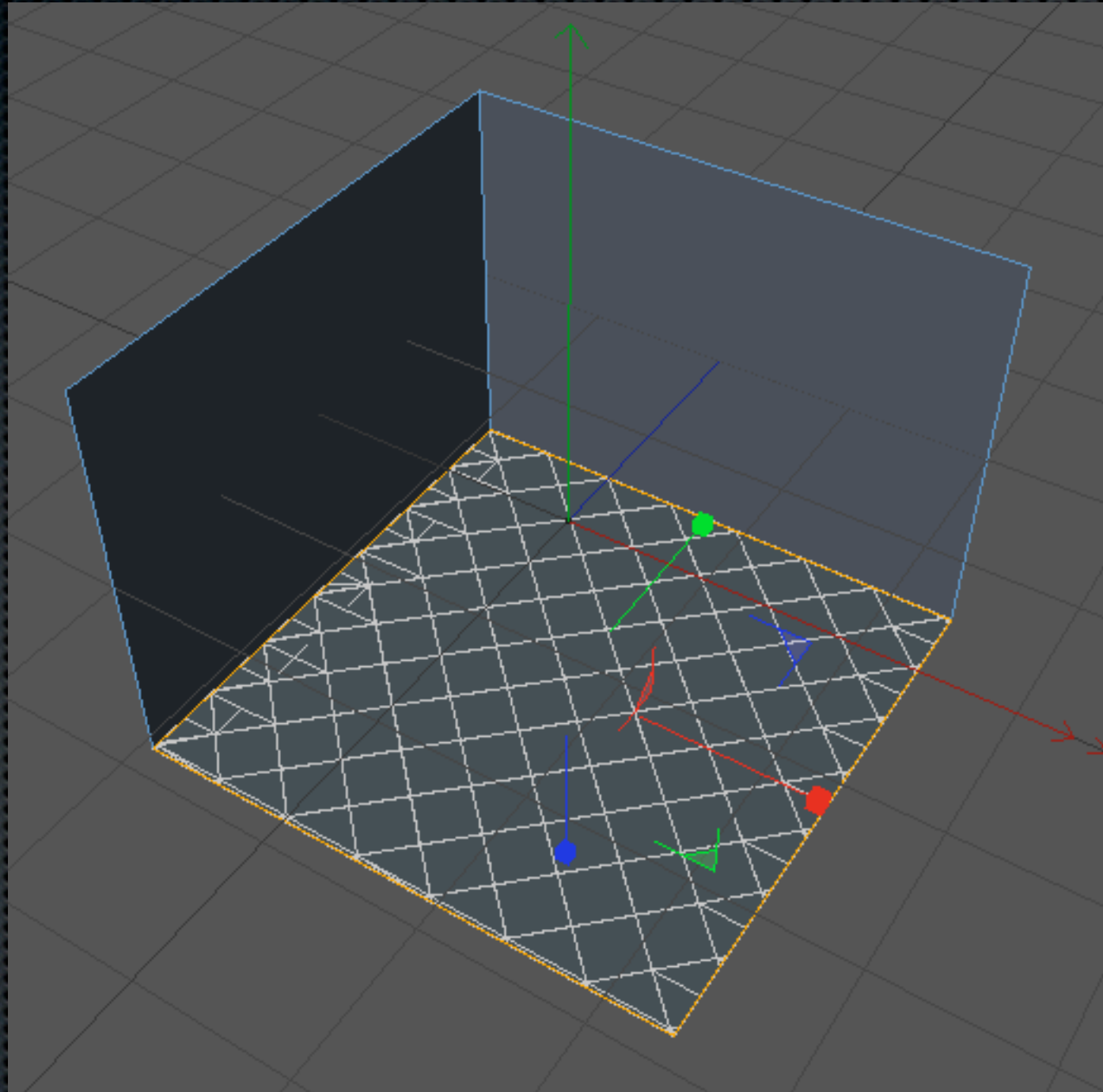


Now save your file, name it as you wish and copy it inside the folder **tiles** of tuilegenerator.

In our example we call the file rotated_tile.c4d

Close c4d and reopen it in order to allow tuilegenerator to reload your new tile

open tuilegenerate and apply your rotated tile, adjust offset parameters
and you should obtain something like this :-)



just one tip before you enjoy yourselves

what is **Boolean Height** parameter and how does it work?

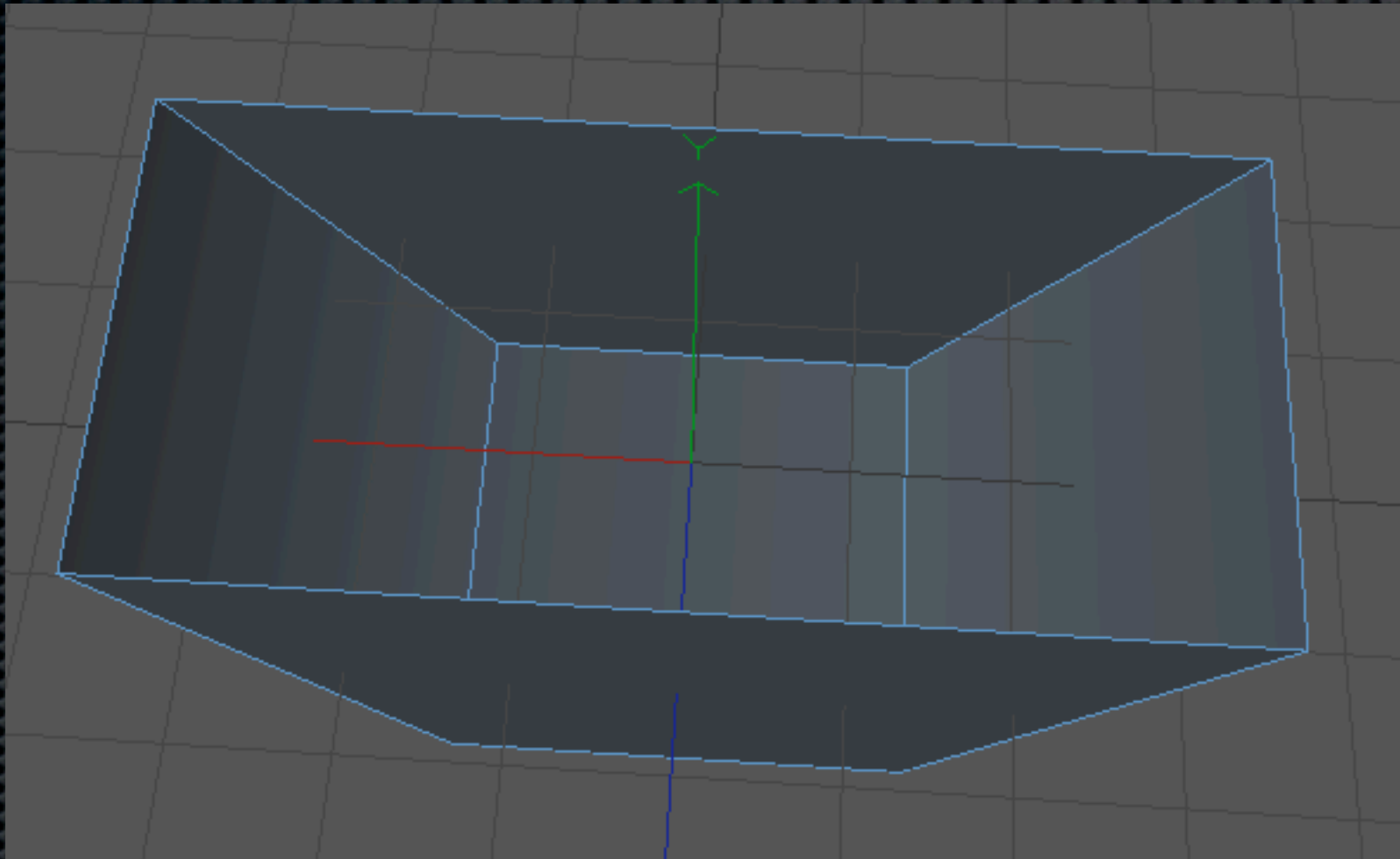
We have learned that the tuilegenerator is an evolved object replicator....

Suppose you want to create a fakir bed or a hole with spikes that appear from the floor like in the legendary game Prince of Persia.....**who never needed to create something like this ;-)**

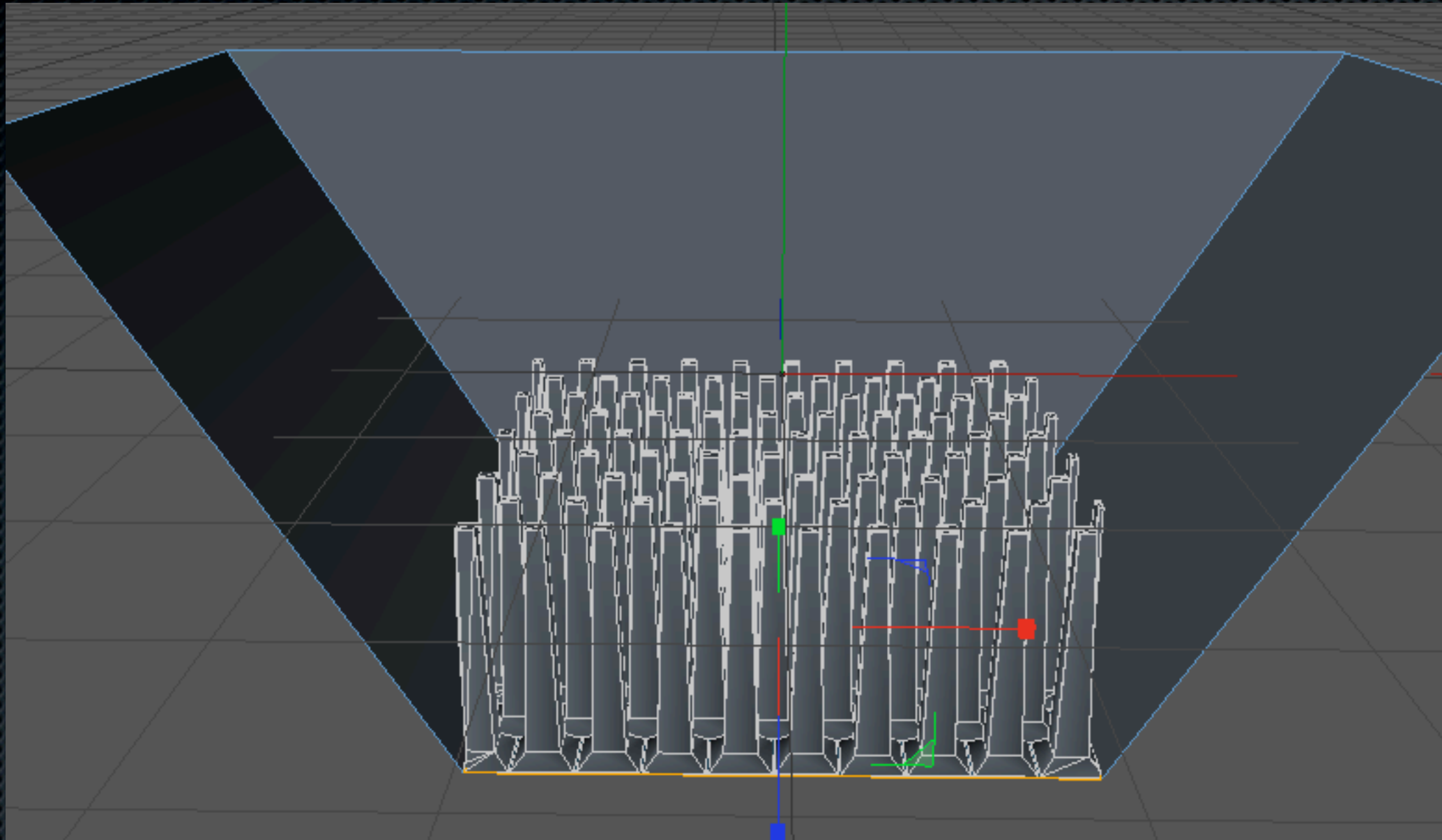
Let's create a trap like this
with the techniques you
learned



let's prepare the hole for our trap



apply our trap with tuilegenerator to the hole

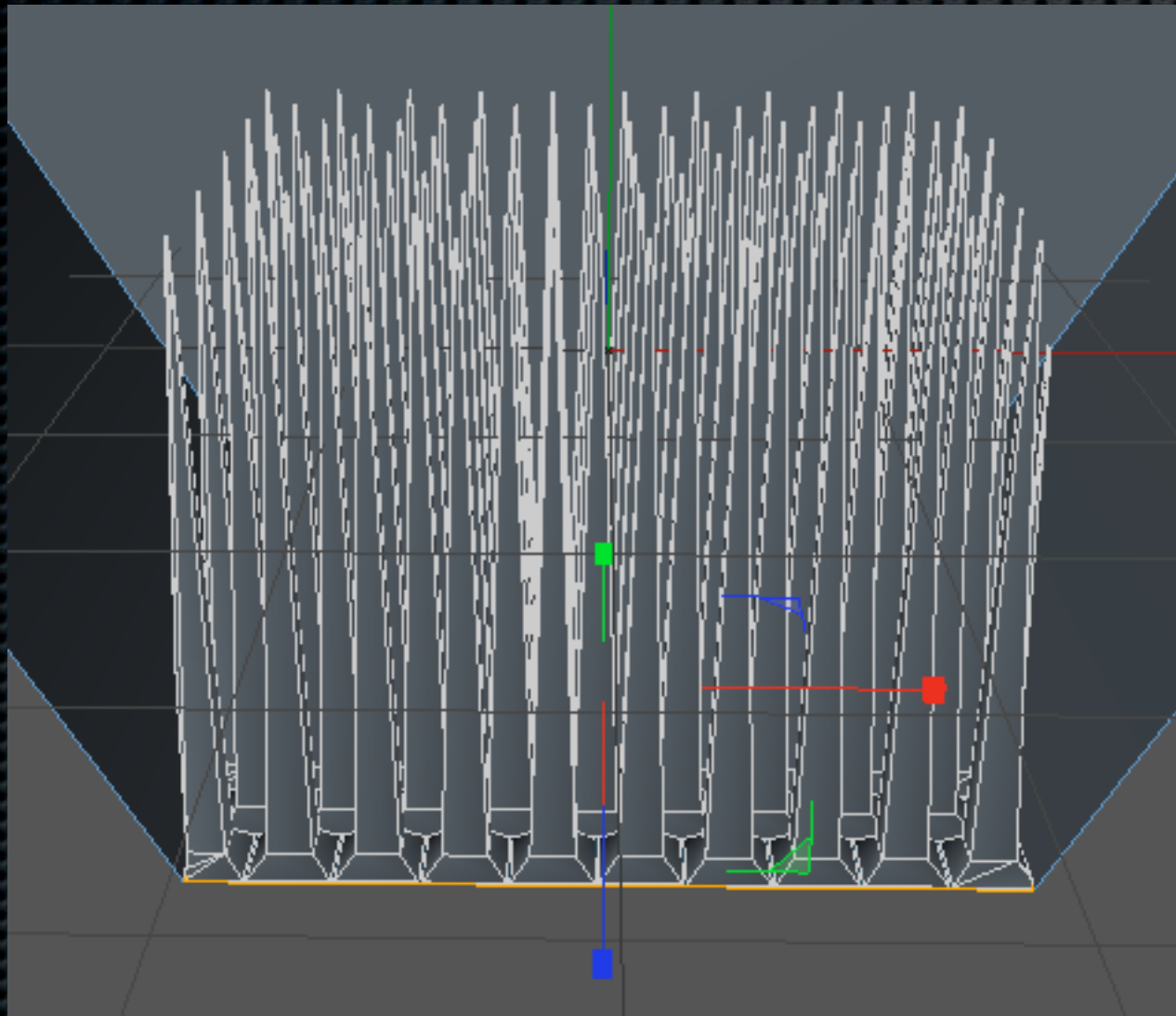


Why the spikes are cut???

because the objects we have created are too high and they are cut by the boolean operator nested into the tuilegenerator

Change the **Boolean Height** value to 300 and reclick **Build / Update Mantle**

The spikes will appear :-)



We use this crazy example to show you that tuilegenerator can replicate everything :-)

But pay attention to this 2 things:

- 1) If you can create low poly object, complex polygon may slow down objects replication
- 2) tuilegenerator allows only objects with maximum height 300 cm

Enjoy yourselves :-)