

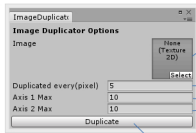
# Image Duplicator

Where to find it?

Duplicator -> Image duplicator

What does it do?

Duplicates your Objects according to a black and white image



the black and white image you created when imported into unity make sure to enable read/write

sample color every N pixels

How many units you want the duplicated objects to be spread on X and on Z axis

Click This Button to execute the duplication

## 3D Grid

## 2D Grid

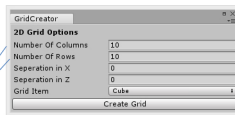
Where to find it?

Duplicator -> Create 2D Grid

Duplicator -> Create 3D Grid

What does it do?

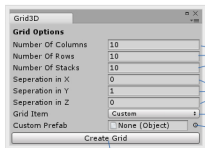
Creates a Grid of objects with separation



Amount of rows, columns and/or stacks

Separation between rows, columns and/or stacks  
the object that forms the grid

if you chose Grid item as custom you can assign your prefab to the custom prefab here



Click This Button to execute the grid creation

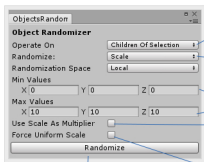
# Randomizer

Where to find it?

Duplicator -> Randomizer

What does it do?

Randomizes the transforms of your Game Objects



you want the randomizer to randomize the selected objects or the Children of the selected objects

Do you want to randomize the scale, the rotation or the scale of the objects

Min and max values of the randomization

use the min and max values as a multiplier for the scale values

when u enable force uniform scale, the scale random will only use the min Values X and Max Values X

Click This Button to execute the Randomization

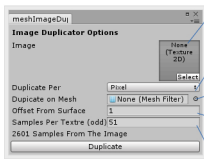
# Mesh image Duplicator

Where to find it?

Duplicator -> Mesh Image Duplicator

What does it do?

Duplicated the objects you selected at random, onto a mesh surface according to a black and white image



The image you want to use, black and white, and must be read/write enabled in it's import settings

you want to duplicate on every vertex or according the image pixels

The mesh object you want to duplicate on

how much in units do you want to offset the duplicated objects from the surface of the mesh

how many samples do you want to take from the image higher samples more objects duplicated and more accuracy

Click This Button to Duplicate

# Reduce Objects

Where to find it?

Duplicator -> Reduce Objects

What does it do?

Reduces the amount of selected objects according to a percentage



Do you want to hide or destroy the objects

Do you want to reduce the selected objects or the children of the selected objects

The percentage of reduction

Click This Button to execute the Reduction

# Brick Wall

Where to find it?

Duplicator -> Create brick wall

What does it do?

use the selected object as a brick and construct a wall with it



Number of columns for the wall

Number of rows for the wall

randomized offset of the bricks

Click This Button to generate a wall

# Duplicate Special

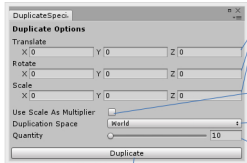
Where to find it?

Duplicator -> Duplicate Special

What does it do?

Duplicates the objects you selected on the last selected object and modifies each duplicated object's transforms according to the parameters you set

Do you want to hide or destroy the objects



Modification to translation rotation and scale for every duplicated object

Use the scale values as a multiplier or additive

you want the modification to happen in world space or local space

How many duplicates do you want in total

Click This Button to execute