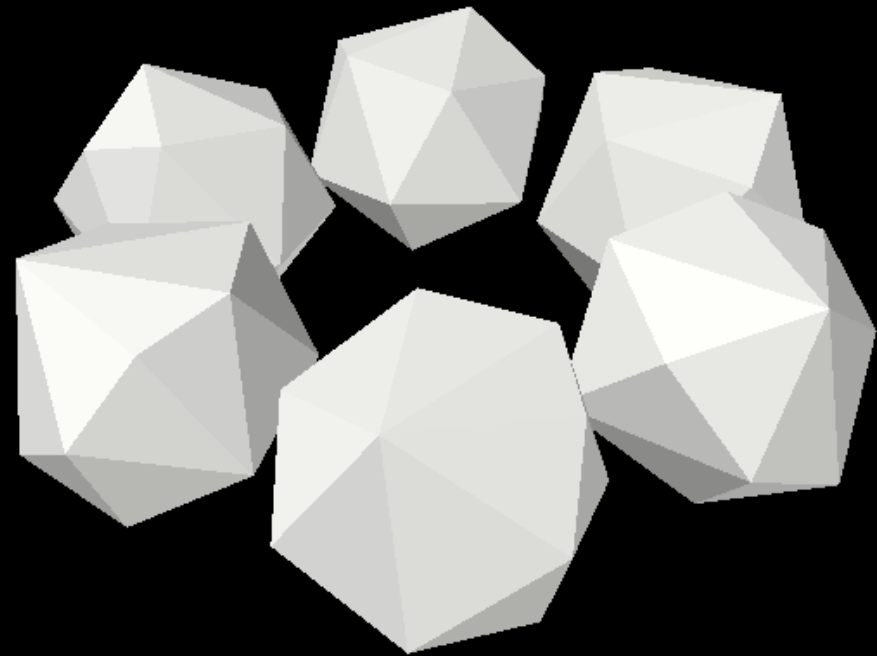
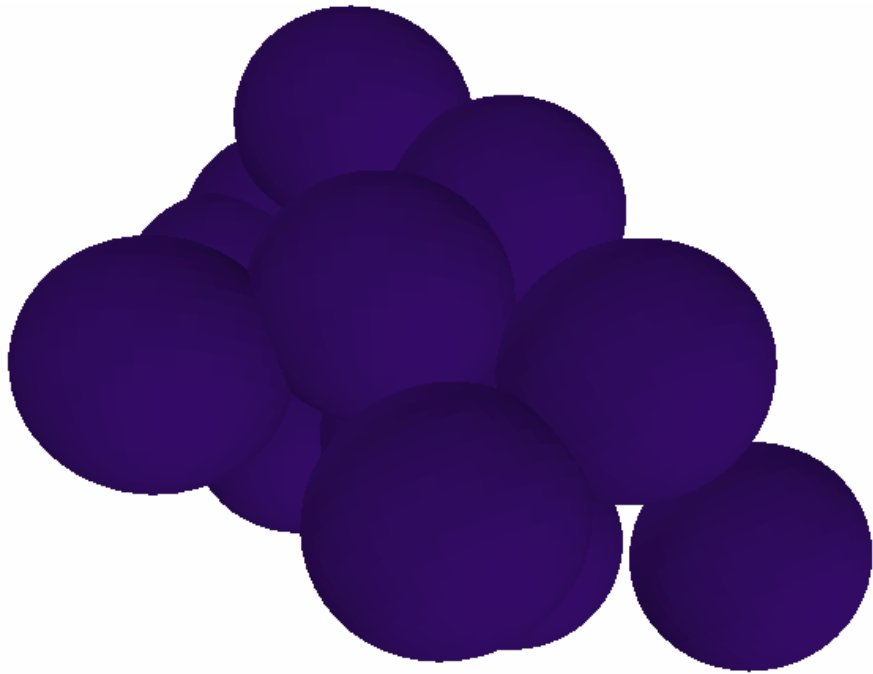


Welcome To...



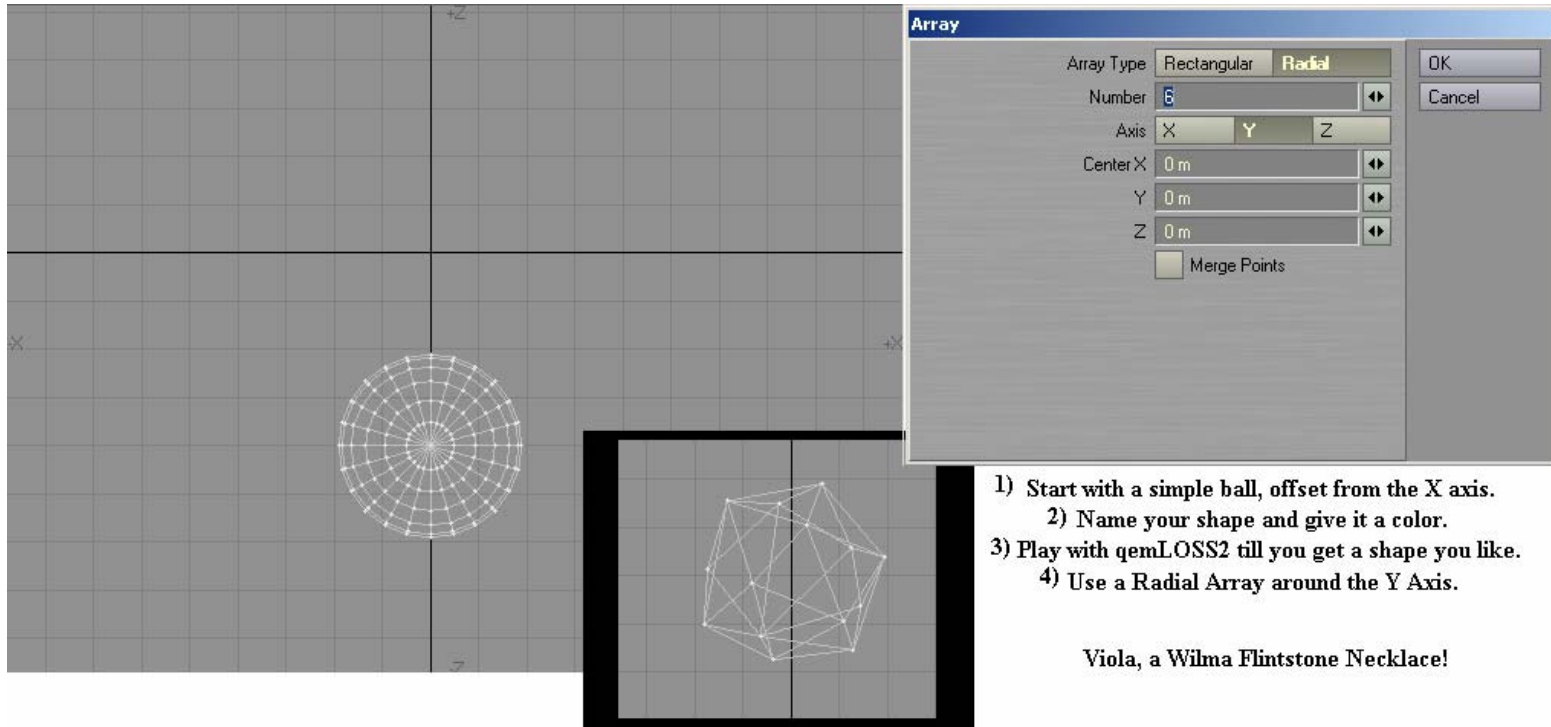
The Array Tool!

Created by Katherine Gray

Things to know about the Array Tool

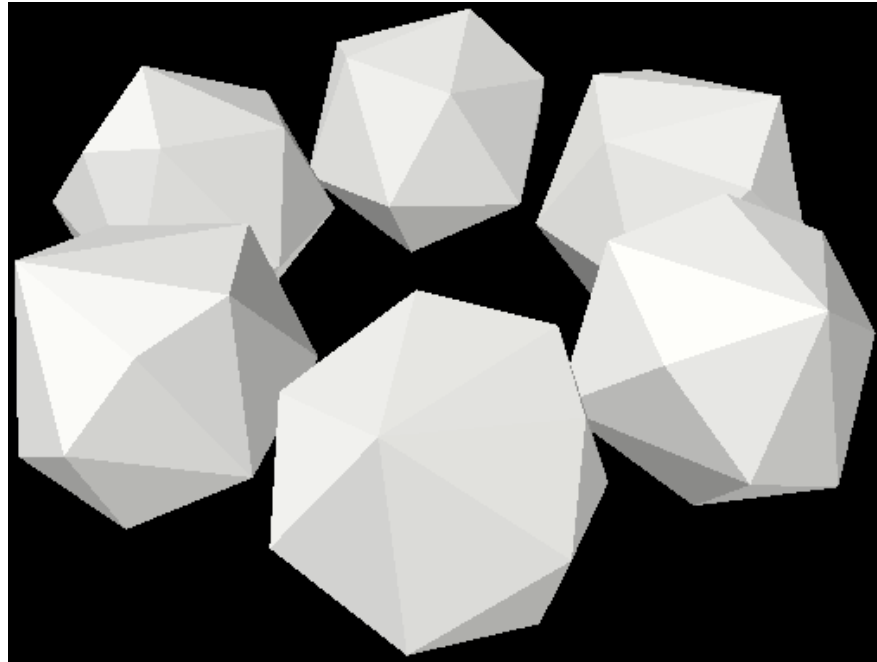
- The *Array Tool* can be found under the *Multiply Tab* near the bottom of the row of tools.
- Your options for an array are either *rectangular* or *radial*, and once you choose one of those, you can tell the program how you want the objects placed.
- It is best to be in *polygon mode* when you use the array tool. Accidentally arraying points can be a big mess. (Good thing we have undo!)

Radial Array



- This will be an example of using the radial array tool on an axis. Starting with a simple ball offset from the middle of the X axis, give it a name and some color. Then click your Construct Tab and find qemLOSS2. This is another beautiful tool that does something similar to reduce polys, but better in my opinion. It doesn't seem to create holes as often. I used the default settings on my ball and did it a couple times, making my ball look like a rock. Then I went back to the Multiple Tab, selected my ball and did a radial array on the Y axis with 6 instances of my object. This spaces my object equally 6 times around the Y axis, at the very center, 0, 0, 0.

Radial Array

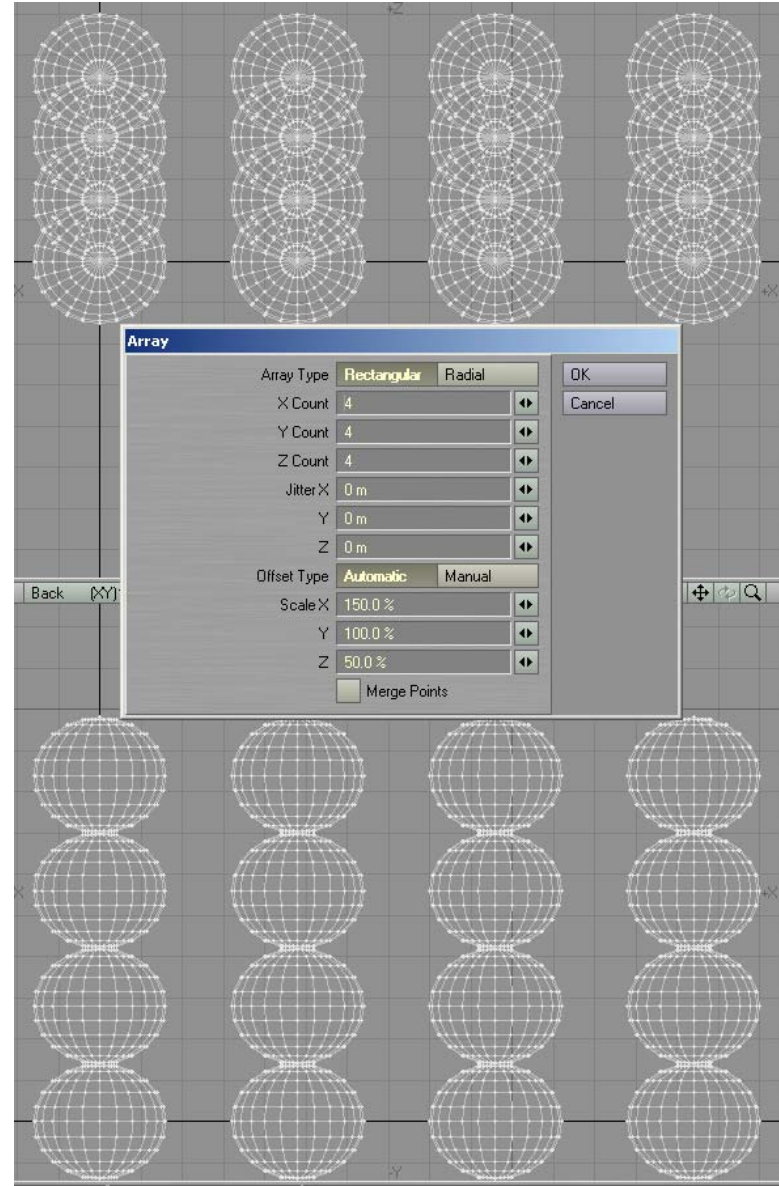


Ooooh, Wilma Flintstone Necklace!

- Note: if you do NOT offset your object on at least 1 axis, you will have to change your *center point* to make it array, or else it will array on itself. I find it easier to use 0, 0, 0, as the center.

Rectangular Array: Offset Type Automatic

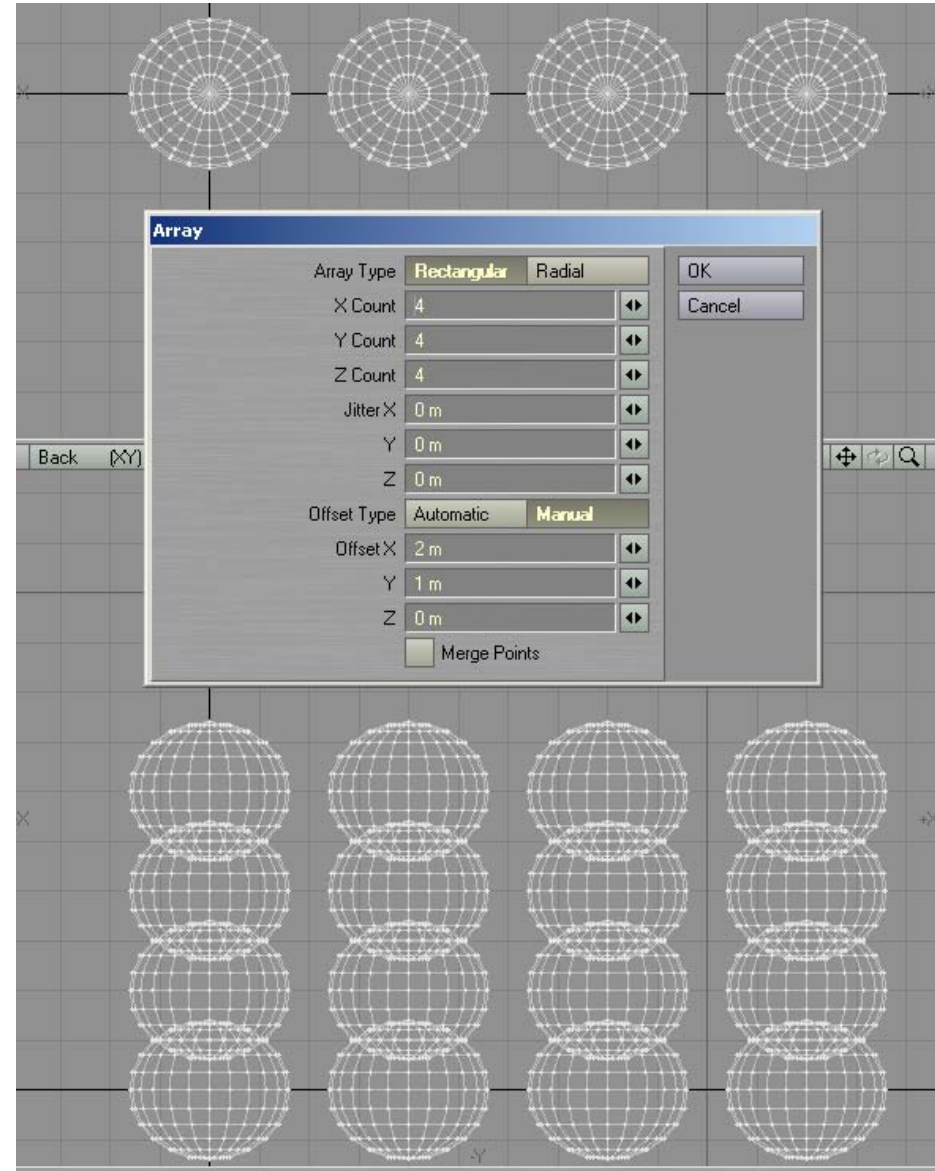
- This facet of the array tool deals with the spacing between your arrayed objects. A 150% value on the X axis leaves a space of half of your object between your objects on the X axis. A 100% value will leave your objects very close to each other. Anything under 100% will overlap your objects.



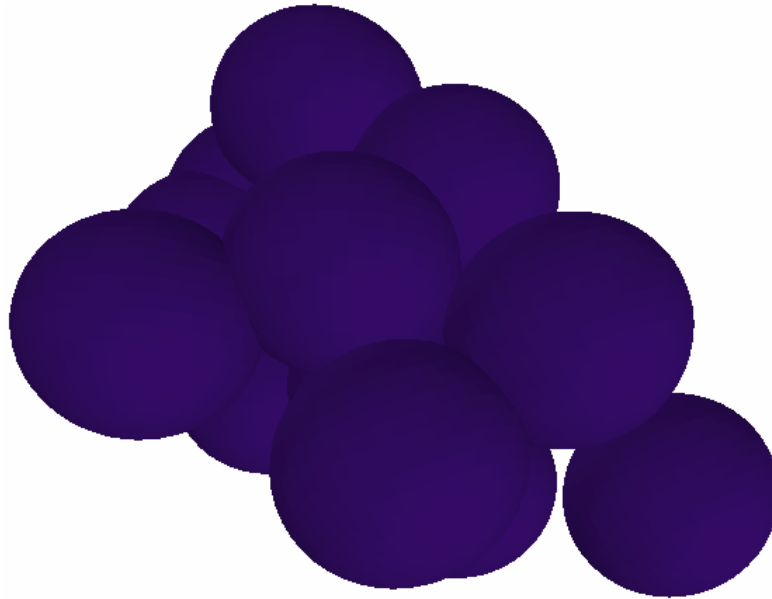
Rectangular Array: Offset Type Manual

- The general rule is that if your value is larger than your object, then your objects will have space in between them. If the value is less than your object, they will overlap. The same size... you guessed it, will space them just far enough to not leave a space or overlap.

- A value of zero won't array your object down that axis at all, you could have 50 set as the number of objects you want, but there will remain 1.



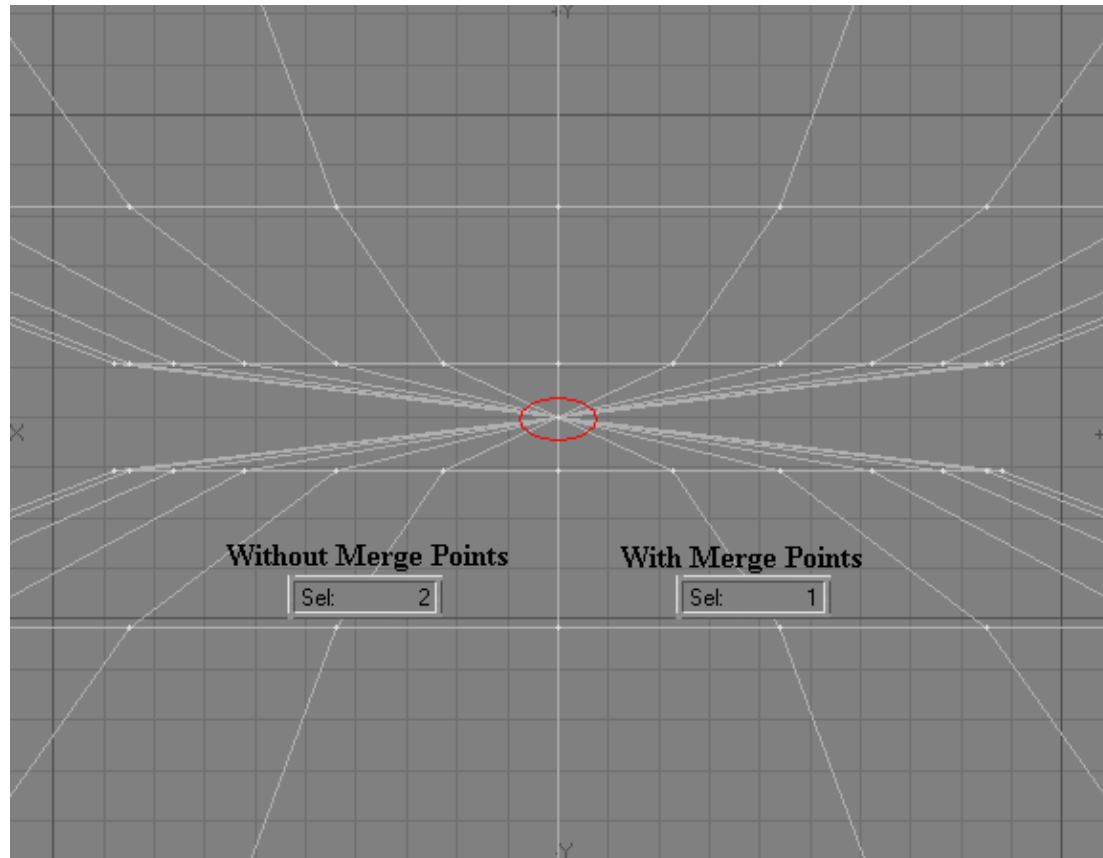
Jitter



Ooooh, a
bunch of
grapes!

- The best word to describe jitter is "erratic". The higher your jitter is, the more your objects will move in different directions down the axis you told them to. The more objects you have, the bigger the area your objects/scene will take up, also the longer the program will take to figure out where to place everything.

Merge Points



- Merge Points simply merges any points near each other. So if you were looking straight down 1 axis and clicked right where 2 objects (say 2 balls) meet, instead of 2 points there would be 1.

Endless possibilities await you with this tool. Thank you for viewing and good luck!

