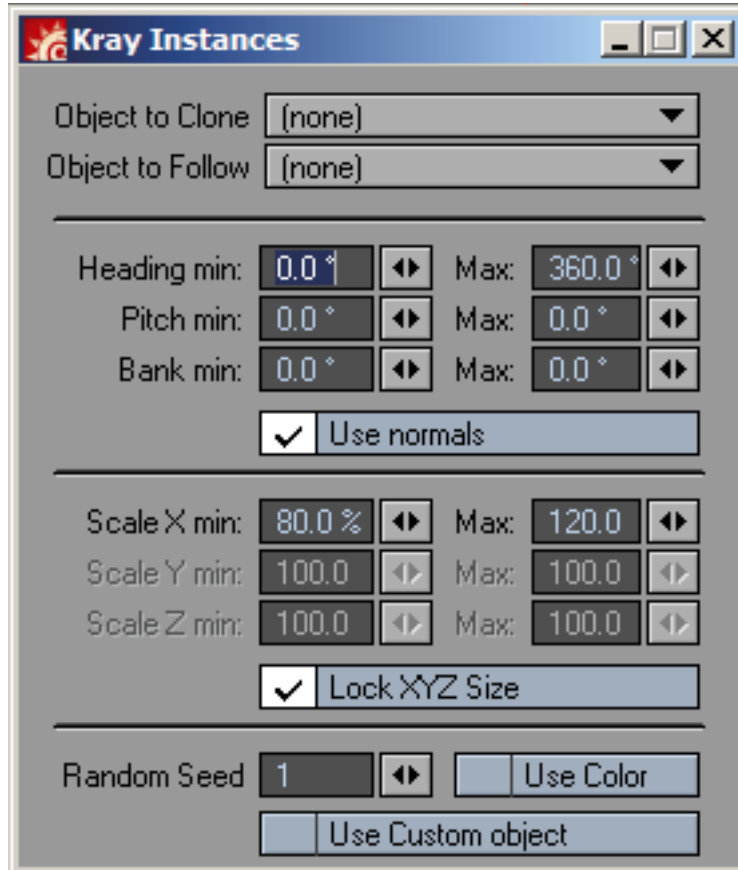


# INSTANCING

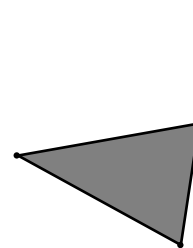
KrayInstances is a Custom Object plugin that should be applied to the object (template) that defines position of your instances. The template can be either polygon mesh, 1 point polygons or pure points (no polys).



- Choose object that will be instantiated
- Here you can choose object that instances will "follow". Instances will use it's rotation and scale parameters.
- Here you define random rotation settings.
- Turning this ON will align instances to template mesh normals (only works on polygons!).
- Here you define random scaling settings.
- Turning this ON will lock X, Y, Z scale parameters so object will be resized equally on all axis.
- Turning this ON will use color from the template object and color filter the instances.

You can use special object to place your instances. The default object is triangle 1mx1mx1m in size with a 2 point polyline defining it's axis. This object defines position, orientation and scale of the instances.

Note: you can still apply random rotation/scale values on top.



example of Custom Object