CG-Source – Floor Generator v2.10 3dsmax 2022
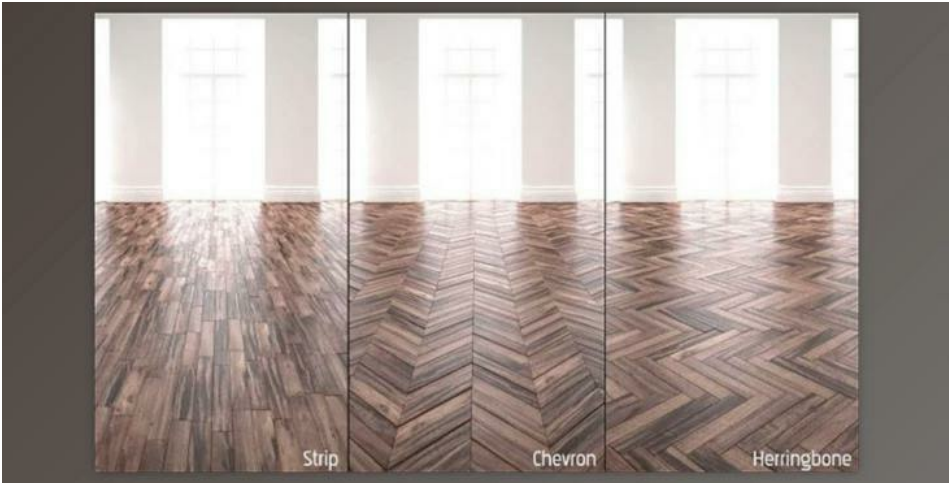
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CG-Source – Floor Generator v2.10 3dsmax 2022: FloorGenerator is a plugin for 3ds Max (2013 to 2022) which creates floor objects comprising individual boards that can Easily be textured with MultiTexture. It is a Fantastic tool if you are doing Architecture visualization and will need to produce floors that aren't likely to tile And which you're able to see up close with no pixelation.

Gfx plugin details of CG-Source – Floor Generator v2.10 3dsmax 2022

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- Create flooring inside any Closed 2D shape item, or on horizontal objects
- Control width, duration, Grout size separately
- Randomly rotate, counter, and Challenge boards
- Interactive update for Immediate comments
- Assign textures randomly Utilizing MultiTexture Map

Preferences:

- Flooring Settings
- Variation Per Board
- General
- UV Preferences
- Update
- Save/Load Presets
- Known problems

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