

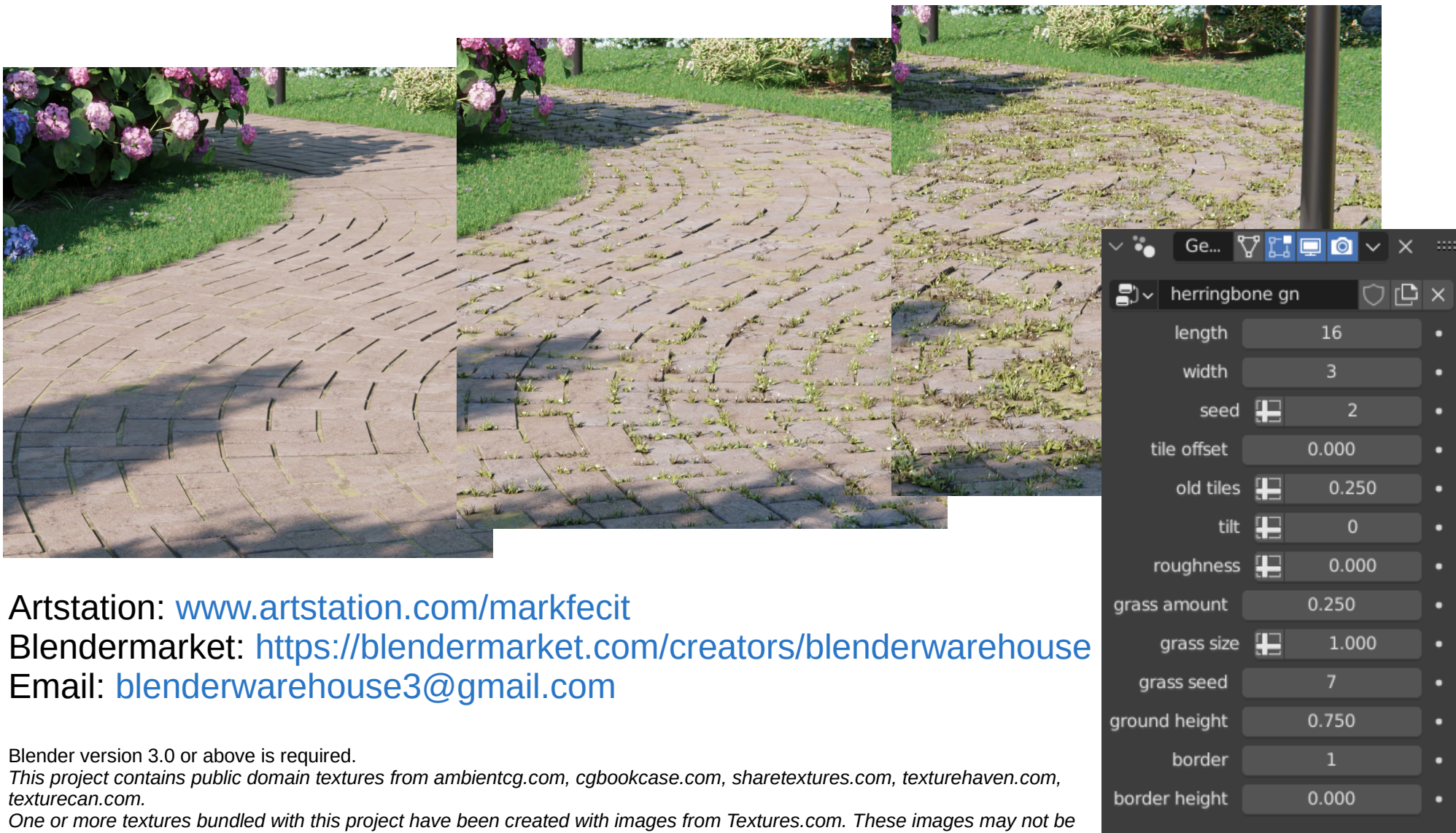
# Paved Path Generator 1.3





**Paved Path Generator** is a collection of 20 different types of paved paths for Blender that can be customized simply tweaking parameters inside the modifiers tab.

Starting from one of the base models use the *geometry nodes* parameters and edit the *curve object* to personalize the path aspect according to your needs.



Artstation: [www.artstation.com/markfecit](https://www.artstation.com/markfecit)

Blendermarket: <https://blendermarket.com/creators/blenderwarehouse>

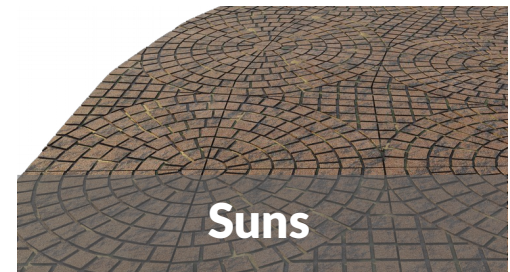
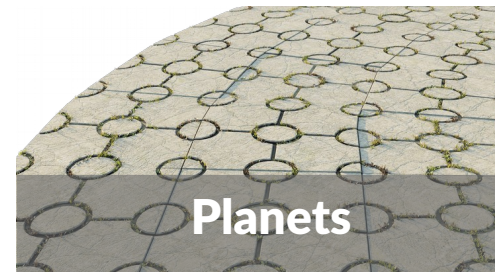
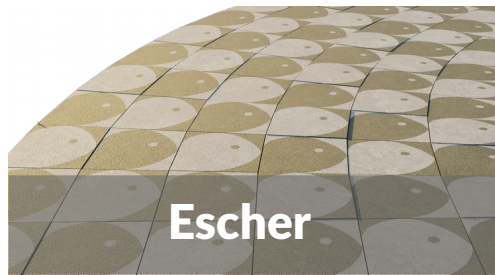
Email: [blenderwarehouse3@gmail.com](mailto:blenderwarehouse3@gmail.com)

Blender version 3.0 or above is required.

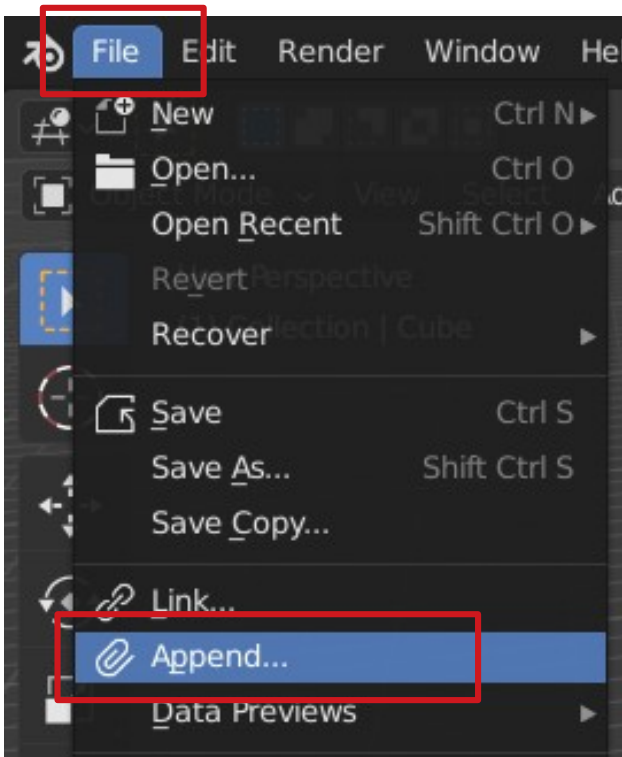
This project contains public domain textures from [ambientcg.com](https://www.ambientcg.com), [cgbookcase.com](https://www.cgbookcase.com), [sharetextures.com](https://www.sharetextures.com), [texturehaven.com](https://www.texturehaven.com), [texturecan.com](https://www.texturecan.com).

One or more textures bundled with this project have been created with images from [Textures.com](https://www.textures.com). These images may not be redistributed by default. Please visit [www.textures.com](https://www.textures.com) for more information.









## How to append a path (Classic01)

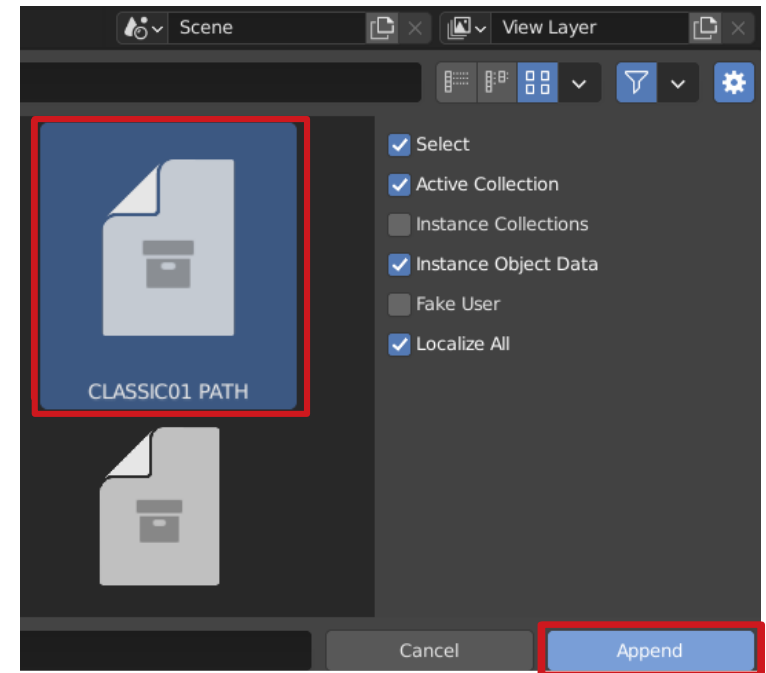
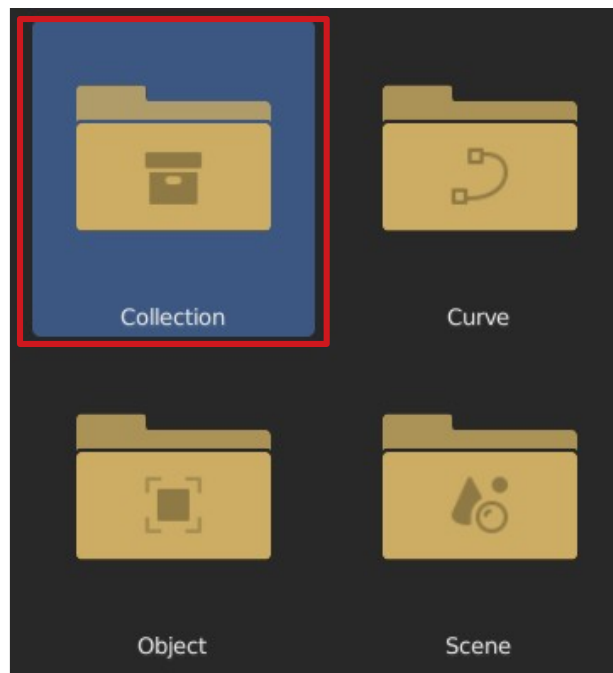
File > Append >

*go to the folder where you downloaded the file named Paved\_Path\_Generator1.3.blend and select it*

Paved\_Path\_Generator1.3 > Collection

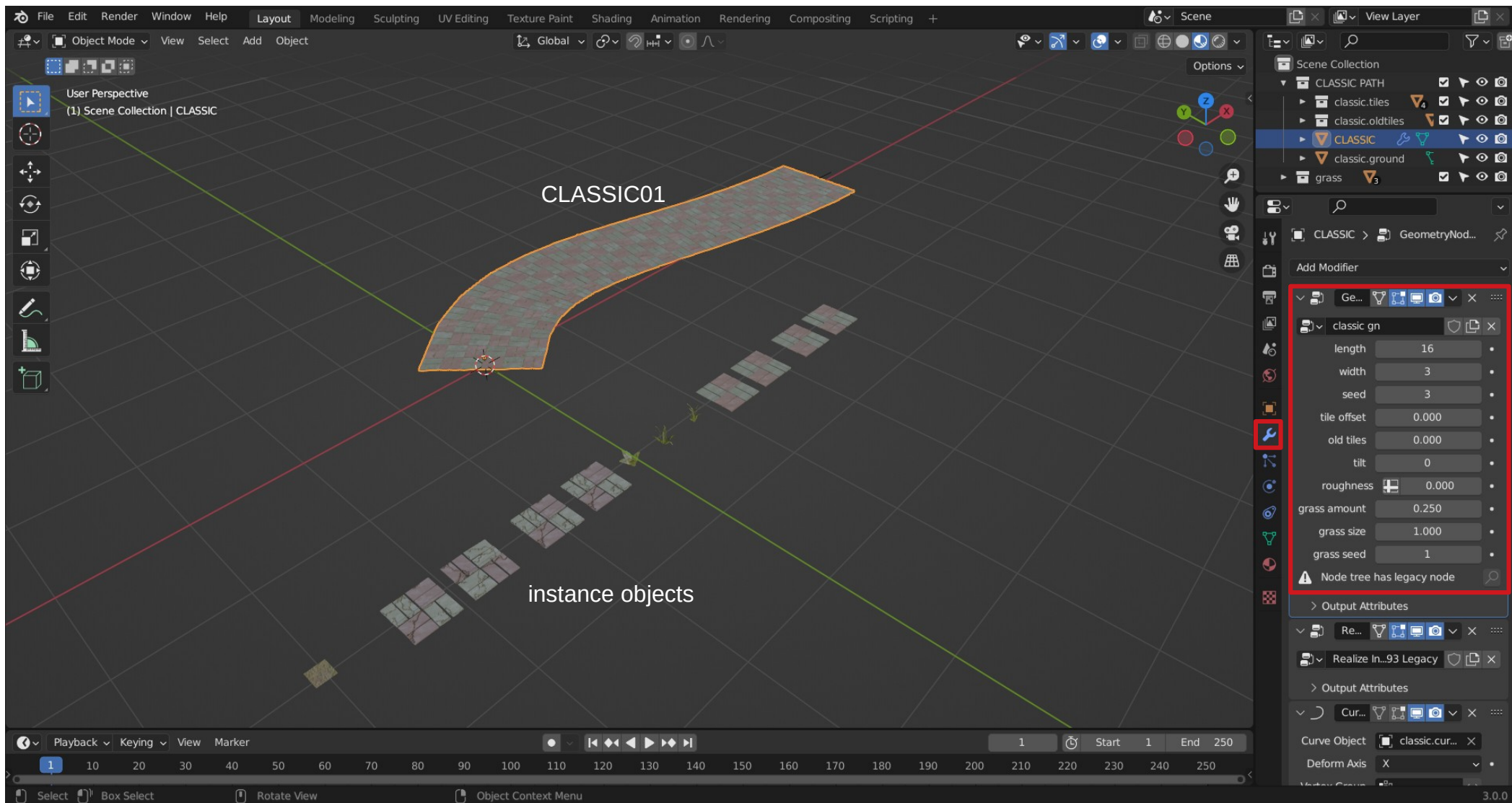
*select the desired collection (all selectable paths are written in CAPITAL LETTERS)*

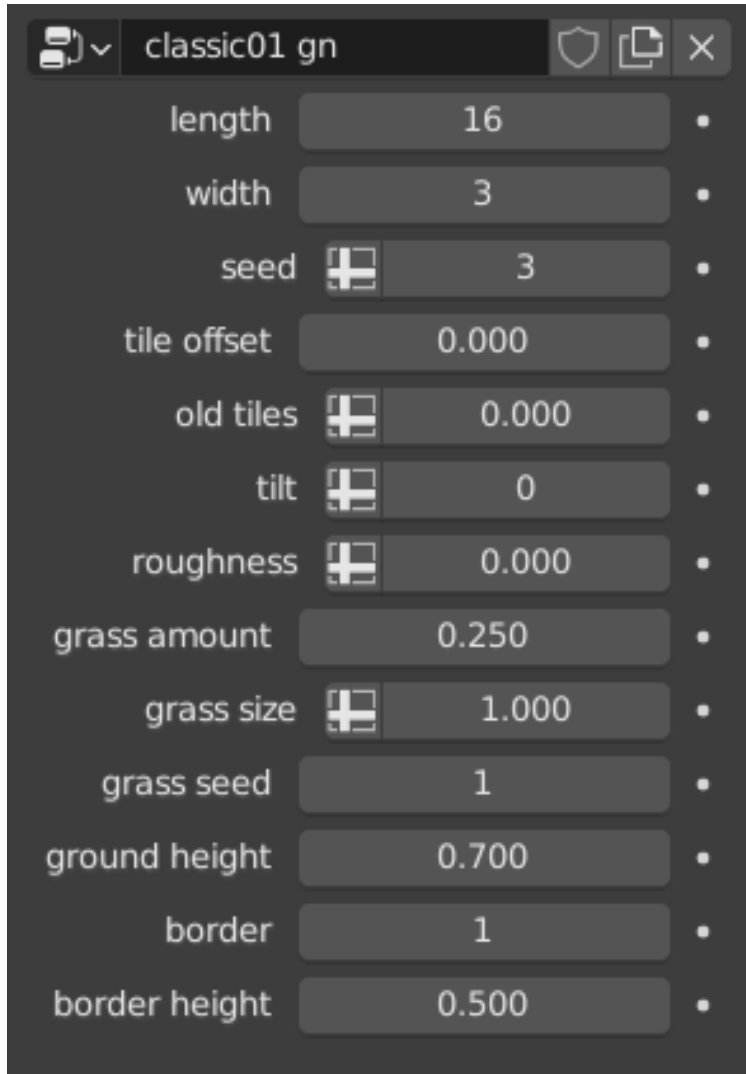
CLASSIC01 PATH > Append



Now you have the **CLASSIC01** path in your 3d viewport with some *instance objects* (tiles, ground and grass). Don't worry about instance objects, they are only for creating paths automatically.

Select the CLASSIC01 object and in the *modifier properties* tab you'll find the parameters that allow you to personalize your path.

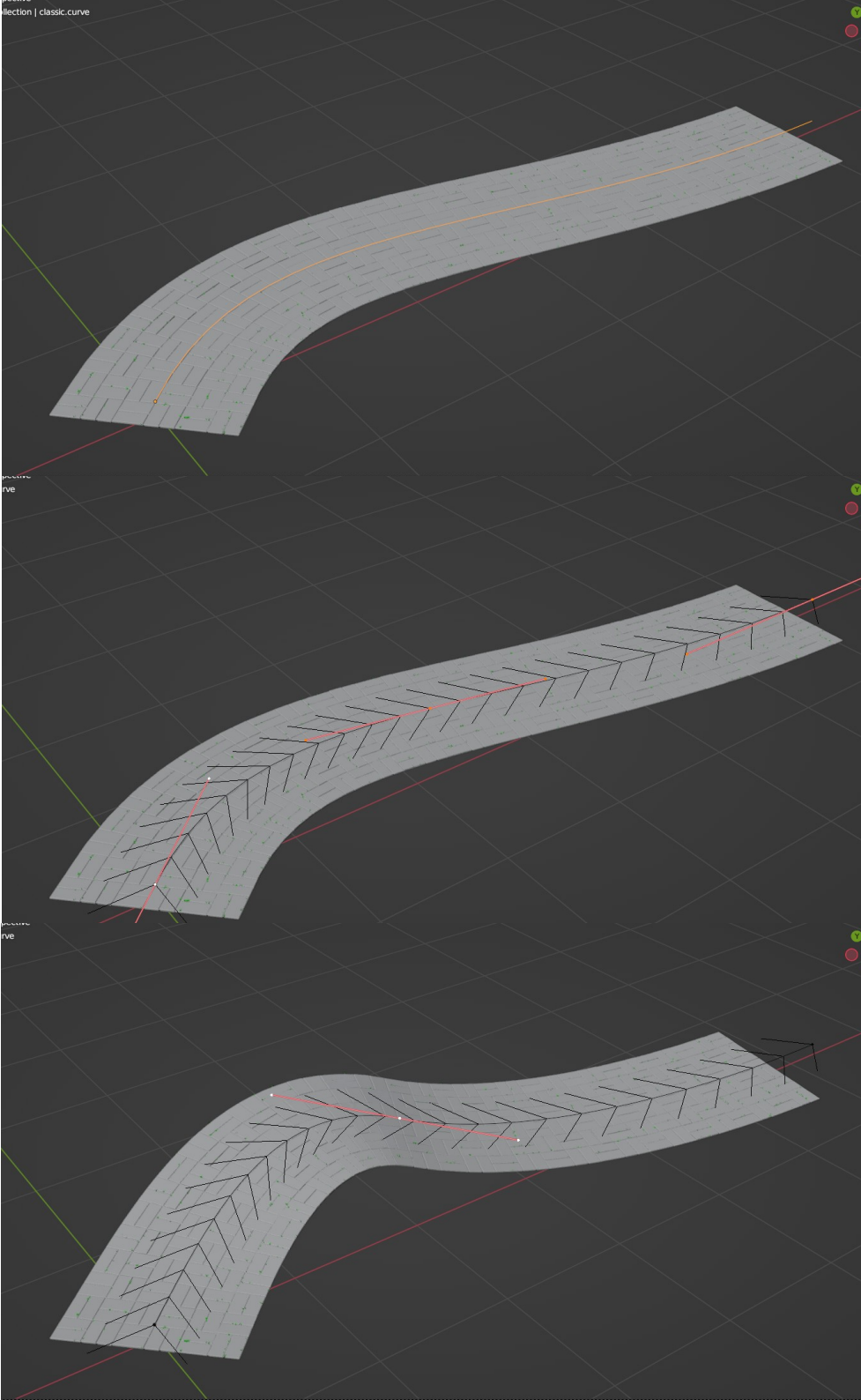




## Parameters available

- length [min 2, max 200]: the length expressed in number of tiles
  - width [min 2, max 20]: the width expressed in number of tiles
  - seed: this value randomizes the layout of the tiles
- 
- tile offset [min -1, max 1]: changes the alignment of the tiles
  - old tiles [min 0, max 1]: the amount of old tiles
  - tilt (0 = flat tiles, 1 = tilted tiles): use it to tilt the tiles
- 
- roughness [min -1, max 1]: use it to give the tiles and the terrain a wet aspect
- 
- grass amount [min 0, max 10]: the amount of grass between tiles
  - grass size [min 0, max 5]: the size of the grass
  - grass seed: use it to randomize the disposition of grass clumps
  - ground height [min 0, max 1]: the depth of the ground compared to the tiles
- 
- border (0 = no border, 1 = border): enables/disables the path's border (Note that if the tile offset parameter is not zero, the border is automatically disabled)
  - border height [min 0, max 1]: the height of the border

*Different path templates may have different parameters.*



In order to modify the trail's shape select the *curve object* parented to the path.

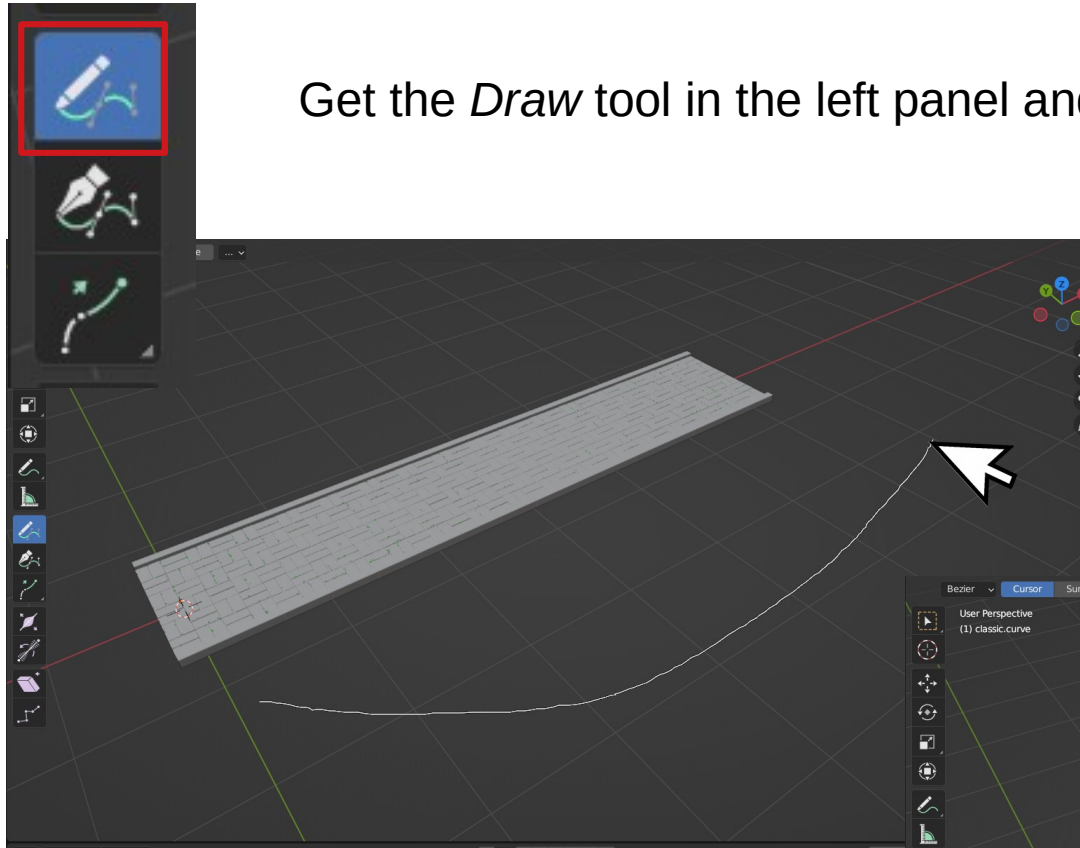
Switch to Edit Mode...

...and move, rotate, subdivide, extrude or tilt the control points.



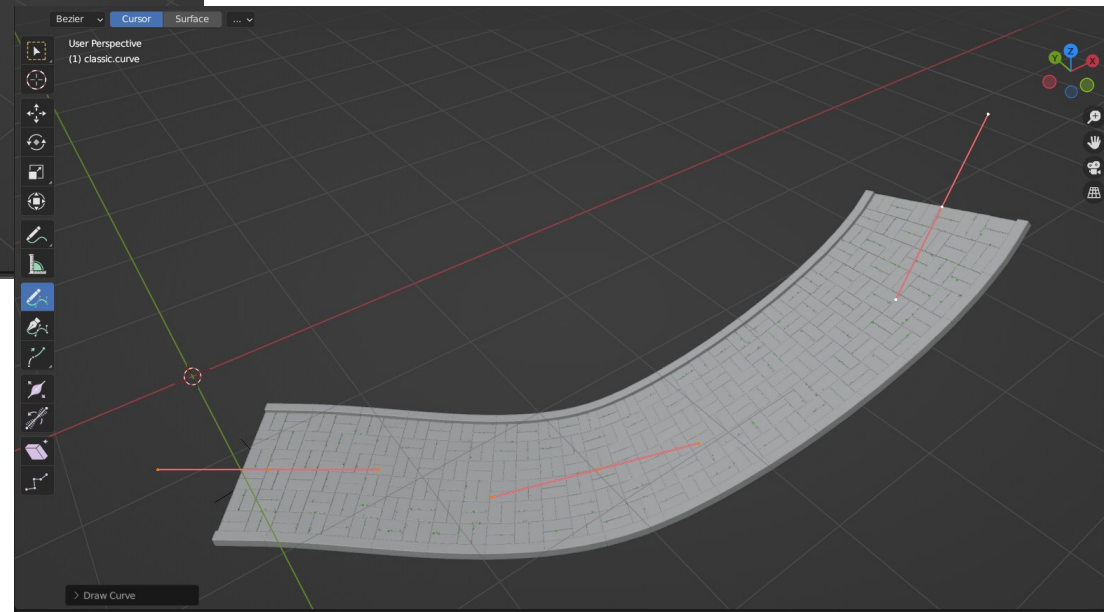
## Draw a path with your mouse

Once you have selected the *curve object* and you are in *edit mode*, select all the control points (A) and delete them (X => *Delete Vertices*).



Get the *Draw* tool in the left panel and click and drag your mouse

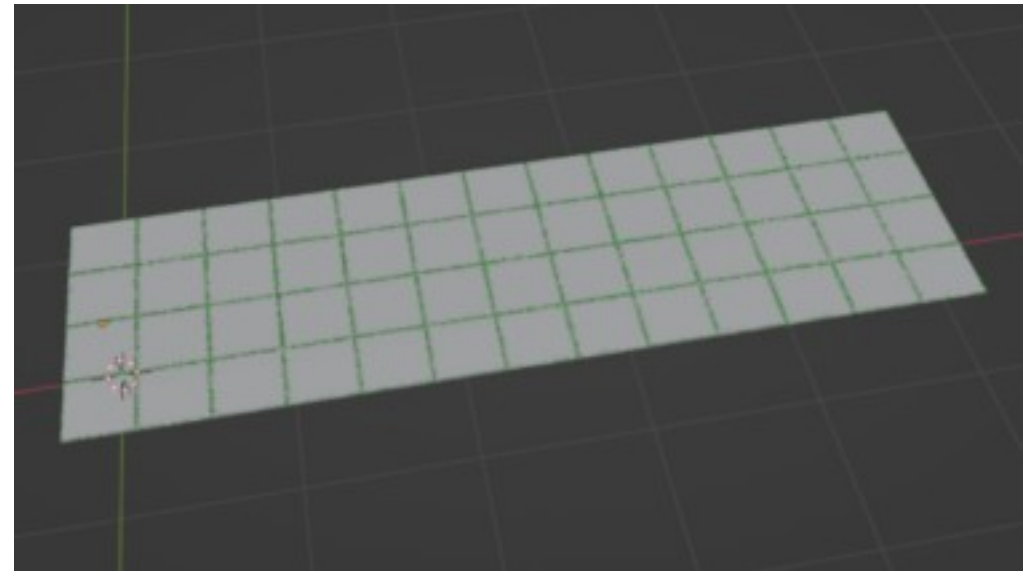
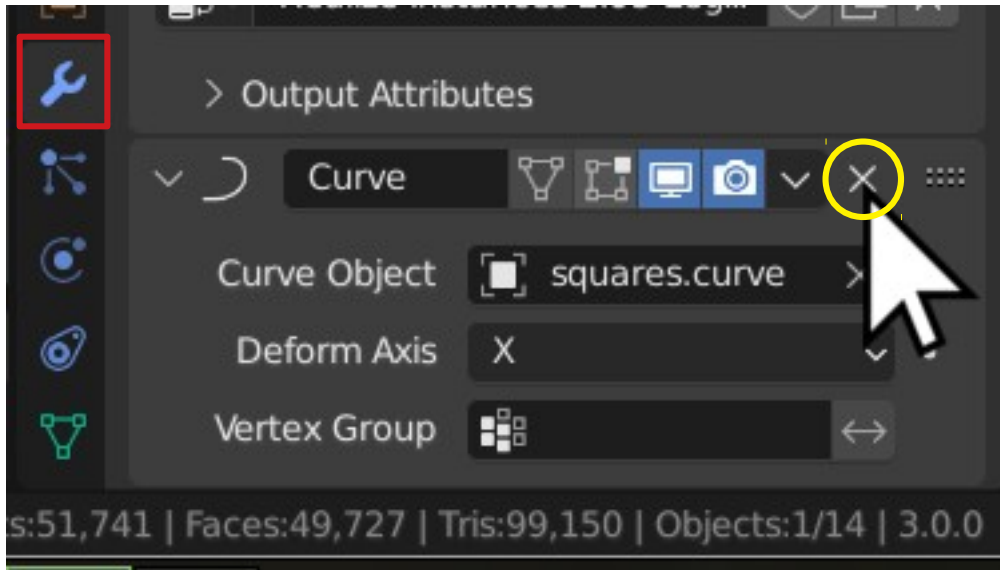
The path now follows the curve you have just drawn.





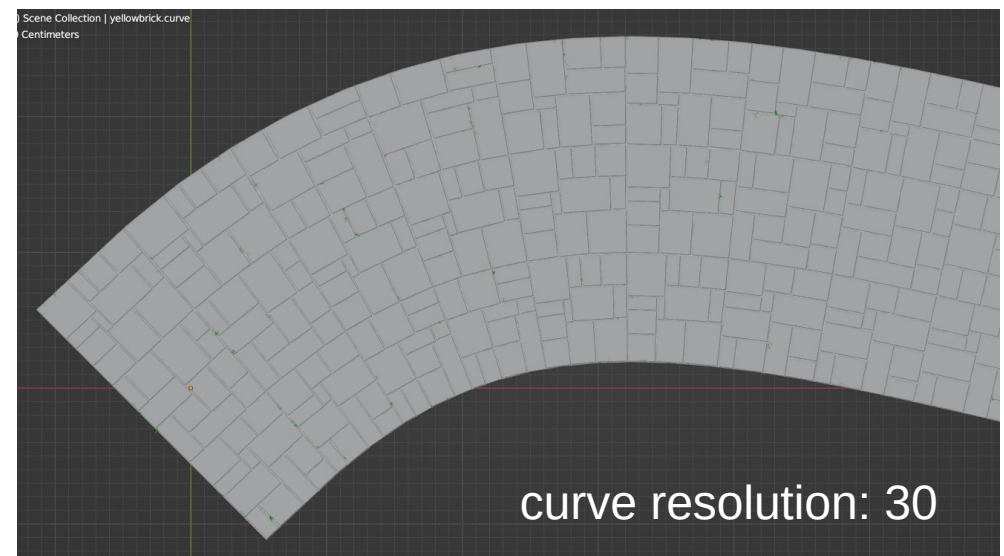
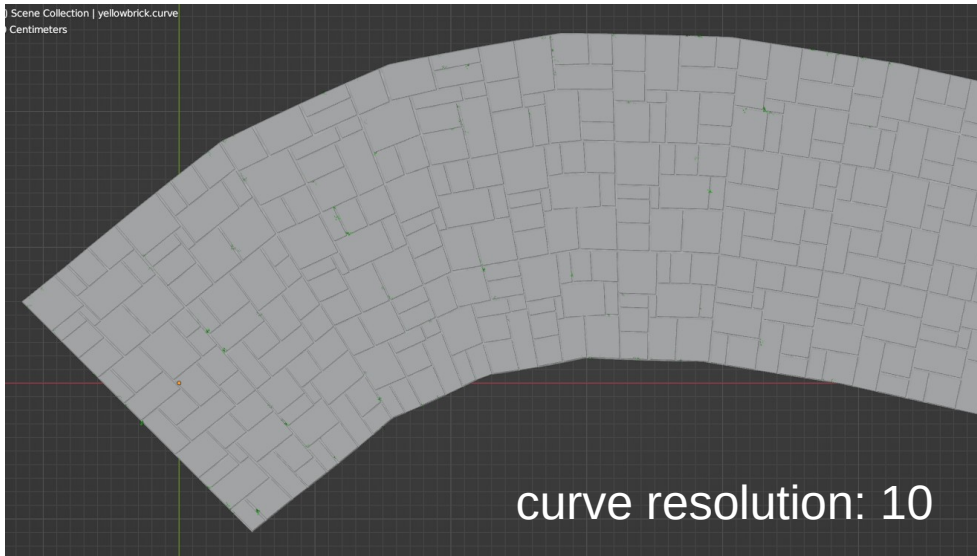
## Some tips and tricks

- Delete (or disable) the *curve modifier* when you need a straight planar surface.



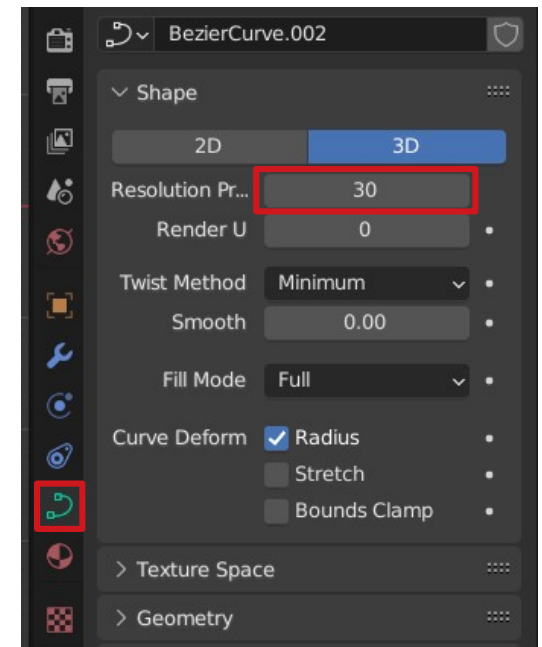
- It is better to start with a low *Grass amount* (0,25) because high values tend to slowdown your computer or even freeze it (especially if *Tilt* or *Offset* are activated). When you're done with the other parameters then increase the grass amount. Grass amount should be the last parameter to play with.  
If you set the Grass amount to 0 automatically the ground resolution is minimized and you spare a lot of computer resources.
- All tiles are actual size, but if you want you can always scale the path object.
- If the path's border doesn't show up even if *border* is set to 1, check the *offset* parameter. It must be zero, otherwise the border is automatically disabled.

Increase the curve resolution when necessary.



If the path has too sharp of a curve you may increase the resolution value, especially in close-ups.

Select the *curve object* and in the *curve properties* tab increase the *Resolution Preview U* value.



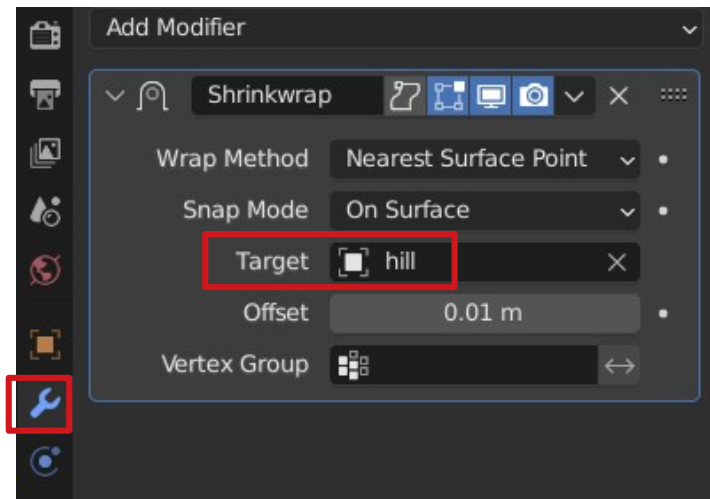


## A path that follows a surface.

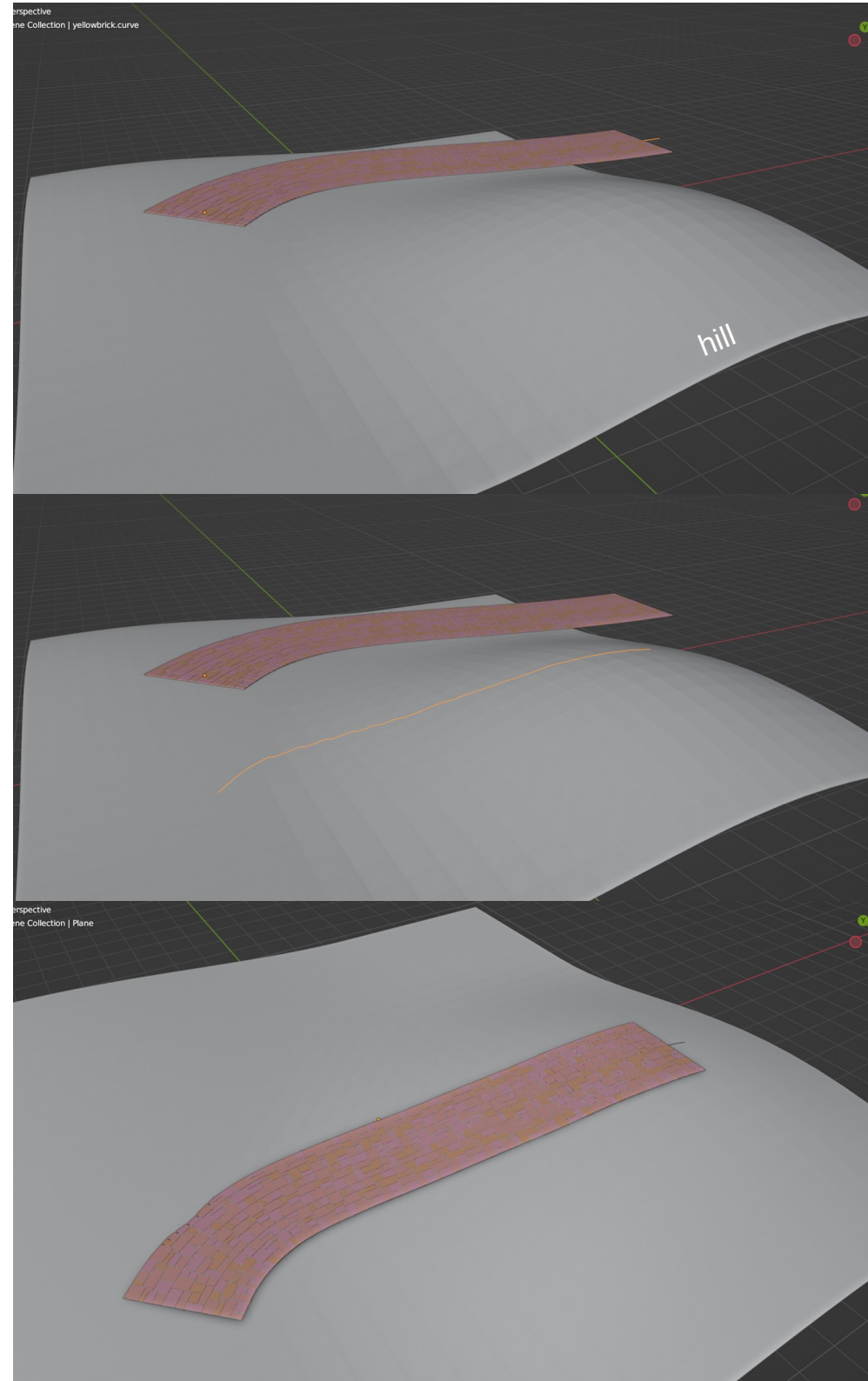
Let's say you want a path that climbs a small hill.

Select the *curve object*.

Add a *Shrinkwrap* modifier to it



Apply the *Shrinkwrap* modifier (CTRL + A)



[www.artstation.com/markfecit](http://www.artstation.com/markfecit)

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