META MEOW

Wood Works

User Manual

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1. Introduction

Thank you for purchasing Wood Works! Wood Works is a multi-functional tool designed to help you instantly transform your Blender scenes into cute wooden environments, enabling interesting models and textures without the need for deep technical knowledge of Blender. All of the handling of materials, textures and UVs can be left to Wood Works, so that the user can focus all their energy into creativity.

1.1 What is Wood Works?

Wood Works is a Blender add on used to create a wooden finish on characters, models and scenes. Users can paint different wood colors and textures blended seamlessly together through one material, the different wooden textures can be easily modified from the Wood Works Panel. Users can access the carving tool to give their model a hand made wooden look, or the cutout tool to give a 2D billboard style to any object before painting it as they like.

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1.2 Features: Why Wood Works?

Why Wood Works?

Easy Integration of complex systems of intertwined shader graphs, geometry networks and python scripting all brought together with no setup required
Multi-Functional - brings more to your scene than just a single material or texture. Use Wood Works' different features to change multiple aspects of the whole scene.
No need for UVs, material set up or textures as it all comes together with Wood Works.

Features

Simple UI: The Wood Works Panel to control all the features from one simple to use interface
Complex Material Shader that handles multiple textures at once along with blending and layering
4 Customisable Textures with normals all controlled through the Wood Works panel
Texture Painting of the 4 different textures done throughout the material shader, painted on with the mouse and blended seamlessly together
Carved Wood Style applied through geometry nodes for procedural wood carving effect
2D Wooden Cutout Style also applied procedurally to any mesh in your scene for a DIY printed wooden look

1.3 Limitations: what can Wood Works not do? (yet)

- Changing the available 4 textures is currently not done easily through the UX panel
    - The textures can be changed by going into the blender file in which the textures are imported from and changing them there. This is a feature we are looking to add into the main panel
- Small and highly detailed meshes may not respond well to the carving or cutout feature
    - This is due to the re-mesh that happens within the geometry nodes
        - A work around to this would be to avoid making any highly detailed carved meshes very small. And carving them at a large scale then after scaling them back down

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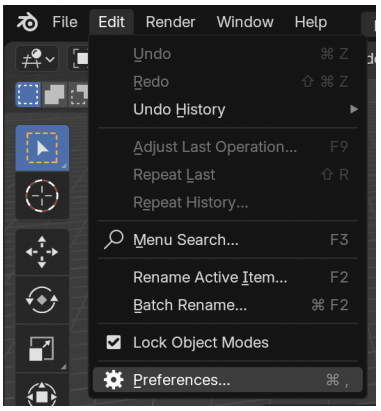
2. How to use

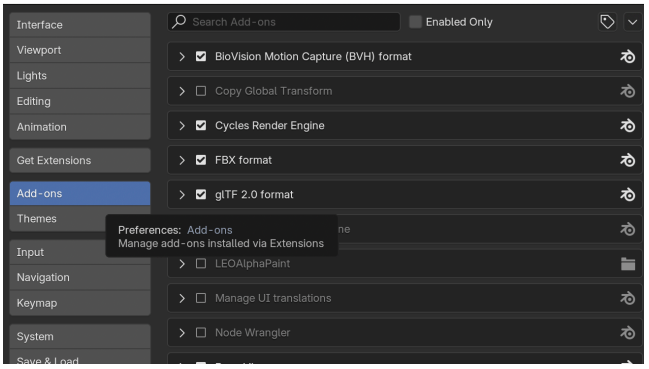
2.1 Quick start guide

Using Wood Works is just like installing any other blender add-on.

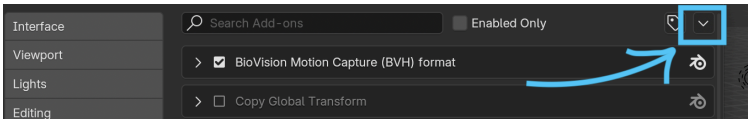
1. Navigate to the Add-ons menu
    a. At the top of your blender window go to Edit > Preferences



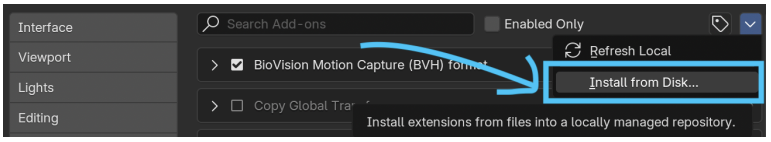
    b. On the left side of the Preferences window, select “Add-ons”



2. Install the add-on
    a. In the top right corner of the Preferences window, click the down-facing arrow



    b. Select “Install from Disk…”



    c. Navigate to the download path of the ZIP file containing the add-on, select the ZIP file and select “Install from Disk”

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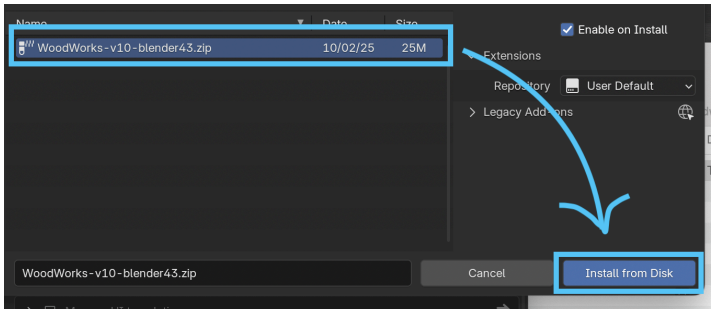
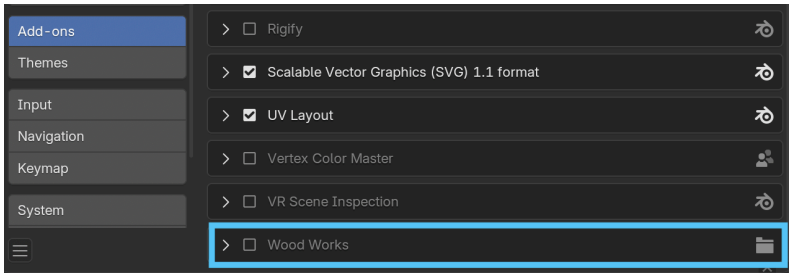
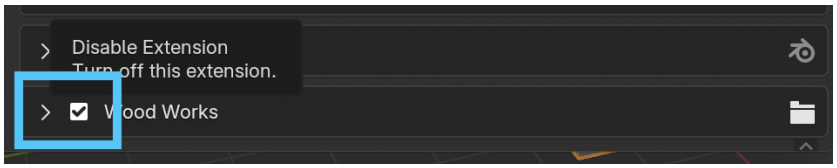


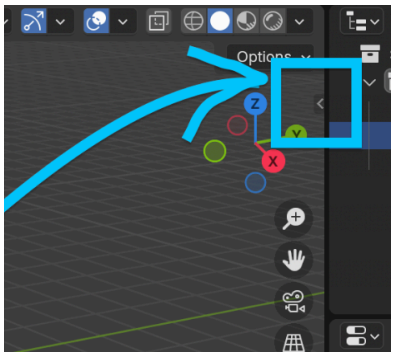
3. Enable the add-on
    a. Back in the Preferences Window you should now see the Wood Works add-on available



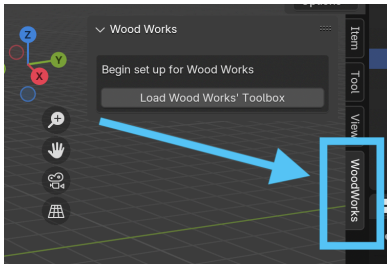
    b. Make sure the check-box is ticked to enable the add-on



4. Use Wood Works
    a. On the right edge of your viewport, press N on the keyboard or click the small arrow to expand the sidebar



    b. Click on the Wood Works Tab



    c. With your object selected, follow the buttons on the Wood Works menu to start using the tool!

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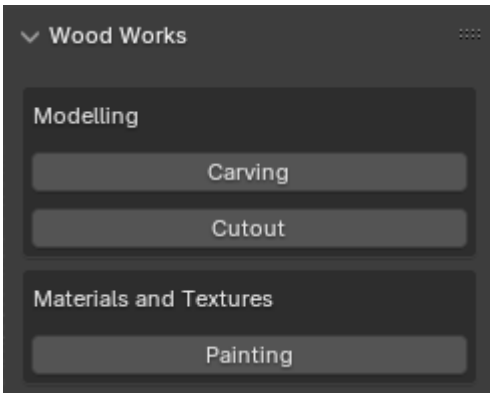
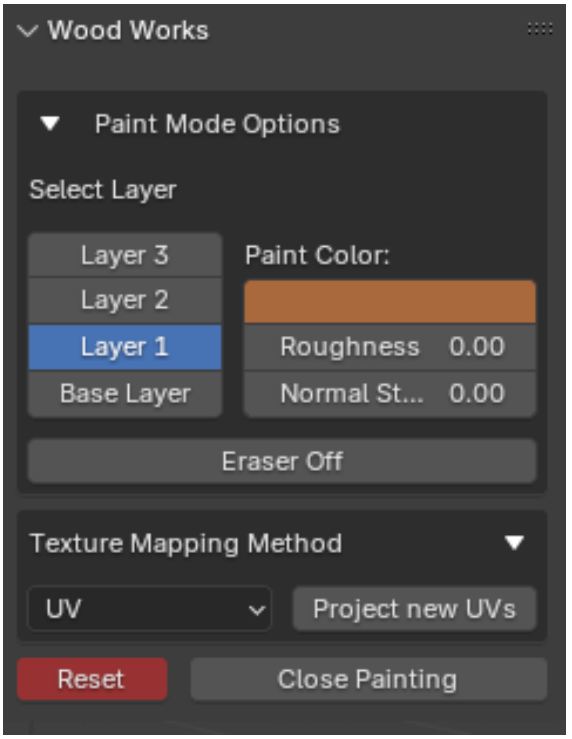
2.2 Detailed System Overview

In this section each of the features' shall be outlined and explained as to how\why it works and how it can be used. For a detailed description of each individual parameter available in the outliner please refer to 2.3 Wood Works Settings and Parameters

Main Panel

After creating a Wood Works Object, you will be met with the main panel. From here, you can select one of the different options to enter the editing panel for that respective section. The current options are "Carving" and "Cutout", found in the Modelling panel, followed by "Painting", found in the Materials and Textures panel.	

Painting Panel

The Painting Panel contains all the additional Wood Works texture painting parameters. The paint layers, much like in photoshop, overlap each other. This means that starting with the base layer is recommended as once you paint on the top layer you wont be able to see the other layers without first erasing it. From this panel, the user can reset the paint mask they currently have, edit the color, roughness and normal of the selected layer, erase the layer and change how the textures are mapped to the object. If the user makes a lot of changes to their mesh, they can project new UVs at any time using the button. Due to how texture painting works, any changes are automatically kept and therefore the "reset" button here clears the entire model, not just the most recent changes. Note this is slightly different to how the "Carving" and "Cutout" functions	

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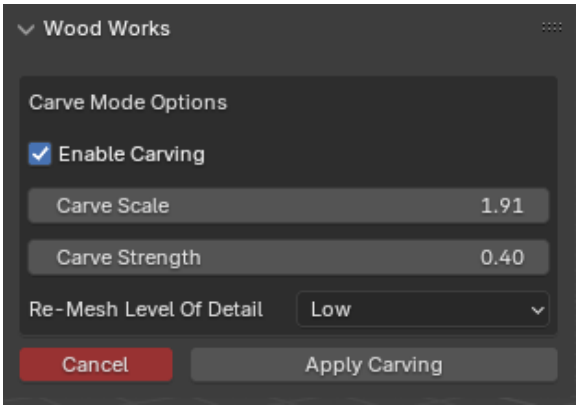
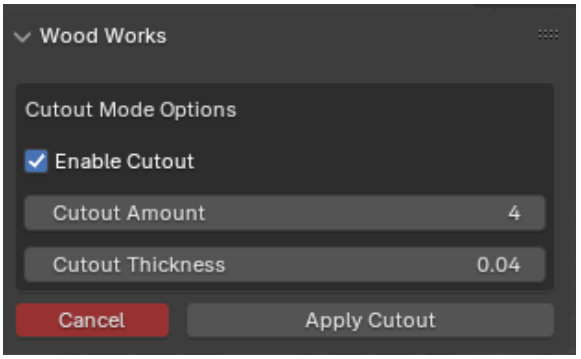
Carving Panel

The Carving Panel is used to control all the options that affect the carving geometry node group. Once carving is applied to an object, its settings can not be changed, as the modifier is applied to the geometry. The settings “Scale” and “Strength” change the shape and size of the carvings while the “Level of Detail” affects the overall mesh topology.	

Cutout Panel

The Cutout Panel is used to control all of the options that affect the Cutout geometry node group. Similar to Carving, once applied to an object the effect cannot be reversed.	

2.3 Wood Works Settings and Parameters

This section will go over every single parameter in the tool and describe what it does. If there are any settings that are confusing or options that you think are missing please do not hesitate to contact us!

As the main panel is simply used for navigation, it is not covered in this section.

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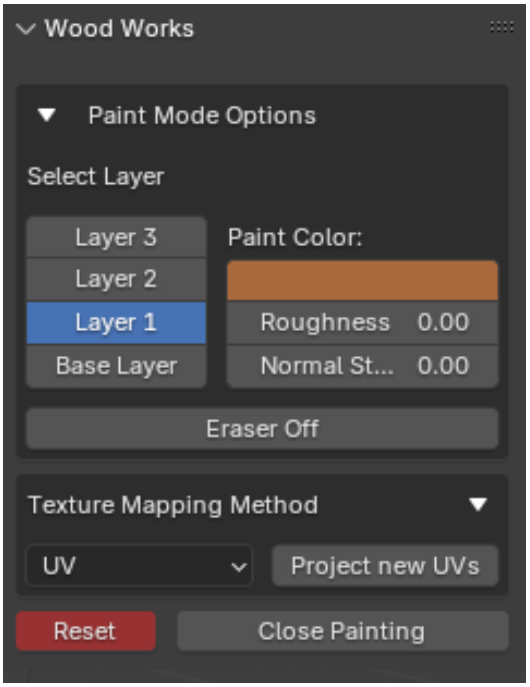
Painting Panel



Name	**Use**
Select Layer	Select between the 4 wood texture layers The layers **do** paint over each other, the order matters
Paint Color	Select the color of the currently selected material
Roughness	Change the roughness of the currently selected material
Normal Strength	Change the normal strength of the currently selected material
Eraser (Off/On)	Toggle the eraser on or off.
Texture Mapping Method	Select how the texture coordinates should be mapped to the geometry **Generated**: Use procedurally generated coordinates **UV**: Use the objects UV map (recommended)
Project new UVs button	Resets your objects UV mapping. Used after changes to 3D model
Reset	Reset the currently selected objects texture, this will clear ALL paint layers. If you just want to remove one layer; use the eraser.

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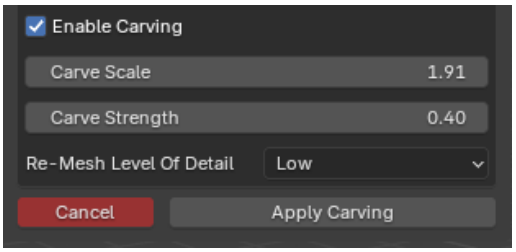
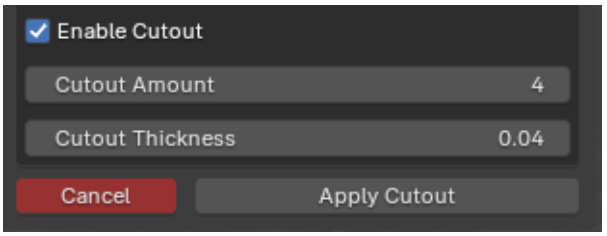
Close Painting	Return to the home menu panel

Carving Panel



Name	Use
Enable Carving	Toggle the visibility of the Carving nodes in the viewport
Carve Scale	Size of the carvings across the face of the mesh
Carve Strength	The depth of the carvings into the mesh
Re-Mesh Level Of Detail	The level of detail in the geometry after re-meshing. LOW: Low poly count, high performance MEDIUM: Balance between poly count and performance HIGH: high poly count, please be aware this may have large effect on performance
Cancel	Cancel changes without applying
Apply Carving	Apply changes to the mesh

Cutout Panel



Name	Use
Enable Cutout	Toggle the visibility of the Cutout nodes in the viewport
Cutout Amount	The amount of 2D slices the mesh will

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	divide into (maximum 6)
Cutout Thickness	Thickness of the 2D slices
Cancel	Cancel changes without applying
Apply Cutout	Apply changes to the mesh

2.4 Changing the Wood Works data files

This section will briefly explain how to edit the Wood Works data so that you can build on top of the tool yourself and make more complex changes.
This section is only recommended for those who are experienced with Blender, and changing the source Blender files may cause issues when updating Wood Works.
In the Wood Works ZIP folder, the WoodWorks.blend file can be found, this file stores all of the base data used by the tool when it is used as an add-on.

To change the **textures** used for the 4 different painting options, the textures can be found in the M_WoodWorks material.

To change the Geometry Node set-ups, these can both be done through the geometry nodes editor.

It is not recommended to change the main Wood Works file as this may cause issues with your scene, again, only experienced users should do this if they feel as though it is necessary.

2.5 Common Issues / Questions

- Will I have to UV my object before using Wood Works?
    - No, Wood Works handles all the UVs and material application so that you, the user, can enjoy the painting without having to deal with the boring parts of setting up and texturing a model.
- Can I use Wood Works on characters and other deforming objects?
    - The painting mode can be used on characters before rigging. However, the carving feature is not compatible with deformations because it automatically remeshes objects. During this process the skinning information is lost.
- Can I use more than 4 layers in Wood Works?
    - Currently Wood Works supports up to 4 layers. If you need more granular control, we recommend splitting your mesh into separate objects after which you can use 4 layers for each object.
- Can I use Blenders in-built paint brushes with the tool?
    - Yes! Wood Works functions using Blender's texture painting context menu and therefore - all brush types and options available when using texture painting can be used with Wood Works
- Can I use custom textures in Wood Works?

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- The wood bump textures are currently locked, we are looking to expose controls for textures in the next update.

3. Future releases

We are always looking to improve our tools by both improving the current state of the features and adding more. If you have any ideas or suggestions please feel free to contact us!

Features currently being worked on or considered for future releases are:

Support for more than 4 colors per material

More wood textures and easy selection between them

4. Support

We welcome any questions, issues or feature requests about Wood Works. If you have any problems using Wood Works, please contact at it@metameow.com

5. Version history

Date	Version	Changes
	1.0	Release!

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