

TwinMotion Starter Kit

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I have included two Files with grade and trees.

- Background1-One Story.tm has a little shorter trees so they do not over dominate the house
- Background1-Two Story.tm has a taller trees so they still show up in the background
- I am including the Grade.zip file in the new post - Unzip and put the Grade folder into the same folder as the .tm files. *(Not the files in the Grade Folder)* Make sure to keep copies of these files. Because I am in the East, I do not have southern trees.
- I have a small gray square that faces the front of the grade and a large circle where you house will land.
- Open one of the .tm files and hit Ctrl+I to import your 3DS model file - it should land right on the circle. All CA models are typically drawn in the center of the paper, and therefore the same coordinates should drop the model on the grade in the same place.

Note that you may need to lower or raise your model to sit correctly on the grade

- The background trees can be manipulated with the Vegetation paint tool
- The foreground trees are individually placed and can be manipulated and moved

