

metaShapes K_Tiles

a Tile Study inside formZ



K_Tile is a complete TileCraft designer set inside formZ. It contains 14 different customizable tilesets, from the typical checkerboard to random placement, including horizontal, vertical, diagonal, islands, cross, and more, up to 14 different sets that are fully customizable.

The shader features separated controls for each type of tile, including 31 different and also customizable color modes.

Controls designed to break the ledge of the tiles and its shape, plus the extra "Moss Mode" to make moss to grow over the mortar.

Mortar controls include color and color controls, bump and size. K_Tile features 2 additional bump layers for each tile style to add special bumps to your tiles.

K_Tiles comes as a Color , Bump and Transparency, so you can load it in any slot you desire for a full and accurated tile design.

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