



Unity asset - BMT Building Maker Toolset v1.07b

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Streamline your level design process with the BuildingMakerToolset, an efficient workflow solution for placing walls, fences, pipes, and more in your Unity project.

Render Pipeline Compatibility: Compatible with Unity's Built-in Render Pipeline, Universal Render Pipeline (URP), and High Definition Render Pipeline (HDRP), ensuring seamless integration across various graphics settings.

- Custom Workflow: BuildingMakerToolset introduces a tailored workflow for creating buildings and placing prefabs, optimizing your level design process.
- Extensive Prefab Library: Access over 200 prefabs of walls, cables, pipes, and other elements, all equipped with PBR materials and 2K resolution textures for high-quality visuals.
- One-Click Placement: Easily place walls and other prefabs with a single click, eliminating the need to manually search through project folders and adjust rotation settings.
- Versatility: Beyond walls, the toolset facilitates the placement of pipes, cables, and other props, making it ideal for adding detailed decoration to your levels.
- Modularity: Seamlessly integrate any modular building set with the toolset, extending its functionality and adaptability to your specific project requirements.

Whether you're in need of interior buildings for your game or seeking to optimize your level design workflow, the BuildingMakerToolset offers a versatile and efficient solution for enhancing your Unity projects.



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