

Unity asset - GSpawn - Level Designer v3.2.8.3

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GSpawn - Level Designer is an innovative software seamlessly integrated within the Unity Editor, designed to breathe life into your environments through its extensive feature set and intuitive interface.

- 3D Tile Rules: Easily create ramps and platforms with rule-based 3D tiling.
- Decoration Rules: Extract decoration information from demo scenes for quick placement of props and decor.
- Curve Spawn: Spawn objects along curves, allowing for the creation of fences, forests, and more. Edit, move, rotate, duplicate, and insert control points with multiple lanes, padding, randomization, and jittering.
- Modular Snapping: Snap modular prefabs to a grid, facilitating the creation of multi-story environments with object-to-object snap functionality.
- Modular Walls: Design modular walls with or without inner and outer corner detection, along with pillar support.
- Physics Spawn: Real-time or instant spawning with options for drop height, drop radius, and rotation randomization.
- Props Spawn: Easily align props along axes, embed them in surfaces, and apply offsets. Drag spawn functionality, prefab randomization, and scale/rotation randomization are also included.
- Rotate and Scale Objects with Mouse: Intuitively rotate and scale objects using mouse inputs.
- Prefab Replacement: Quickly swap prefab instances within the scene.
- Object Groups: Organize scene elements into groups for better management.
- Prefab Management: Efficiently organize prefabs into libraries, with options for copying/moving between libraries and creating library profiles.
- Scatter Brush: Randomize rotation and scale, control volume radius, and ensure axis alignment with slope checks and spawn chances.
- Tile Tools: Utilize integer patterns to create interesting tile layouts, with fill modes, height modes, prefab randomization, and terrain object projection.
- Mirroring/Symmetry: Supports mirroring along up to three mirror planes simultaneously.
- Selection Tools: Use various selection tools such as rectangle, selection segments, and selection box for precise editing.
- Transform Gizmos: Manipulate objects using move, rotate, scale, and universal gizmos.
- Extrude Gizmo: Extrude objects with ease for added depth and dimension.
- Erase Tools: Effortlessly erase objects with cursor, 2D, and 3D erase brushes, along with erase masks.
- Configurable Shortcuts: Customize shortcuts for a personalized workflow.

With a host of additional features, GSpawn - Level Designer offers a comprehensive toolkit for creating dynamic and immersive environments in Unity.



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