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Unity Asset - YAPP - Yet Another Prefab Painter v1.5.2

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YAPP, or Yet Another Prefab Painter, is your go-to solution for effortlessly and swiftly distributing prefabs within your Unity world.

Render Pipeline Compatibility:

Select the render pipeline that best suits your project:

- Built-in Render Pipeline: Unity's default pipeline offering general-purpose rendering with limited customization options.
- Universal Render Pipeline (URP): A flexible Scriptable Render Pipeline allowing quick and easy customization for optimized graphics across various platforms.
- · High Definition Render Pipeline (HDRP): Unlock cutting-edge, high-fidelity graphics on top-tier platforms with this advanced Scriptable Render Pipeline.

Overview:

Unity is an exhilarating platform for world creation, and with YAPP, distributing prefabs becomes a breeze, allowing you to focus on the more crucial aspects of your project.

- · Container-based for organized distribution.
- · Utilizes Brush and Splines paint modes.
- Instantiates any prefab, from rocks and plants to houses, humans, and animals.
- · Customizable templates streamline your workflow.
- · Batch operations for efficient mass distribution.
- Interactive features like Anti Gravity, Magnet, and Scale changes (e.g., adjusting forest tree heights while painting).
- Physics integration ensures realistic interactions (check out our videos for demonstrations).
- · Seamlessly integrates with Terrain Trees for enhanced terrain design.

YAPP's development is grounded in real-world usage scenarios, designed to simplify your scene creation workflows. Initially a free GitHub project, it has garnered significant recognition from the community. Over time, YAPP has evolved to meet an array of requirements and requests, expanding far beyond its original scope.





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