



Unity Asset - Grid Builder 2 v1.5.0

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Unity Asset - Grid Builder 2 Advancements in Grid-based Building Systems.

How can users increase URP or HDRP performance by adjusting material settings and prioritizing FPS optimization?

They can design their project using "Unity Asset - Grid Builder 2".

Grid Builder 2 presents a versatile grid-based building system applicable across various gaming genres such as real-time strategy, tower defense, simulators, tabletop, and puzzles. Compatible with any rendering pipeline, the package offers seamless material conversion. Users can enhance performance in URP or HDRP by adjusting material settings and prioritizing FPS optimization.

"Unity Asset - Grid Builder 2" Samples:

The upgraded version amplifies existing functionalities, empowering developers to extend the framework through customizable interfaces. Notable features include grid design tools, object manipulation, saving/loading capabilities, and preconfigured grid setups. Objects can now be placed on timers, visually highlighted, and moved with precision. Diverse placement logic, layering options, and auto-blocking mechanics offer enhanced flexibility. Additionally, customization options abound, ensuring adaptability to varied game environments.



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