



Unity Asset - Prefab World Builder v3.9.3

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Unity Asset - Prefab World Builder v3.9.3: Prefab World Builder (PWB) revolutionizes level design and prop placement, offering a comprehensive suite of tools for Unity developers. Compatible with Unity's rendering pipelines—including the Built-in Render Pipeline, Universal Render Pipeline (URP), and High Definition Render Pipeline (HDRP)—PWB streamlines the level creation process with intuitive features and full access to the source code.

- **Pin Tool:** Place objects with precision and efficiency, with shortcuts for quick rotation and scaling. Flatten terrain and clear trees beneath objects for seamless integration.
- **Brush Tool:** Scatter large quantities of objects randomly, ideal for painting foliage like trees, rocks, and details across your scene.
- **Gravity Tool:** Place objects with natural physics-based interactions, adding realism and an organic feel to your environment.
- **Line Tool:** Easily create fences and linear structures by placing objects along a bezier path.
- **Shape Tool:**
 - Arrange objects along predefined shapes such as circles, triangles, squares, or polygons for varied layouts.
- **Tiling Tool:** Arrange objects in a grid pattern, perfect for creating floors, walls, and other modular elements.
- **Replacer and Eraser:** Replace objects in a circular area or erase objects from the scene effortlessly.

- **Selection Tool:** Enhances Unity's transform controls by providing additional handles for rotating and scaling objects with precision.
- **Extrude Tool:** Create copies of selected objects in a defined direction, simplifying repetitive tasks.
- **Mirror Tool:** Generate mirrored copies of selected objects, facilitating symmetrical design elements.

- Facilitate the creation of modular environments by adjusting grid parameters and enabling precise object alignment.

- **Palette Picker:** Switch between brushes by selecting objects directly in the scene, enhancing workflow efficiency.
- **Thumbnail Editor:** Customize prefab thumbnails' orientation, scale, background colour, and lighting for improved visual representation in the palette.

Prefab World Builder empowers developers with a versatile toolkit to streamline level design and prop placement, accelerating game development processes and fostering creativity in Unity environments.



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