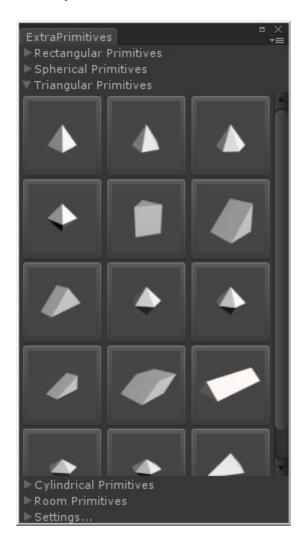# Getting started with Extra Primitives

Opening Extra Primitives Editor panel

The Extra Primitives editor panel can be found under the Window menu in the Unity Editor.

Once you select Extra Primitives from the Window menu, the following panel is displayed. This panel can be moved and docked like any other panel in Unity.

Extra Primitives includes 7 categories of primitives, these are as follows:

Rectangular Primitives
Spherical Primitives
Triangular Primitives
Cylindrical Primitives
Room Primitives
Rock Primitives (New in v1.1)
Archway Primitives (New in v1.1)

The interface is made up of standard Unity foldout control, which allows you to open and close the different primitve categories, and also use the scrollbars to move up and down the thumbnail buttons.

Adding an Extra Primitive to a scene

To insert a primitive into your scene, simply click the corresponding thumbnail button, that's it!

Additional Settings

All primitives can be inserted into your scene with or without a collider component attached, simply check or uncheck the Create Colliders checkbox under the Settings foldout control at the bottom of the Extra Primitives interface.