

ProBuilder

- New Shape
- Smoothing
- UV Editor
- Rect: Intersect
- Orientation: Local
- Select Face Loop
- Select by Material
- Invert Selection
- Grow Selection
- Export
- Triangulate
- Lightmap
- Flip Norm
- Merge Ob
- Triangula
- Subdivide
- Flip Face
- Extrude B
- Delete Fa
- Merge Fa
- Set Collid

- New Poly Shape
- Material Editor
- Vertex Colors
- Shift: Difference
- Select Hidden: On
- Select Face Ring
- Select by Colors
- Shrink Selection
- Conform Normals
- ProBuilderize
- Center Pivot

Options

Extrude Settings

Extrude Amount determines how far a face will be moved along it's normal when extruding. This value can be negative.

! You Vert

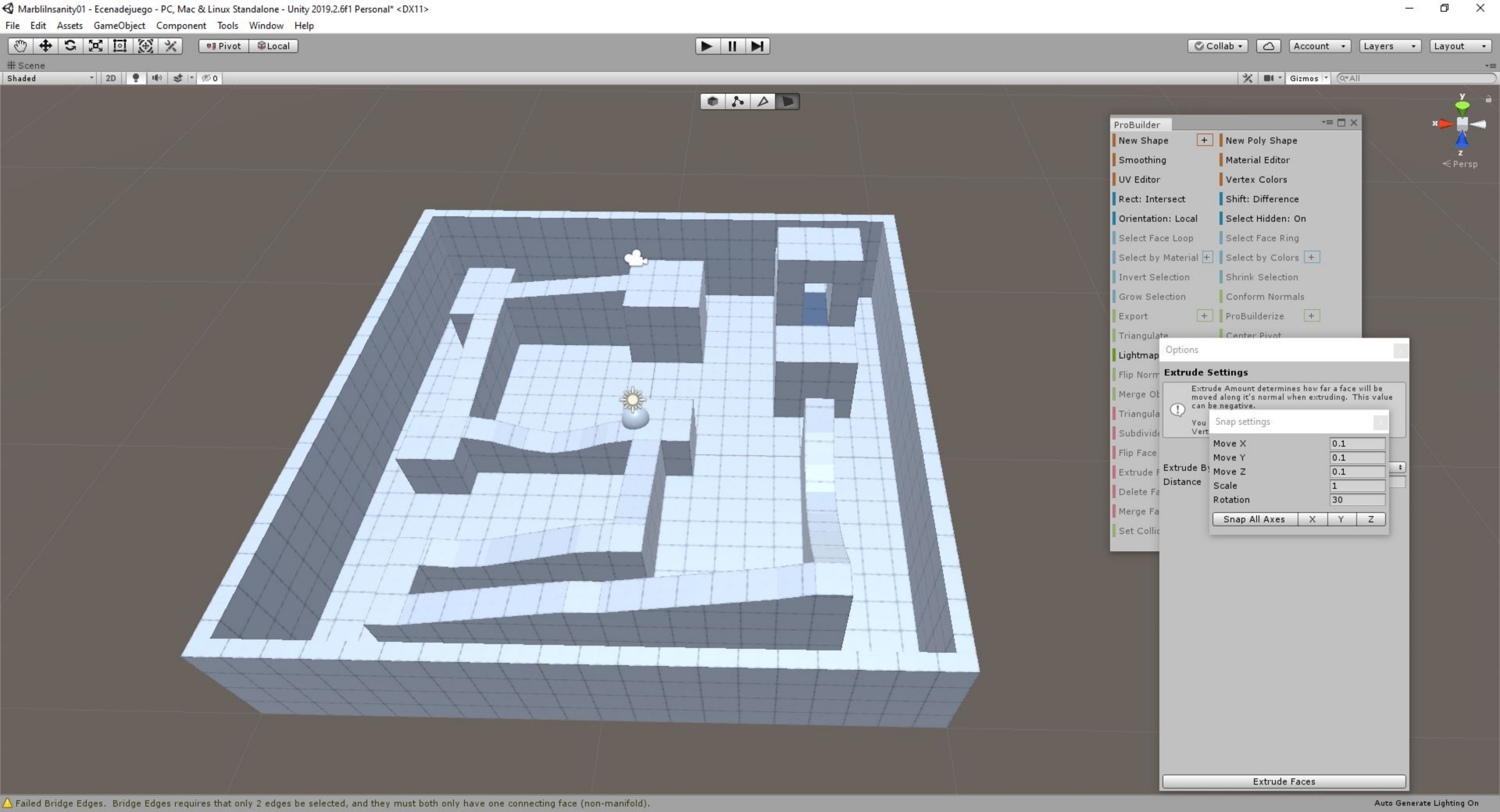
Snap settings

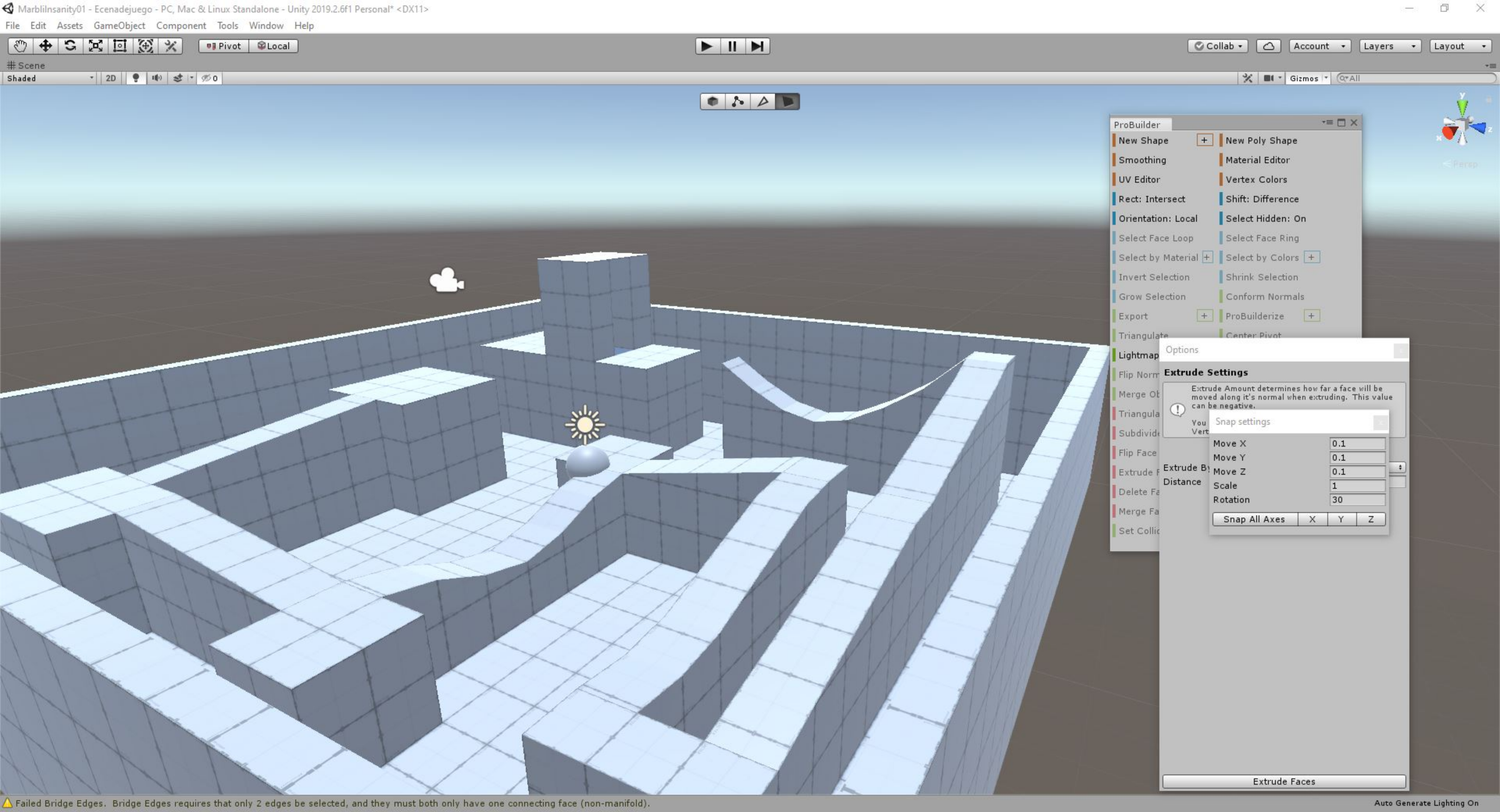
Move X	0.1
Move Y	0.1
Move Z	0.1
Scale	1
Rotation	30

Extrude B Distance

Snap All Axes X Y Z

Extrude Faces





ProBuilder

New Shape	New Poly Shape
Smoothing	Material Editor
UV Editor	Vertex Colors
Rect: Intersect	Shift: Difference
Orientation: Local	Select Hidden: On
Select Face Loop	Select Face Ring
Select by Material	Select by Colors
Invert Selection	Shrink Selection
Grow Selection	Conform Normals
Export	ProBuilderize
Triangulate	Center Pivot

Options

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Snap settings

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Move Y	0.1
Move Z	0.1
Scale	1
Rotation	30

Snap All Axes X Y Z