NavMesh Area Customizer

NavMesh Area Customizer is tool for Unity engine used for creating arbitrary area to gain more control where NavMesh is generated. It basically recreates mesh of specified terrain in defined area and then NavMesh can be baked on it.

Usage

1) Create empty game object and add NavMeshAreaCustomizer component to it.
2) Select NavMeshAreaCustomizer and click on "Add Segment" button.
3) Assign mesh filter and collider of your terrain mesh on which area should be generated to corresponding fields of this newly created AreaSegment component.
4) Customize AreaSegment by draging Points (child game objects of AreaSegment) on your terrain and create your own area.
5) In case of concave shape, use multiple AreaSegments in convex shape and combine them together to create concave shaped area.
6) After shape for NavMesh area is completed, select NavMeshAreaCustomizer component and click on button "Calculate Area".
7) Do not check "Navigation Static" on your terrain game object, "Navigation Static" is automatically enabled only on AreaSegment game objects.
8) Bake your NavMesh.
9) For even more control (baking your NavMesh during runtime, etc.) use in combination with NavMeshComponents.

Check out the video here.

Support

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