

# Hey Area Object Spawner



Star

Unity

2020.1+

License

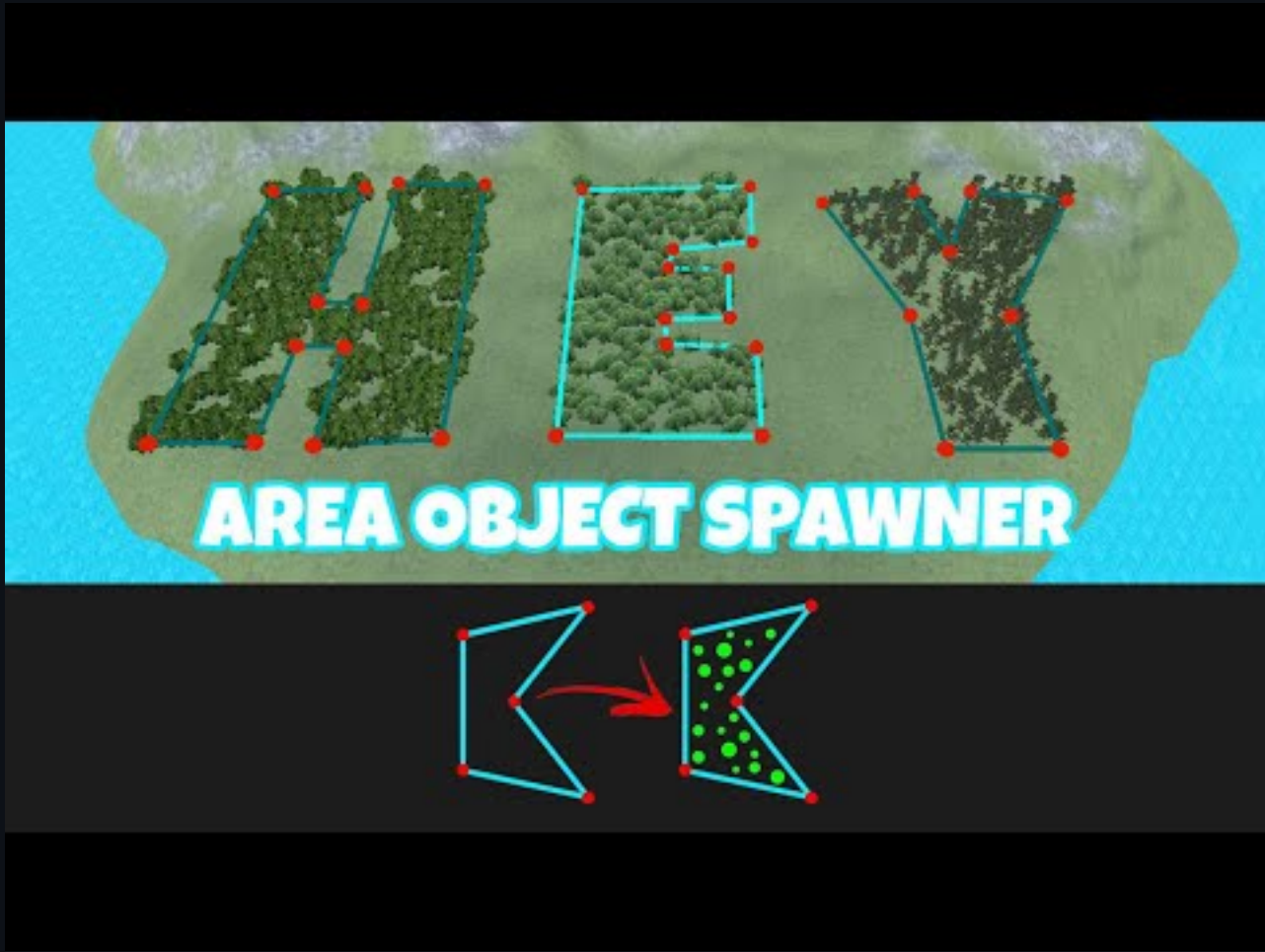
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Spawn Random Objects Inside The Complex Area! (in unity)

Hey Area Object Spawner is a very simple to use level design tool that allows you to create random objects inside a complex area on the terrain. In addition, spawning hierarchy system allows you to easily create complex area (Polygon from points) spawning systems, saving your time in level designing!



[Click for tutorial video](#)

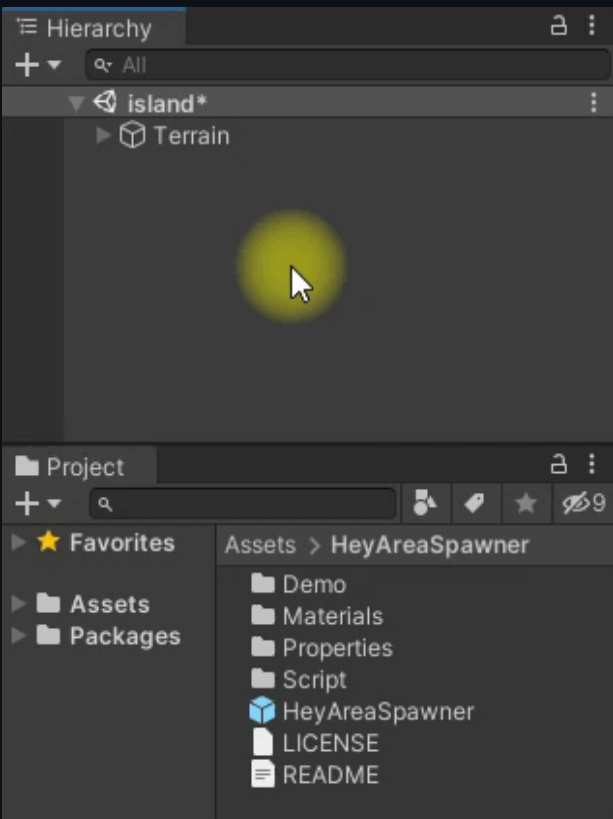
The plugin is available on the [Unity Asset Store](#) for free: [Click to add to your unity assets](#)

## Features:

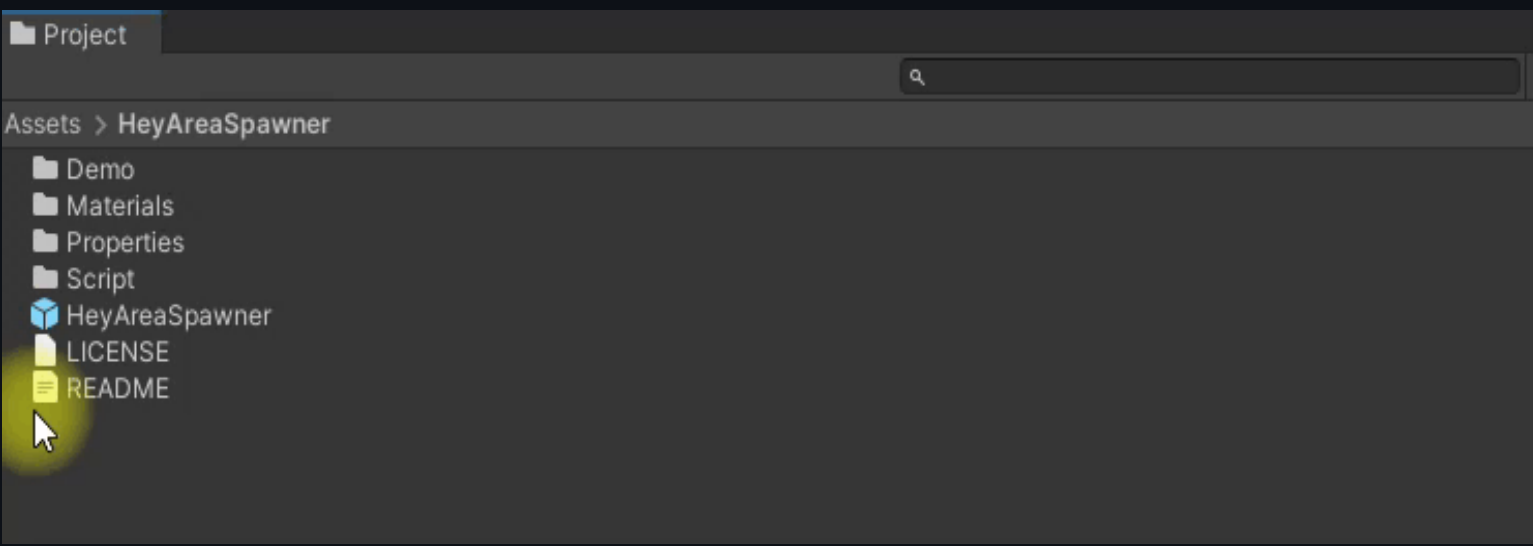
- Spawning with random scale and random rotation.
- Unlimited and freedom complex area (polygon from points) creation.
- Add unlimited object properties
- Edit areas in the editor and save to prefab.
- Determine if a point is inside a area (with function)
- You can also use it as a **Procedural Foliage Spawner**

## How To Use

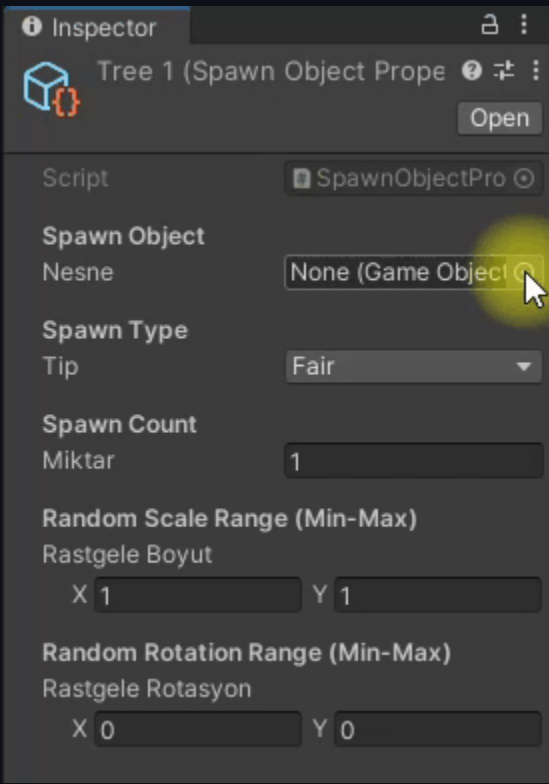
1. Drag and drop the spawner into hierarchy [▶](#)



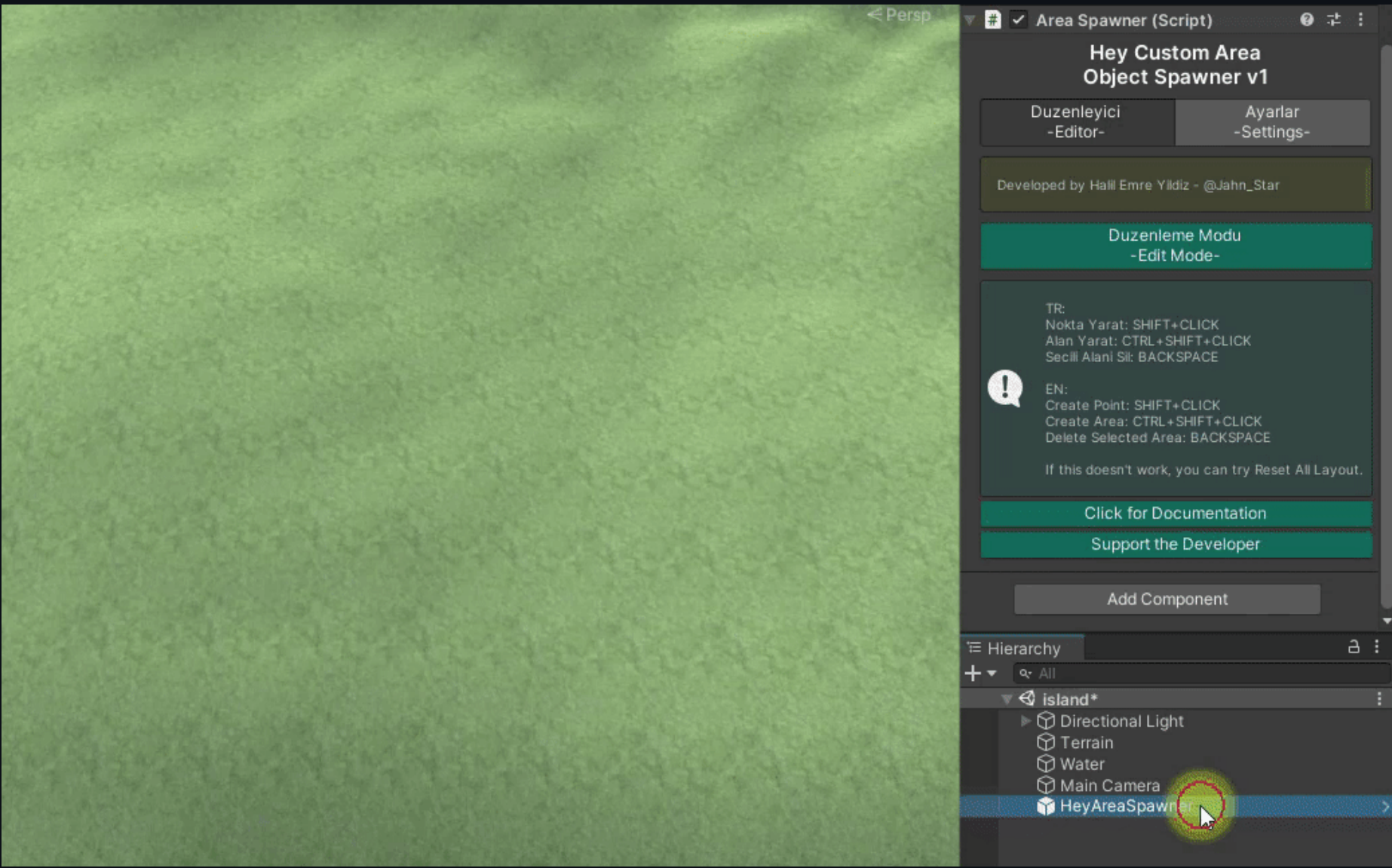
2. Create a spawn object property [▶](#)



3. Select your spawn object and edit spawner properties [▶](#)



4. Add your spawn properties to the spawner and spawn objects [▶](#)



## Controls

- Create Point: **SHIFT+CLICK**
- Create Area: **CTRL+SHIFT+CLICK**
- Delete Selected Area: **BACKSPACE**

## System Requirements

Unity 2020.1.0 or later versions.

## License

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