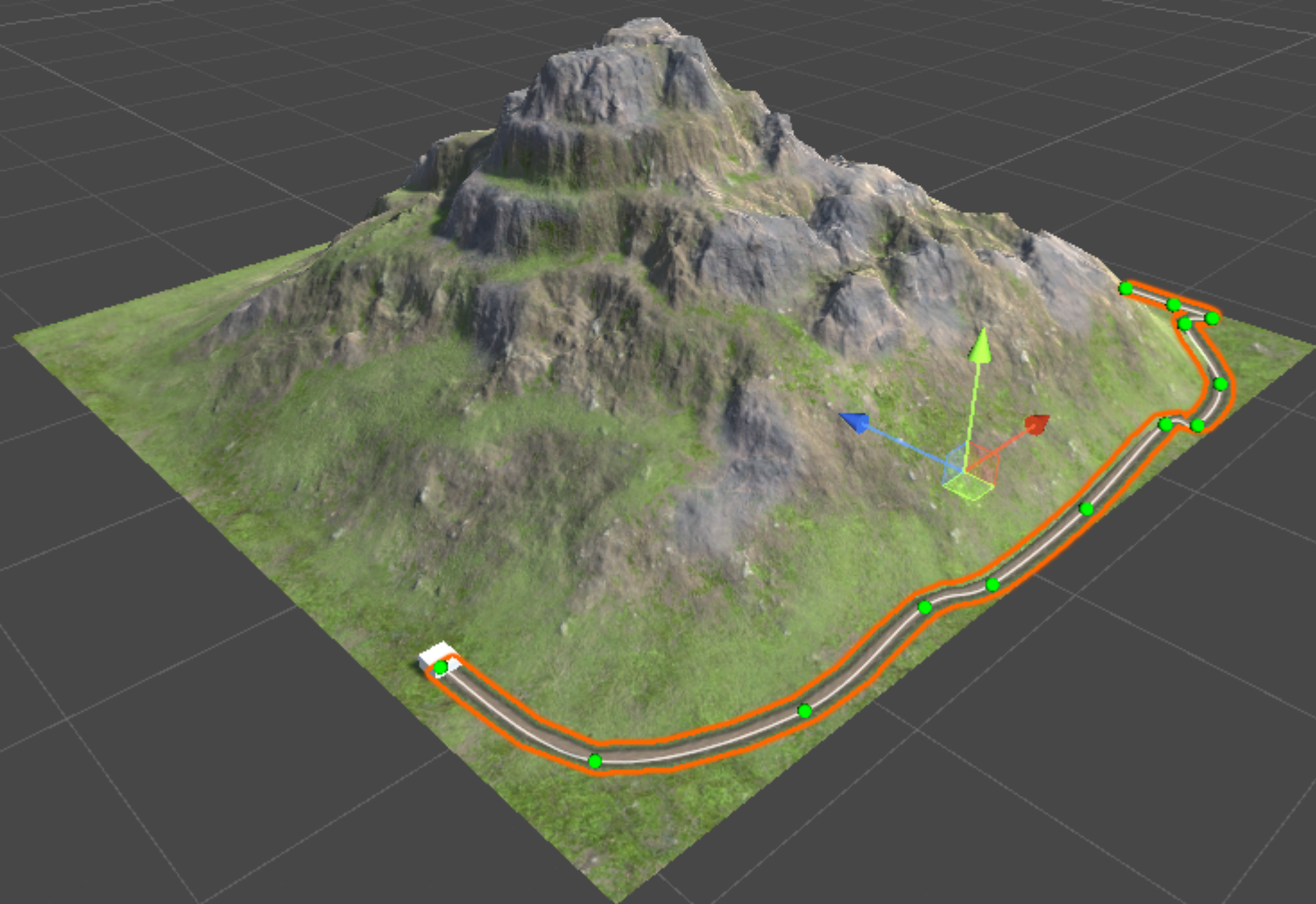


Spline creator For unity



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What is it ?

Spline creator is a set of tools to create smooth static or dynamic curves and interact with them. In the interactions you can follow a spline with a game object, create mesh or create path in runtime. This tool is designed to work at runtime and edit spline in both game and editor but also use spline to bake assets like mesh.

Spline available in this package are :

- Bezier
- Hermitian
- B Spline
- Catmull Rom
- CatmullRom centripetal

This project is free and openSource. Feel free to contribute, suggest pull requests or issues in this [git](#).

How to install:

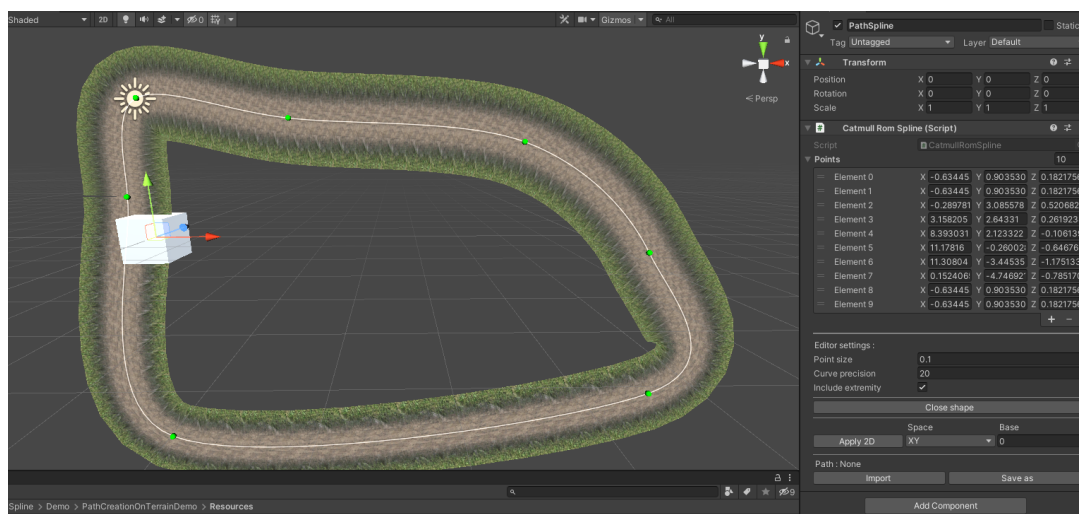
No installation is necessary. Just install this package and add it to your plugins folder (Assets/Plugins) with content that you want to use.

How to use:

3 demos are available to use it in the folder Assets/Plugins/Spline/demo :

- SplineDemo : This scene use all splines to demonstrate their features
- PathDemo : This scene uses all splines to create a mesh. Activate the desirable gameObject to use it.
- PathCreationOnTerrainDemo : This scene demonstrates the ability for the user to create a path at runtime on a terrain thanks to the mouse. this scene use 2 assets :
 - Mountain Terrain by [CG Creative Sets](#)
 - sFuture targeting by [Sami Lehtonen](#)

All splines have a special editor to interact with them. To edit it, just click on the script in the editor to move points thanks to handles. You can use tools tips to understand the purpose of fields and variables.



Technical aspect:

Spline use polymorphisme to be easily compatible.

Spline is in 3D space. (2D space can be easily implemented with the current code)

License:

This tool is based on the unity license and the MIT license. So you are free to modify this tool according to unity rules.

Bug or problem report:

Feel free to report your problem or bug in my mail below. Please be consistent in your description to reproduce the bug in my machine.

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