

GameObject Brush v 1.0

By Kellojo

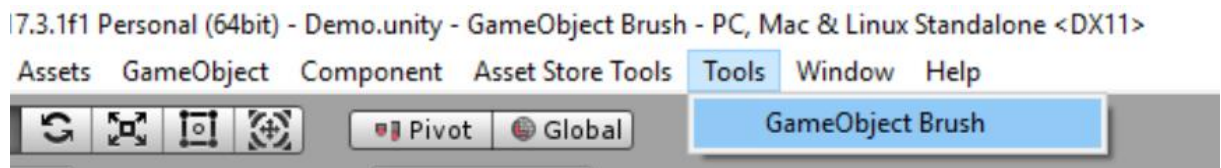
[Documentation](#)

This documentation contains a detailed overview over the functionality of the tool.

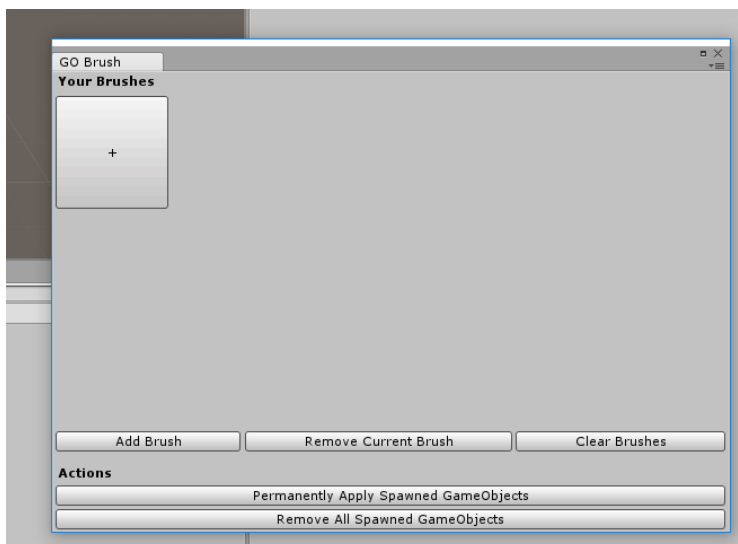
[Quickstart Guide](#)

To start using GameObject Brush is really very easy. The following steps will guide you towards using it in your projects.

1. Navigate to „Tools“ >> „**GameObject Brush**“ and open the GameObject Brush Window.

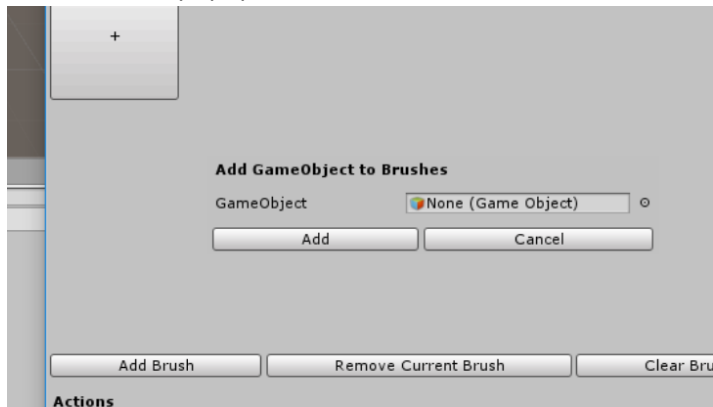


2. The following window should appear:



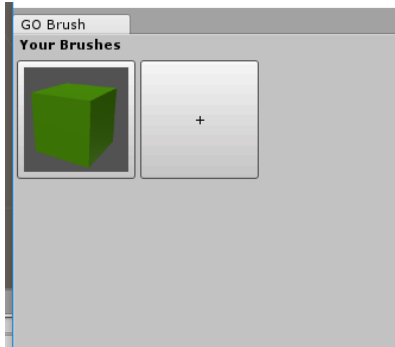
This is the GameObject Brush main window, in which you can perform various actions to manipulate the way this addon works.

3. To get started click the big „+“ **button** in the top left of the window which is going to open another small popup window:

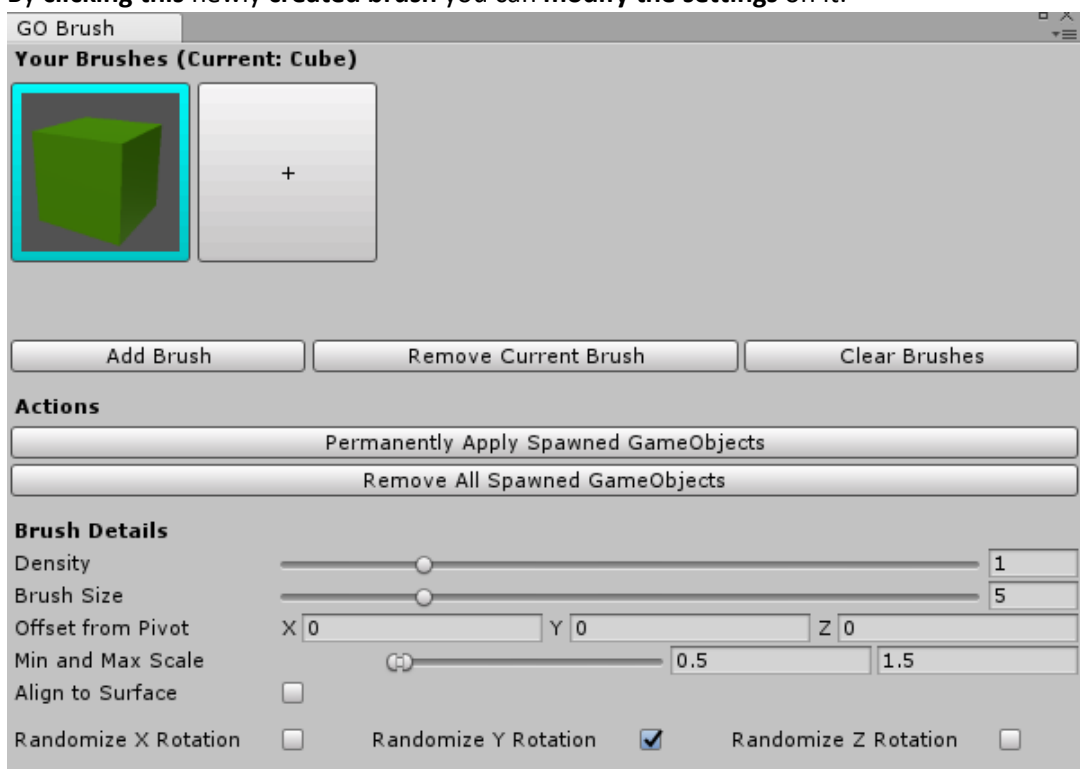


In this window you can **select a gameobject** that should be added to you brush selection. To add a GameObject, just select a gameobject or prefab from your project and click the **“Add” button**.

4. The newly added brush should now appear in your brush selection.



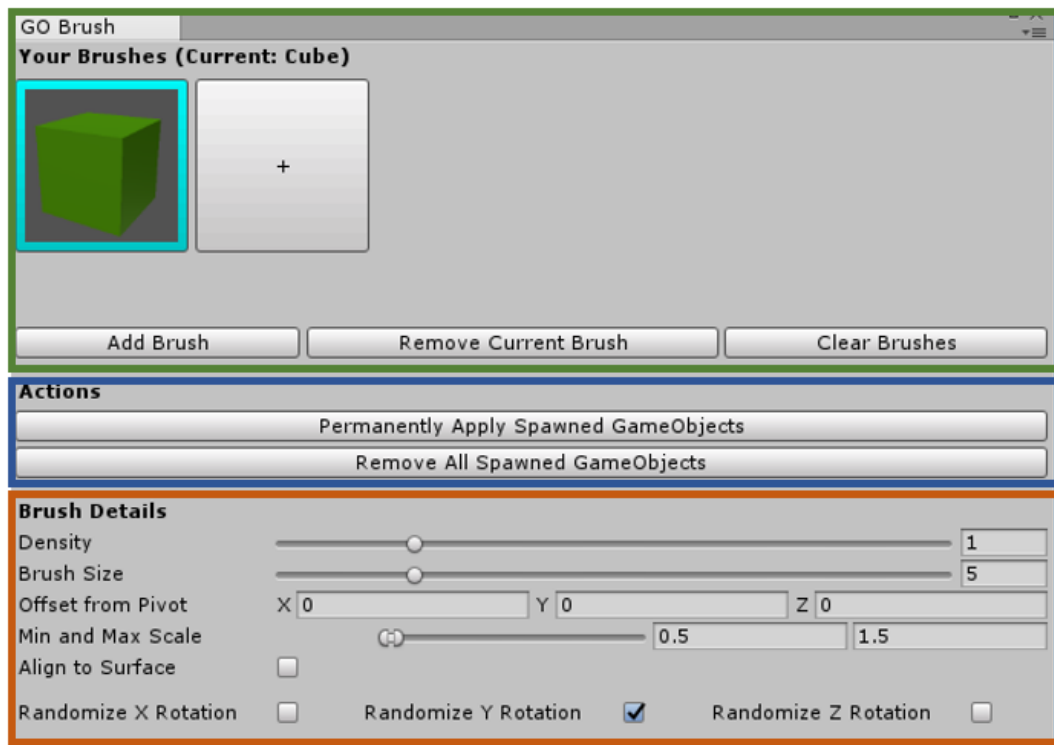
5. By **clicking this newly created brush** you can **modify the settings** on it:



6. To **start painting** all you must do now, is to go into your **scene view** and **start hovering over objects that have a collider on them** and press **left click to paint** new objects and **right click to erase** them.

[Button and Settings Documentation](#)

In the following screenshot you can see all settings and actions that can be manipulated and performed within GameObject Brush.



The window is split up into these three sections:

- The brush selection
- The actions section
- The brush details section

The brush selection

In the brush selection you can add, remove and clear all brushes and choose the current brush.

The actions section

In the actions section you can Permanently apply the gameobjects that have been spawned with the tool, so they can not be erased by accident anymore or you can remove all spawned objects (with the tool) from the scene that have not been applied before.

The brush details section

The brush details section has many settings that can be modified:

Density:

Changes the density of the brush, i.e. how many gameobjects are spawned inside the radius of the brush.

Brush Size:

The radius of the brush

Offset from Pivot:

Changes the offset of the spawned gameobject from the calculated position. This allows you to correct the position of the spawned objects, if you find they are floating for example due to a not that correct pivot on the gameobject/prefab.

Min and Max Scale:

The min and max range of the spawned gameobject. If they are not the same value a random value in between the min and max is going to be picked.

Align to Surface:

This option allows you to align the instantiated gameobjects to the surface you are painting on.

Randomize Rotation:

Allows you to randomize the rotation of the object on the x, y and z axis. The rotation is randomized between 0 and 360 degrees.