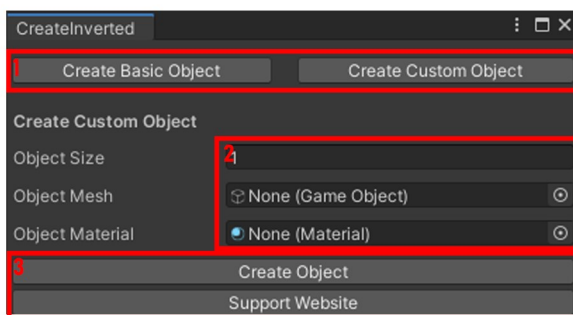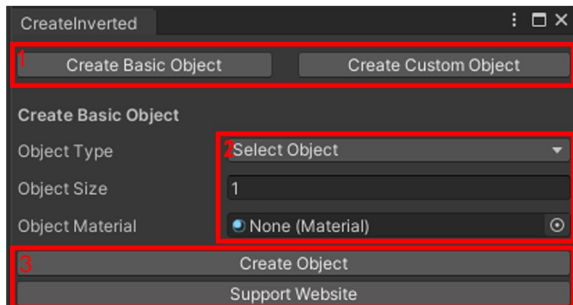# INVERTED OBJECTS TOOL
BY LABGAMESSTUDIO

Welcome and thank you for choosing this tool! In many cases it is necessary to invert an object and turn the inside of the object inwards. Now you don't have to write lines of code anymore but can invert the standard objects of the engine like the cube or the sphere but also your own 3D models with the push of a button.

1. Select if you want to create a basic or a custom object.

2. Select the object type, the object size and the object material.

3. Create the object or visit our support website.

1. Select if you want to create a basic or a custom object.

2. Select the object size, object mesh and the object material.

3. Create the object or visit our support website.

Opening the Editor Window:
Go to „Window > Labgames > Tools > Inverted Game Objects"