

Productivity Toolkit



Quickstart guide

Version 1.1

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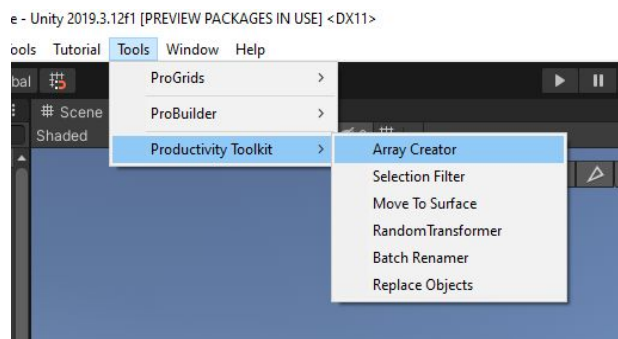
Youtube: https://www.youtube.com/channel/UC7HTKSc7fTv_ZNV3FBbjheg



Changelog:

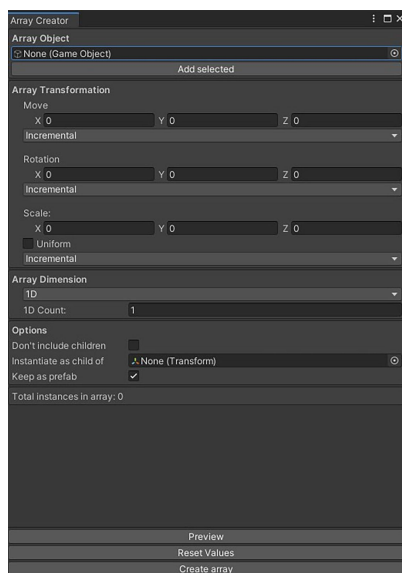
1.1 - Added Radial Array Creator

Where are the tools?



After you installed Productivity Toolkit from the asset store, you will find the tools in your main menu under **Tools > Productivity Toolkit**. Every tool can be docked in the Unity UI.

Array Creator

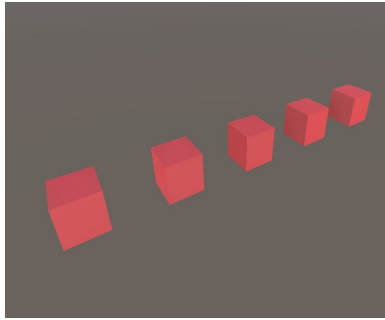


This tool creates an array of objects in 1D, 2D or 3D. If you used the object array tool from 3dsmax before you will be very familiar with the workflow.

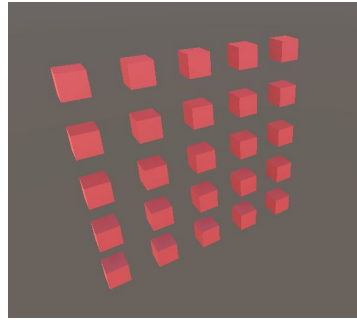
Every array can be shifted, rotated and scaled along any axis.

With the **preview** button you can check the result and make changes to your array in realtime. When you are satisfied with the result, you can press the **Create Array** button to create the object array.

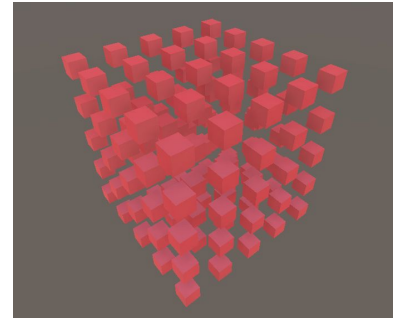




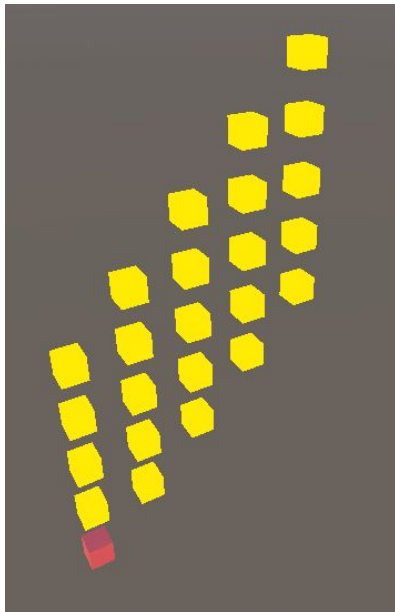
1D array



2D array



3D array



You can shift the arrays by changing the values in the **Array Transformation** panel. Make sure to use the preview function to view your changes instantly.

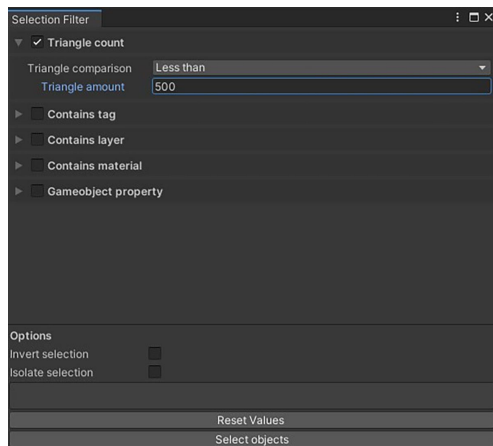
The values can be either **incremental** or **total**. An incremental value of 2 means there will be 2 units of space between every object. A total value of 2 means that the distance of 2 units will be divided by the amount of objects in that row. For example 10 objects will create a distance of 0.2 units ($2/10$) between every object in that row (center to center).

The same logic works for rotation and scale.

Options panel

Don't include children	If your array object is a parent of children, those children will not be included in the array.
Instantiate as child of	If set to a transform, every array member will be parented to that transform. If blank, the array member have no parent.
Keep as prefab	If the array object is a prefab, every member of the array will be an instance of that prefab. If unchecked, every array member will be a copy of the prefab or object.

Selection Filter



The selection filter selects objects in the scene based on a set of conditions. You can filter by:

- Triangle count
- Tagname
- Layername
- Material
- GameObject Property

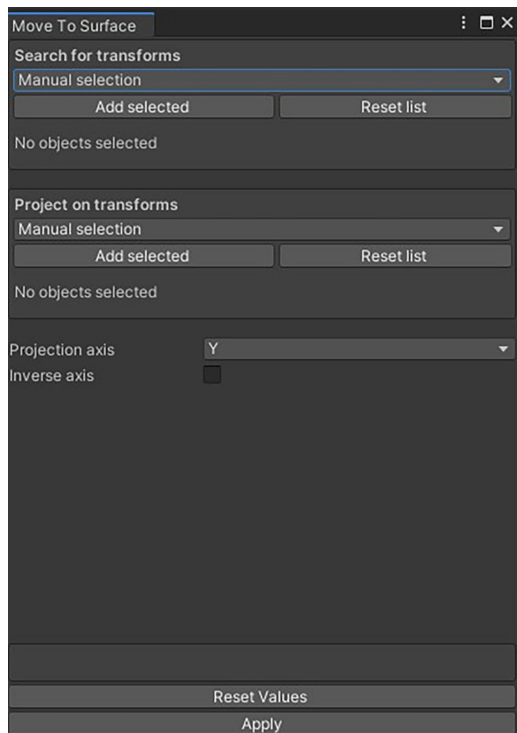
Combined filters are executed from top to bottom.

Options panel

Invert Selection	Inverts the result of the conditions you chose.
Isolate selection	The resulting objects will be selected and all other objects hidden.



Move to surface



Move a selection of objects in any axis until it hits a surface. This can be an easy object placement tool for props.

You can select objects by:

Manual selection: Select by hand in the scene

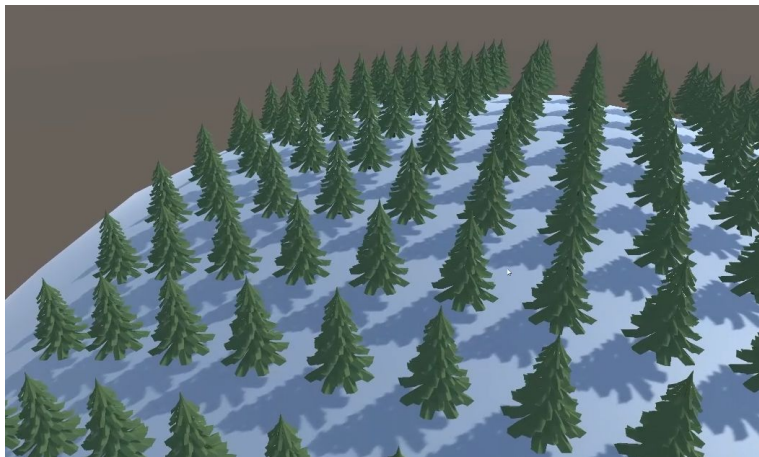
Contains name: Select by object name or part of a name

Tag: Select by tag

Press **Add Selected** to add the selection to the list.

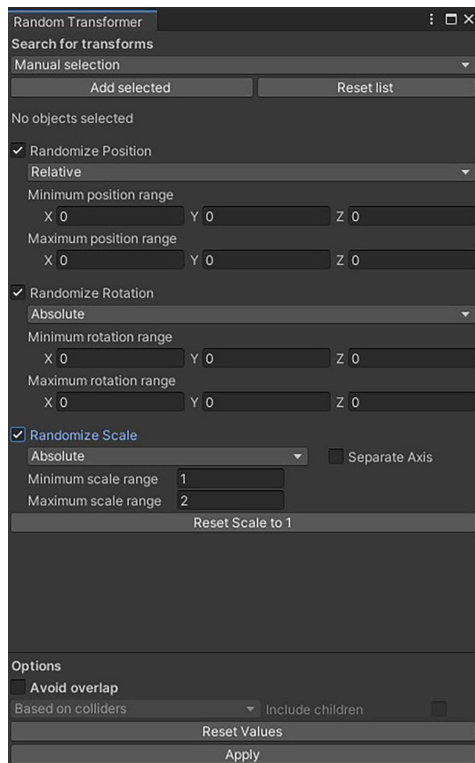
The **projection axis** defines the direction where you want to move the object to.

Check **Inverse axis** to apply the negative value of the chosen axis.



Trees placed on the surface of a sphere

Random Transformer

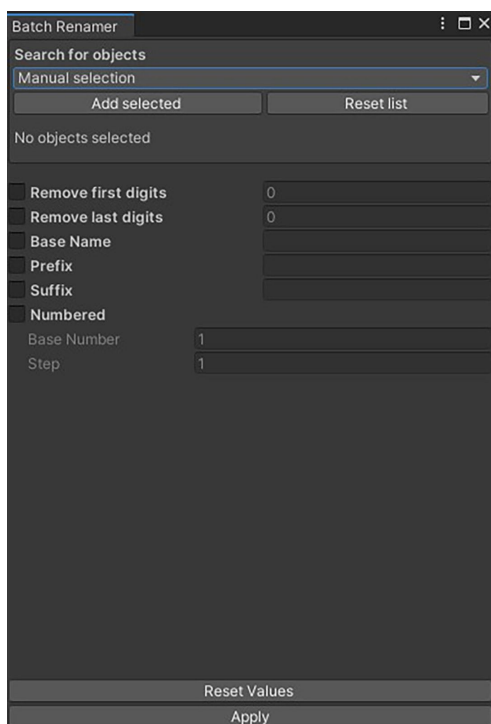


This tool applies random values to the position, rotation or scale of the selected object.

Values can be either **absolute** or **relative** to the object.

Randomising transforms is an easy trick to hide repetition when an object is instantiated many times.

Batch Renamer

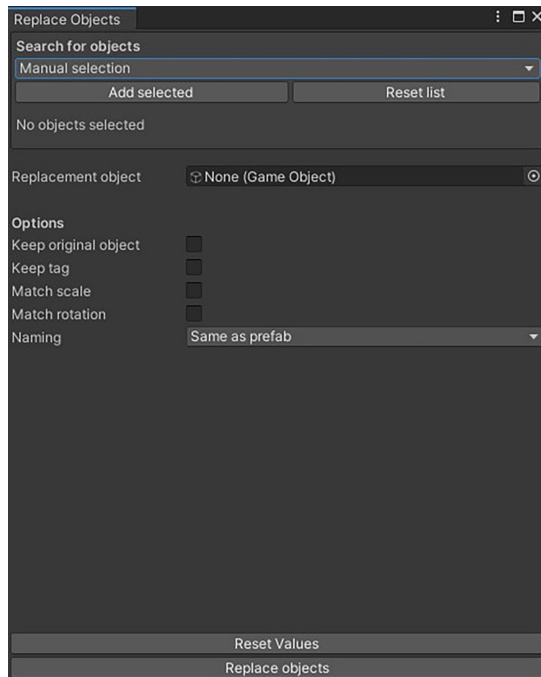


Quickly rename a selection of objects. This tool is very similar to the renamer of 3ds max.

Very helpful for organising your scenes.



Replace objects

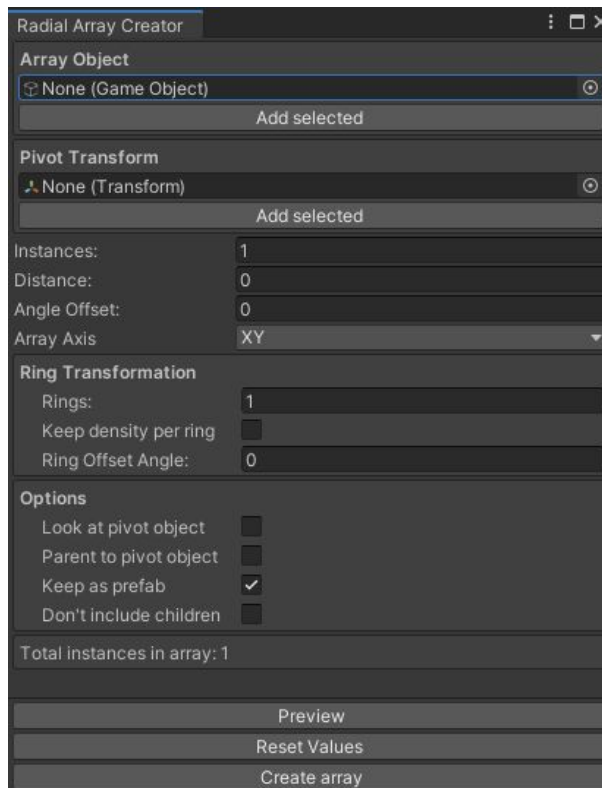


Replace a set of objects with a prefab or another object.

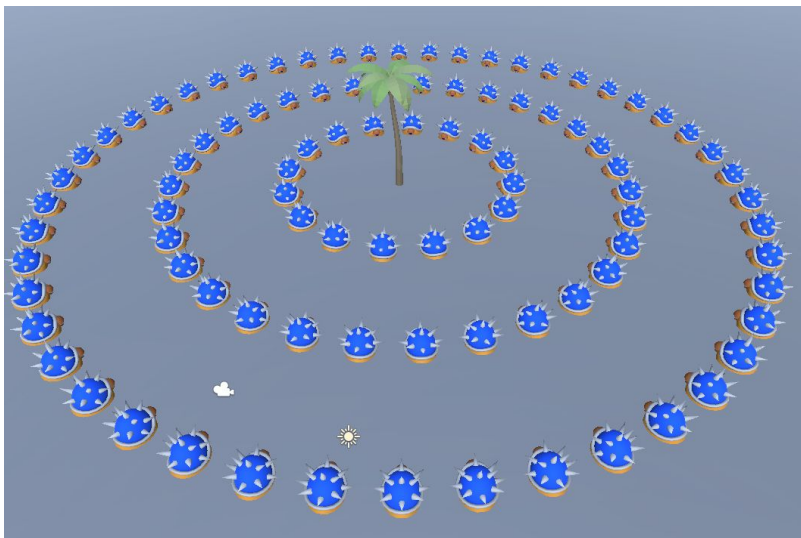
Options panel

Keep original object	Don't delete the object you want to replace
Keep tag	The replacement object will get the tagname of the original object.
Match scale	The replacement object will have the same scale as the original object
Match rotation	The replacement object will have the same rotation as the original object
Naming	Select an option to name the replacement object: Same as prefab, same as original, create new name.

Radial Array Creator



Create an array of objects in a radial pattern. This is helpful to create a **ring** of objects. Many rings can be created while keeping the **density** of objects per ring.



An example of what can be achieved with the radial array creator

