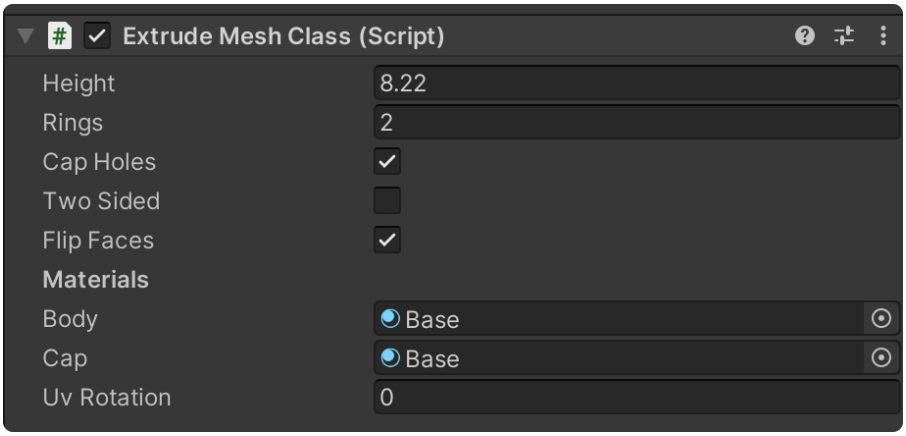
Extrude Mesh Inspector



The **Extrude Mesh** inspector in Spline Plus provides options for creating extruded meshes along spline branches. This guide will walk you through the fields available in the inspector, enabling you to create intricate extruded shapes with customizable parameters.

Extrude Mesh Configuration

Control how the extrusion is generated and customized:

- **Height:**
  Set the height of the extrusion. This controls how far the mesh is extruded along the spline.
- **Rings:**
  Specify the number of rings along the height of the extrusion. More rings can allow for smoother deformations but may increase the mesh complexity.
- **Cap Holes:**
  Enable this option to cap the open ends of the extruded mesh. This is useful for creating closed shapes.
- **Two Sided:**
  When enabled, this option generates the extruded mesh with faces on both sides, making it visible from both directions. This is ideal for meshes that need to be visible from all angles.
- **Flip Faces:**
  Enable this option to flip the normals of the mesh faces. This can be used to reverse the facing direction of the extruded mesh.

Materials

Customize the materials applied to different parts of the extruded mesh:

- **Body:**
  Assign a material to the body of the extruded mesh. Select a material from your project assets to apply it to the extrusion.
- **Cap:**
  Assign a material to the caps of the extruded mesh. This is used when **Cap Holes** is enabled, allowing you to differentiate the cap material from the main body.

UV Configuration

- **UV Rotation:**
  Rotate the UV coordinates of the extruded mesh. This is particularly useful for adjusting texture orientation without modifying the mesh geometry.

Conclusion

The Extrude Mesh inspector in Spline Plus offers a comprehensive toolset for creating and customizing extruded meshes along splines. By adjusting parameters like height, rings, and materials, you can easily create a variety of extruded shapes that enhance your Unity scenes.