

studio**PCT**

A Guide to the Crystal
Generator Tool

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Introduction

Welcome to the Crystal Generator Tool, created by StudioPCT! The Crystal Generator Tool offers a robust solution to creating, customising and implementing crystals into your scene. Use our user interface to edit your crystals and add it straight to your scene within a few minutes!

How to Use

The Crystal Generator Tool can be opened within a **HDRP (High Definition Render Pipeline)** project to utilise the Shadergraph customisation given by the tool.

In order to open the tool, please navigate to **'Window > Crystal Generator Tool'** within a supported version of Unity. This will open the custom GUI we have created for you to use the tool.

That's it! The tool offers functionality which enables you to change the mesh cluster generation, the visual shader and then save out the asset for use within your scene as a prefab! A YouTube demo is also available [here](#)!

Frequently Asked Questions

How do I add my own crystals? What if I don't like the ones you've supplied?

You can add your own meshes to the Resources/Meshes folder and the tool will automatically utilise the mesh when creating a cluster! You are also able to delete any meshes here you don't like to remove them from consideration.

I want to save my crystal to use within my scene, how do I do that?

Once you have customised your asset, you can navigate to the 'Customise' tab and look at 'Step 3' at the bottom of the GUI. Once here, select the 'CrystalMasterObject' in your Hierarchy and then type your custom name in the 'Crystal Name' box in the GUI. Once this is complete, click 'Rename Prefab' to rename the asset, and then click the 'Save Prefab' button which appears! Once you navigate to your custom saving path, your .prefab can be found there, and your customised material will be found in /SavedMaterials within the Crystal Generator Tool.

Contact

We would love to hear feedback on the tool itself, whether it is positive, negative, a bug, or simply a screenshot of how you used the tool! Also, please feel free to leave us a review on the store!

Please feel free to contact us through 'www.kyletugwell.com/contact', or e-mail 'ktugwell@live.co.uk'!