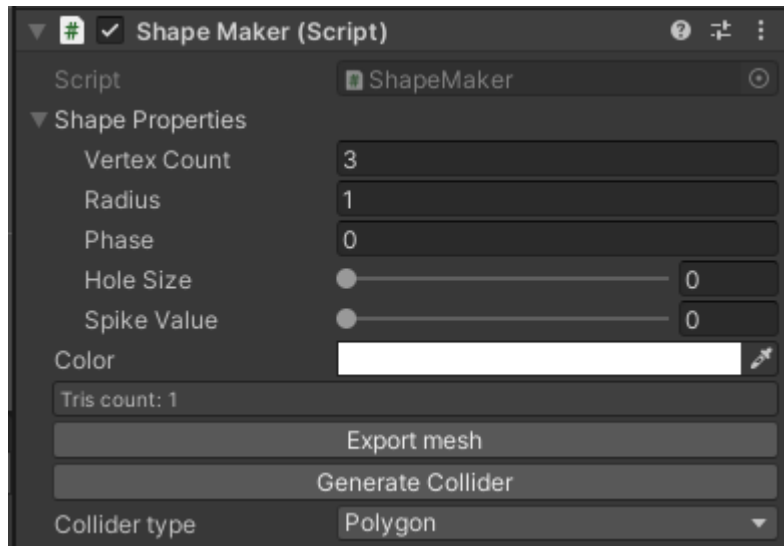# Documentation for ShapeStation.

Table of Contents

Creating a new shape.

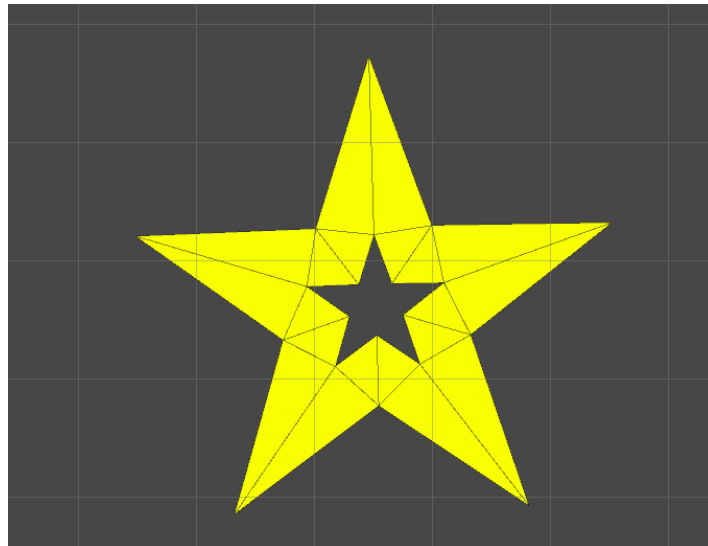To create a new shape right click on hierarchy, point to 2D Object, click on *ShapeStation.*
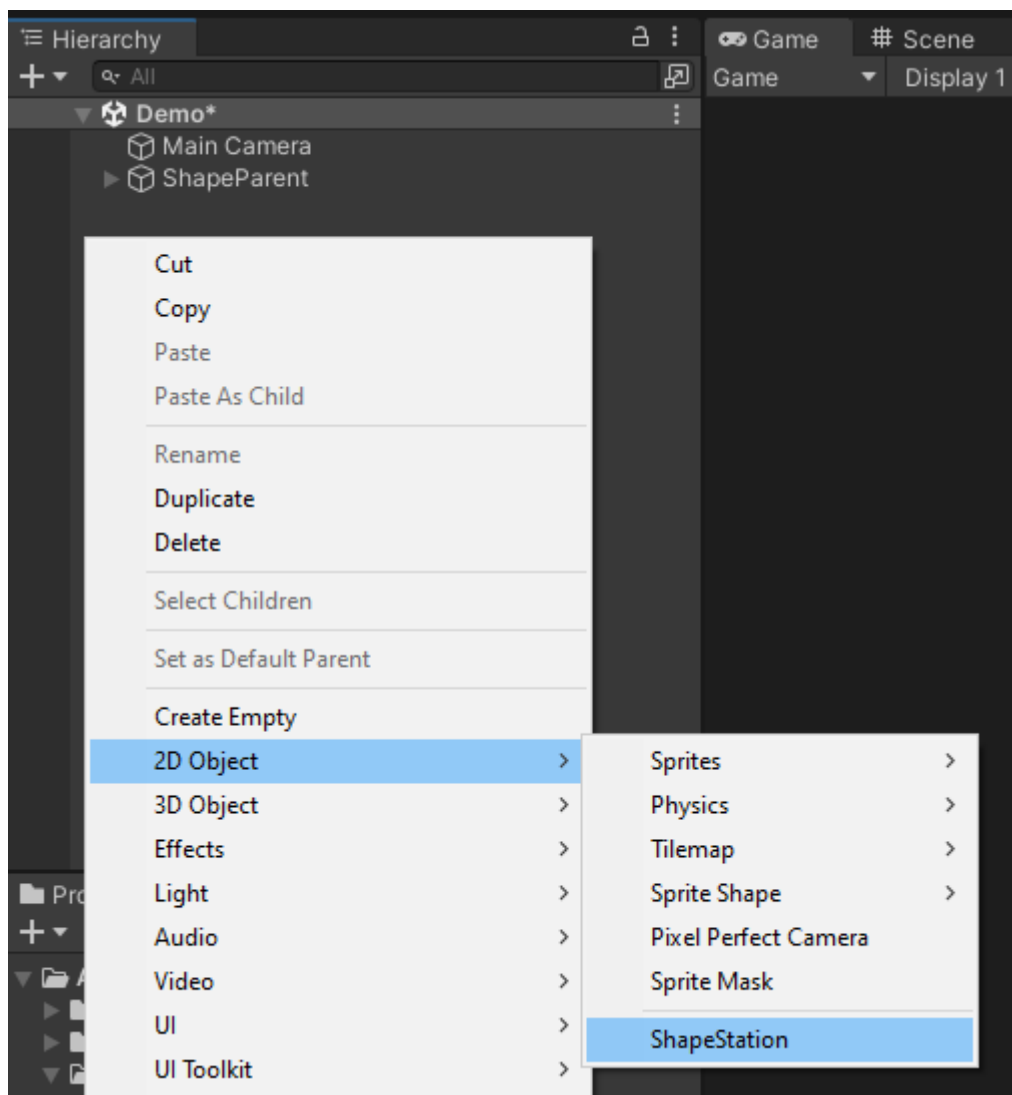
Changing the shape properties.

     After you create a new shape, the white triangle will appear. Click on it and find this component
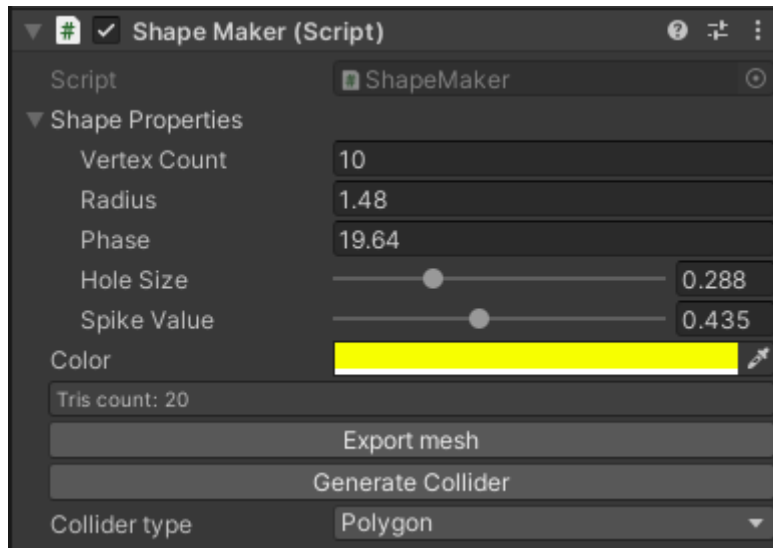

This component is your main menu. You can tweak the numbers and create new shapes.

For example, to create a yellow star like this,

use these properties

List of shape properties

1. ***Vertex Count*** – Amount of verticies in your shape. (3 - triangle, 4-square, 5 - pentagon etc.)
2. ***Radius*** – Size of the shape
3. ***Phase*** – Angle of the shape, you can rotate the shape by changing the value
4. ***Hole Size*** *(from 0 to 1)* – fraction of *Radius*, that will cut a hole in a shape. Setting it to 0, will make shape solid, 0.5 will make it half empty.
5. ***Spike Value*** *(from 0 to 1)* – works only with a shape with an even number of verticies. Setting it higher than 0 will forcefully change vertex amount to closest even number. Spike value sets spikeness of figure.

Note: Tris count label was made to estimate the complexity of the figure.

Buttons

Export mesh button – exports your shapes mesh in .asset format. You can use exported mesh in other unity Projects.
Generate Collisions - you can add collider to your shape. Presing on the button will create the same collider as your shape. It uses one of two collider types, since EdgeColliders do not interact with each other, in most cases, you would prefer PolygonCollider. However, you can change the **collider type** in the **dropdown** below.

Note: Changing the shape properly will not change the collider, you have to press generate collider button again to apply a change in properties.

Random Shape

You can set random properties to your shape, by clicking three dots on the script in the top-right corner and clicking on *Set Random Properties.*