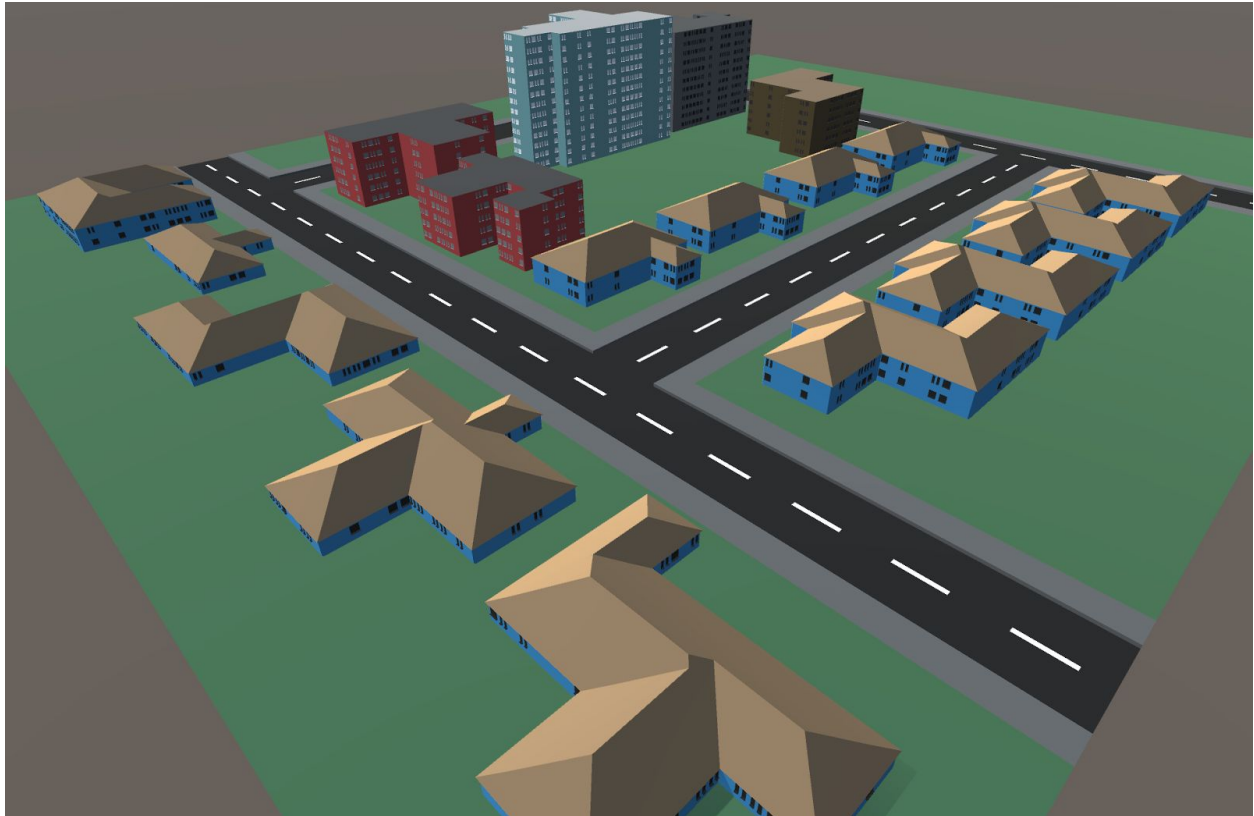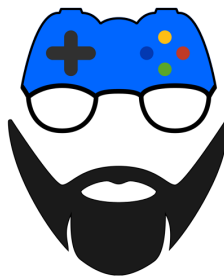# Building Builder

A how-to-guide

BrainyBeard

The Tool

BrainyBeards building builder is a prototype Unity 3D tool that allows developers to quickly generate the exteriors of a building at the click of a button. It is possible to create buildings of different shapes and sizes with thousands of variations. Material presets ensure that there is a consistency across buildings as well as the ability to save buildings as prefabs to ensure streets of buildings look the same.

Please note that this is a prototype product and bugs or issues (including performance related issues) are expected.

Who is the tool aimed at?

The building builder is aimed at developers who do not have one or more of the following; time, knowledge about procedural generation, 3D art skills or a large budget. The tool is ideal for developers who are working on a project set in a city or a location with numerous buildings, or have a prototype with an environment that needs to quickly be fleshed out.

Features

- 3 different building types {small, medium, large}
- 6 different material presets {Red, Brown, Aqua, Green, Grey Day, Grey Night}
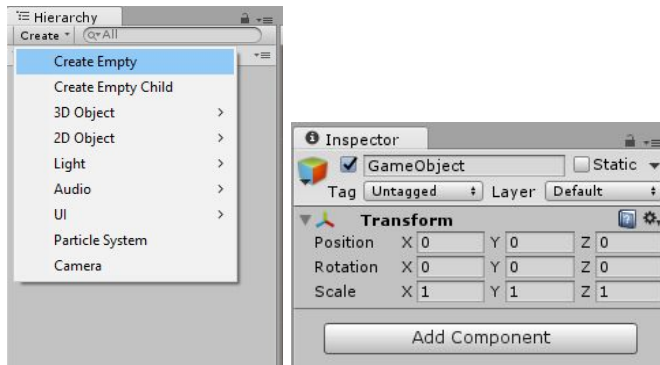- Save buildings as prefabs

Support

- **Feedback / Bugs:** fb.got.bz/bgl
- **Email:** contact@brainybeard.co.uk
- **Website:** www.brainybeard.co.uk
- **Twitter:** @BrainyBeard
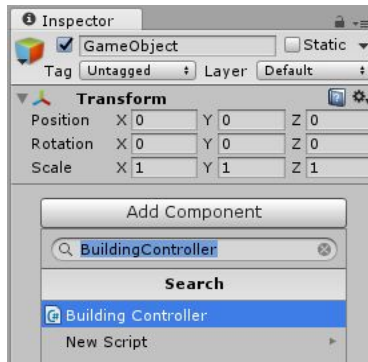- **Facebook:** facebook.com/brainybeard

How To Use The Tool
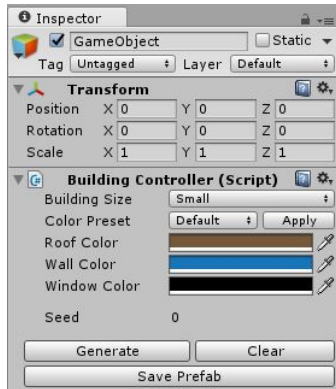
Generate A New Building

1. Create an empty game object and ensure that it's positional and rotational values are all set to 0.

2. Attach the script called 'BuildingController' to the empty game object.

3. By viewing the components of the empty game object you will notice that there are a number of customisations available.

    a. Building Size
    b. Color Presets (ensure you hit apply when you choose a preset)
    c. Color pickers to change individual building components

4. Now you can click generate and a building will appear. By clicking generate again the original building will be deleted and a new building will be created. You'll notice that the empty game object now contains several objects, you don't need to worry about these.

5. Once you have created your desired building we recommend saving it to a prefab by clicking 'Save Prefab' so that you can reuse the same building for example in streets where buildings are usually the same. NOTE: Once you've saved a prefab, you can't make modification and save the building to another prefab. Prefabs are saved in a folder called saved.