

# Oasis Mesh Editor Manual

## Table of Contents:

### Getting Started

Setup

Overview <https://youtu.be/V9FKD-yYgSk>

### Tools

Merge Verts <https://youtu.be/OH0pD6oFCzc>

Split Verts <https://youtu.be/2DfolYT3LZs>

Delete Vertex <https://youtu.be/nQgBG7UKJTg>

Harden Vertex <https://youtu.be/1Nkvuj9yL0g>

Soften Vertex <https://youtu.be/8AQBGo6pLA>

Selected CVs <https://youtu.be/0HUEwJyh3jw>

Undo History <https://youtu.be/SfGh6Bsm8b8>

Extrude Edge <https://youtu.be/a7h0GbVQYnM>

Fill Hole <https://youtu.be/ER95FW9O5zs>

Collapse Edge <https://youtu.be/GrJJxcbx6Fk>

Delete Edge <https://youtu.be/4yFzsz-botc>

Split Edge [https://youtu.be/eKF\\_IR7yjZw](https://youtu.be/eKF_IR7yjZw)

Harden Edge <https://youtu.be/v2NWhGVgMro>

Soften Edge [https://youtu.be/DgtDLI\\_LEHY](https://youtu.be/DgtDLI_LEHY)

Extrude Face <https://youtu.be/iGLq9YjZVHA>

Collapse Face <https://youtu.be/9VoCDDsefVQ>

Delete Face [https://youtu.be/\\_oLdqM2xaYs](https://youtu.be/_oLdqM2xaYs)

Extract Face <https://youtu.be/z1FPMUysUSY>

Duplicate Face [https://youtu.be/iNuMYFzq\\_rY](https://youtu.be/iNuMYFzq_rY)

Reverse Face [https://youtu.be/xg\\_tRZXm1y4](https://youtu.be/xg_tRZXm1y4)

Harden Face <https://youtu.be/gESaK-Xgtnl>

Soften Face <https://youtu.be/LC0yhiZRCSU>

Center Pivot <https://youtu.be/MczLg8Dnqg0>

Set Pivot to World Zero <https://youtu.be/vxJWb1buZoU>

Set Pivot to Custom <https://youtu.be/6DCyFP-K-t0>

Reverse Mesh <https://youtu.be/whAXzFmogPM>

Harden Mesh <https://youtu.be/id9fffi2sHo>

Soften Mesh <https://youtu.be/lk3Fyy1lipA>

Freeze Transform <https://youtu.be/OYZGvGZtuCo>

# Getting Started

## Setup

The Oasis Mesh Editor is very simple to begin using.

1. First Download and Import the Oasis Mesh Editor from the Unity Asset Store.
2. Once the import is complete, a new menu heading will appear on the top menu bar, entitled "OASIS".
3. Click on OASIS and the dropdown menu will appear with the Oasis Mesh Editor listed.
4. Click on the Oasis Mesh Editor listing and the Editor Window will appear.
5. Dock or resize the window as you like.

## Overview

Youtube Video: <https://youtu.be/V9FKD-yYgSk>

Open the door to modeling directly in Unity. The Oasis Mesh Editor lets you manipulate your model's verts, edges, and faces with powerful, easy to use tools.

Broken down into 5 categories, there are over 30 tools and features in all, including Merge Verts, Split Edges, and Extrude Faces.

Along with all of these component tools, the Mesh Editor also gives you the ability to edit an object's pivot, Freeze its transform, and Soften or Harden its normals.

Every modeler knows, mistakes happen, and being able to undo or redo can be crucial. The Mesh Editor's history feature has you covered, and even lets you jump to any point in your modeling history.

Would you like more help? Every tool has its own tutorial video where you can get an in-depth look at how this scene was modeled, and make the most of your new tool set.

Let your imagination come to life with the Oasis Mesh Editor.

# Tools

## Merge Verts

Youtube Video: <https://youtu.be/OH0pD6oFCzc>

The first tab of the Oasis Mesh Editor contains the Vertex editing tools. Let's look at the Merge Verts tool. Notice to the right of the tool button is a square options button. Click it to expand the tool's extra features.

Here you will find a checkbox to toggle the Always Merge option which tells the Editor to always merge the selected verts no matter how far apart they are. If this toggle is unchecked then the tool will use the max tolerance setting where verts that are farther apart than the distance specified will not be merged.

## Split Verts

Youtube Video: <https://youtu.be/2DfolyT3LZs>

On the first tab of the Editor you'll see the Split Vertex button along with its options button to the right of the tool. Click it to expand the tool's extra features.

Here you will find a checkbox to toggle the Separate Verts option which tells the Editor to move the split up verts away from each other by using the Separation Dist setting.

## Delete Vertex

Youtube Video: <https://youtu.be/nQgBG7UKJTg>

On the first tab of the Editor you'll see the Delete Vertex button. The tool can also delete multiple vertices at once.

Note: The vertex being deleted will be moved to its closest neighboring vertex before it is deleted. This is how you can control what edge will be left after the deletion.

## Harden Vertex

Youtube Video: <https://youtu.be/1Nkvuj9yL0g>

On the first tab of the Editor, under the Normals section of the Vertex Tools, you'll see the Harden Vertex button. The tool can also harden the normals of multiple vertices at once.

## Soften Vertex

Youtube Video: <https://youtu.be/8AQBGGgo6pLA>

On the first tab of the Editor, under the Normals section of the Vertex Tools, you'll see the Soften Vertex button. The tool can also soften the normals of multiple vertices at once.

## Selected CVs

Youtube Video: <https://youtu.be/0HUEwJyh3jw>

On the first tab of the Editor, under the Vertex Tools section, you'll see the area where all the currently selected CVs are listed. When any particular CV (Control Vertex) is selected, it acts as a handle to control the vertices that share this point.

Under the Selected CVs section you can see the selected CVs listed with their X Y and Z coordinates. Click on any of these fields to edit them directly. These coordinates are currently being displayed in Local Mode, but if I hit Unity's relativity button, you can see they switch to the Global, or World Space Coordinates from the Local Coordinates.

If your list is getting too long, you can collapse any section by clicking the double lined button to the right of the sections title.

## Undo History

Youtube Video: <https://youtu.be/SfGh6Bsm8b8>

On any tab of the Editor, you'll find the Mesh Editor History section at the bottom of the page, where all of your actions are recorded and listed.

Being able to undo or redo can be crucial, and this feature even lets you jump to any point in your modeling history. If your history is getting too cluttered, you can always hit the Clear History button and start fresh.

Note: The Oasis Mesh Editor is not designed for the Unity Editor's Play Mode, and when you leave edit mode your history will be lost.

## Extrude Edge

Youtube Video: <https://youtu.be/a7h0GbVQYnM>

The second tab of the Oasis Mesh Editor contains the Edge manipulation Tools. The first listing under the Edge Tools section, you'll see the Extrude Edge button. The tool can also extrude multiple edges at once.

With all of the desired edges selected, hit the Extrude Edge button. The new edges are just sitting on top of the old ones now, waiting to be moved into place. You can hit the W, E, and R keys like usual to get the manipulator of your choice and position your new edges.

## Fill Hole

Youtube Video: <https://youtu.be/ER95FW9O5zs>

On the second tab of the Editor you'll see the Fill Hole button. This tool is a Mode Tool where you will have to exit out of the tool's mode before you can use another tool. Click on the Fill Hole button to enter the Fill Mode. Notice the orange highlight on the button to let you know it's on. Click it again to exit the mode.

While in the Fill Hole mode, notice the green highlight that only appears on border edges. Select the edge on one side of a gap, and then the edge on the other. As you can see, the tool automatically fills in the hole. Remember to hit the tool button once more to exit the Fill Hole Mode.

## Collapse Edge

Youtube Video: <https://youtu.be/GrJJxcbx6Fk>

On the second tab of the Editor you'll see the Collapse Edge button. The tool can also collapse multiple edges at once. With the desired Edge(s) selected, click the Collapse Edge button to collapse the edge(s).

## Delete Edge

Youtube Video: <https://youtu.be/4yFzsz-botc>

On the second tab of the Editor you'll see the Delete Edge button. The tool can also delete multiple edges at once. With the desired Edge(s) selected, click the Delete Edge button to completely delete the edge(s).

Note: The Delete Edge tool doesn't just hide an edge, it gets rid of it!

## Split Edge

Youtube Video: [https://youtu.be/eKF\\_IR7yjZw](https://youtu.be/eKF_IR7yjZw)

On the second tab of the Editor you'll see the Split Edge button. This tool is a Mode Tool where you will have to exit out of the tool's mode before you can use another tool. Click on the Split Edge button to enter the Split Edge Mode. Notice the orange highlight on the button to let you know it's on. Click the button again to exit the mode.

While in the Fill Hole mode, notice the red dot that is following our cursor while hovering over the model. When we down-click, the face(s) connected to the edge where the red dot lies will be split by a new edge.

## Harden Edge

Youtube Video: <https://youtu.be/v2NWhGVgMro>

On the second tab of the Editor, under the Normals section of the Edge Tools, you'll see the Harden Edge button. The tool can also harden the normals of multiple edges at once.

## Soften Edge

Youtube Video: [https://youtu.be/DgtDLI\\_LEHY](https://youtu.be/DgtDLI_LEHY)

On the second tab of the Editor, under the Normals section of the Edge Tools, you'll see the Soften Edge button. The tool can also soften the normals of multiple edges at once.

## Extrude Face

Youtube Video: <https://youtu.be/iGLq9YjZVHA>

The third tab of the Oasis Mesh Editor contains the Face manipulation Tools. For the first listing under the Face Tools section, you'll see the Extrude Face button. The tool can also extrude multiple Faces at once.

With all of the desired faces selected, hit the Extrude Face button. The new faces are just sitting on top of the old ones now, waiting to be moved into place. You can hit the W, E, and R keys like usual to get the manipulator of your choice and position your new faces.

## Collapse Face

Youtube Video: <https://youtu.be/9VoCDDsefVQ>

On the third tab of the Editor you'll see the Collapse Face button. The tool can also collapse multiple faces at once. With the desired Face(s) selected, click the Collapse Face button to collapse the faces(s).

## Delete Face

Youtube Video: [https://youtu.be/\\_oLdqM2xaYs](https://youtu.be/_oLdqM2xaYs)

On the third tab of the Editor you'll see the Delete Face button. The tool can also delete multiple faces at once. With the desired Face(s) selected, click the Delete Face button to completely delete the face(s) from the mesh.

## Extract Face

Youtube Video: <https://youtu.be/z1FPMUysUSY>

On the third tab of the Editor you'll see the Extract Face button. The tool can also extract multiple faces at once. The Extract Face tool will detach the selected Face(s) from the rest of the mesh.

## Duplicate Face

Youtube Video: [https://youtu.be/iNuMYFzq\\_rY](https://youtu.be/iNuMYFzq_rY)

On the third tab of the Editor you'll see the Duplicate Face button. The tool can also duplicate multiple faces at once. The Duplicate Face tool will copy and paste the selected Face(s) in place. The new Face(s) will not be attached to the rest of the mesh.

## Reverse Face

Youtube Video: [https://youtu.be/xg\\_tRZXm1y4](https://youtu.be/xg_tRZXm1y4)

On the third tab of the Editor, under the Normals section of the Face Tools, you'll see the Reverse Face button. This tool can also reverse the normals of multiple faces at once. The Reverse Face tool will point the Face(s) normals in the opposite direction. In Unity, this will flip the Face(s) so that they are being rendered facing the other way.

## Harden Face

Youtube Video: <https://youtu.be/gESaK-Xgtnl>

On the third tab of the Editor, under the Normals section of the Face Tools, you'll see the Harden Face button. The tool can also harden the normals of multiple faces at once. The Harden Face tool will harden the edges of the selected Face(s).

## Soften Face

Youtube Video: <https://youtu.be/LC0yhiZRCSU>

On the third tab of the Editor, under the Normals section of the Face Tools, you'll see the Soften Face button. The tool can also soften the normals of multiple faces at once. The Soften Face tool will soften the edges of the selected Face(s).



## Center Pivot

Youtube Video: <https://youtu.be/MczLg8Dnqg0>

The forth tab of the Oasis Mesh Editor contains the Pivot editing Tools. For the first listing under the Pivot Tools section, you'll see the Center Pivot button. The Center Pivot tool moves the selected object's pivot to the center of its vertices.

## Set Pivot to World Zero

Youtube Video: <https://youtu.be/vxJWb1buZoU>

On the forth tab of the Editor, under the Pivot Tools, you'll see the Set Pivot to World Zero button. The Set Pivot to World Zero tool moves the selected object's pivot to world coordinates (0, 0, 0).

## Set Pivot to Custom

Youtube Video: <https://youtu.be/6DCyFP-K-t0>

On the forth tab of the Editor, under the Pivot Tools, you'll see the Set Pivot to Custom button. The Set Pivot to Custom tool moves the selected object's pivot to the coordinates specified in the tools options box.

## Reverse Mesh

Youtube Video: <https://youtu.be/whAXzFmogPM>

The fifth tab of the Oasis Mesh Editor contains the Mesh editing Tools. For the first listing under the Display Tools section, you'll see the Reverse Mesh button. The Reverse Mesh tool will point all of the mesh's normals in the opposite direction. In Unity, this will flip the Face(s) so that they are being rendered facing the other way.

## Harden Mesh

Youtube Video: <https://youtu.be/id9fffi2sHo>

On the fifth tab of the Editor, under the Display Tools section, you'll see the Harden Mesh button. The Harden Mesh tool will harden all the normals of the entire mesh at once.

## Soften Mesh

Youtube Video: <https://youtu.be/lk3Fyy1lipA>

On the fifth tab of the Editor, under the Display Tools section, you'll see the Soften Mesh button. The Soften Mesh tool will soften all the normals of the entire mesh at once.

## Freeze Transform

Youtube Video: <https://youtu.be/OYZGvGZtuCo>

On the fifth tab of the Editor, under the Transform Tools section, you'll see the Freeze Transform button. The Freeze Transform tool will reset the object's transform attributes while keeping the object where it is.