



Thank you for purchasing **Hexagon Generator!**

Please consider rating or leaving a review. This will help the growth of this asset.

For support and feedback: redworksofficial@gmail.com

Key Features

- A simple pluggable system.
- Instant feedback.
- Easy to use.
- Flexible with scriptable objects.
- The unique polygonal visual style and colour palettes.
- Quick start with example prefabs, settings and scenes.

Roadmap

hexagon tile models variations
custom tile support
multiple noise types and layers support
map type variations
terrain animation system -now not ready for production
water shader improvements
more gameplay-runtime features
voxel support
minor UI fixes
prefab preview section for detail objects
generator duplication button
documentation webpage
optimized workflow with compute shaders

Getting Started

- 1.Open Hexagon Generator Window from Top Menu - Window>Hexagon Generator.
- 2.Select or add generator.
- 3.Adjust the properties to your liking using the inspector window.