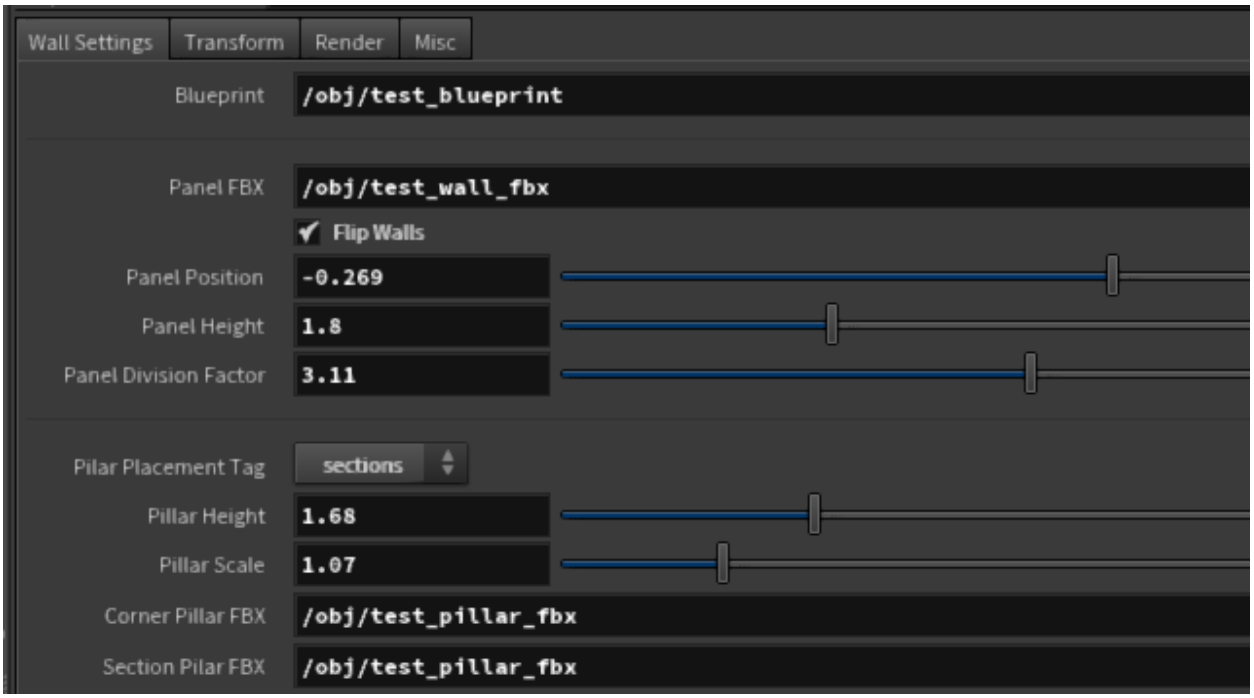
WALL BUILDER MANUAL

Wall builder has the objective to aid level design processes by building wall sections with ease.
The tool receives a path to guide the wall positioning, and counts with controllers to further refine the positioning and appearance of the generated walls.
The tool is model independent, that means, a user can upload their own art packages to build different walls or fences.

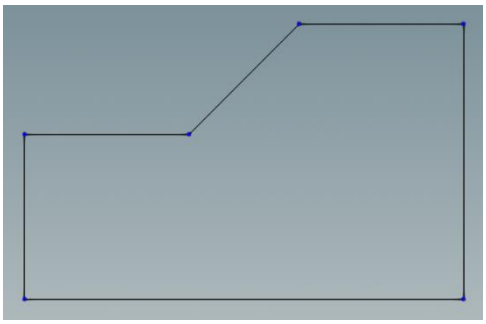


1.0 Blueprint: Path

The blueprint field expects a path as input.

Panels and pillars generated by the tool are placed along the path.

- *The path can be opened or closed.*
- *The path must be flat.*



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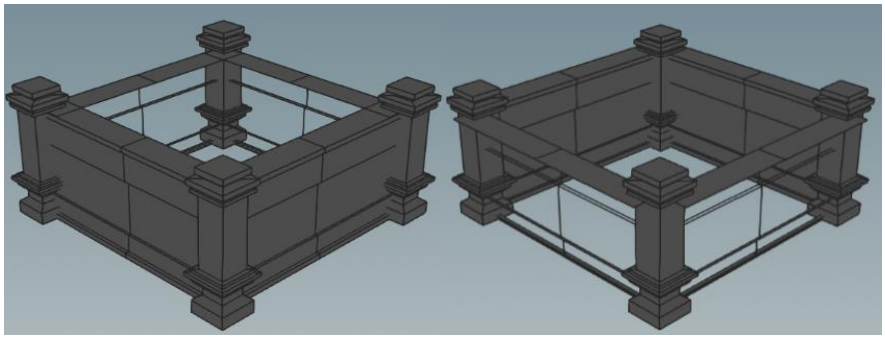
2 PANEL OPTIONS

2.0 Panel FBX: Mesh

Panel FBX field receives the panel mesh that will be copied into the wall's sections.

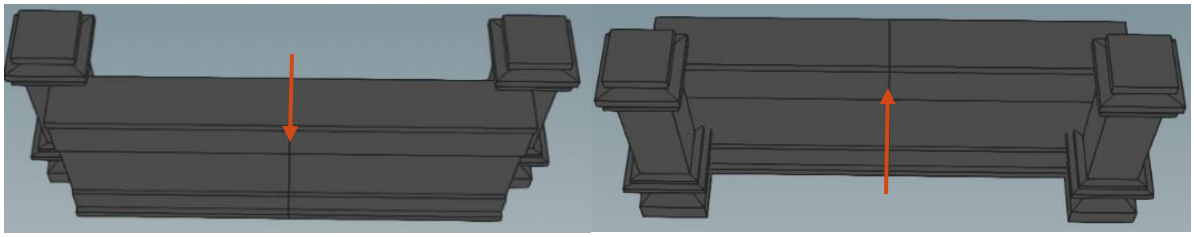
2.1 Flip Panels: Boolean

This toggle switches the panels' facing direction.



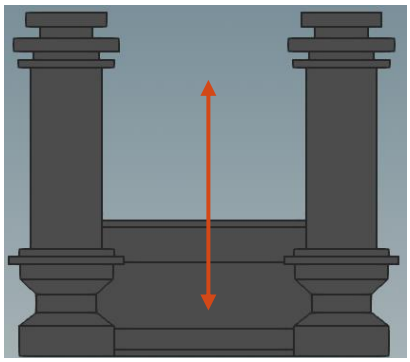
2.2 Panel Position: Float

Panel position slider controls how forward the panels are placed in relation to the pillars.



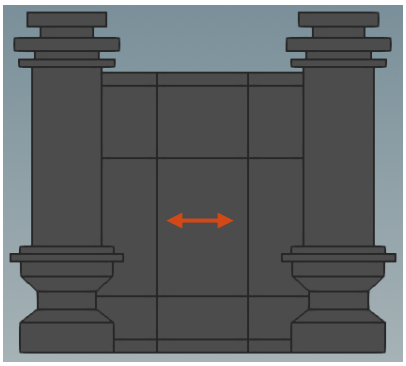
2.3 Panel Height: Float

Panel height slider controls how tall the panels are.



2.4 Panel Division Factor: Float

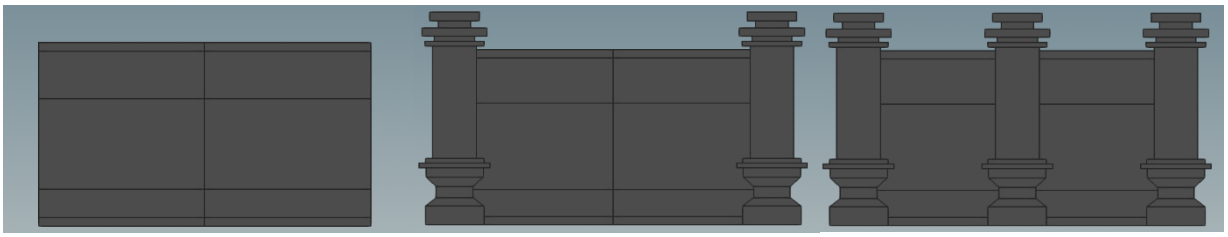
Panel division factor slider controls the maximum length of the panels.



3 PILLAR OPTIONS

3.0 Pillar Placement Tag:

None: No pillars will be placed on this wall.
Corner: Pillars will be placed only at the corner points of the give path.
Section: Pillar will be placed between each panel.



3.1 Corner Pillar FBX: Mesh

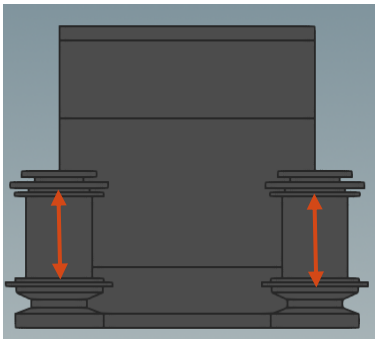
This field receives the pillar mesh that will be copied into the wall's corners.

3.2 Section Pillar FBX: Mesh

This field receives the pillar mesh that will be copied between the wall sections.

3.3 Pillar Height: Float

Pillar height slider controls how tall pillars are.



3.4 Pillar Scale: Float

Pillar scale slider controls how thick pillars are.