

Hey Area Object Spawner



Star

Unity

2020.1+

License

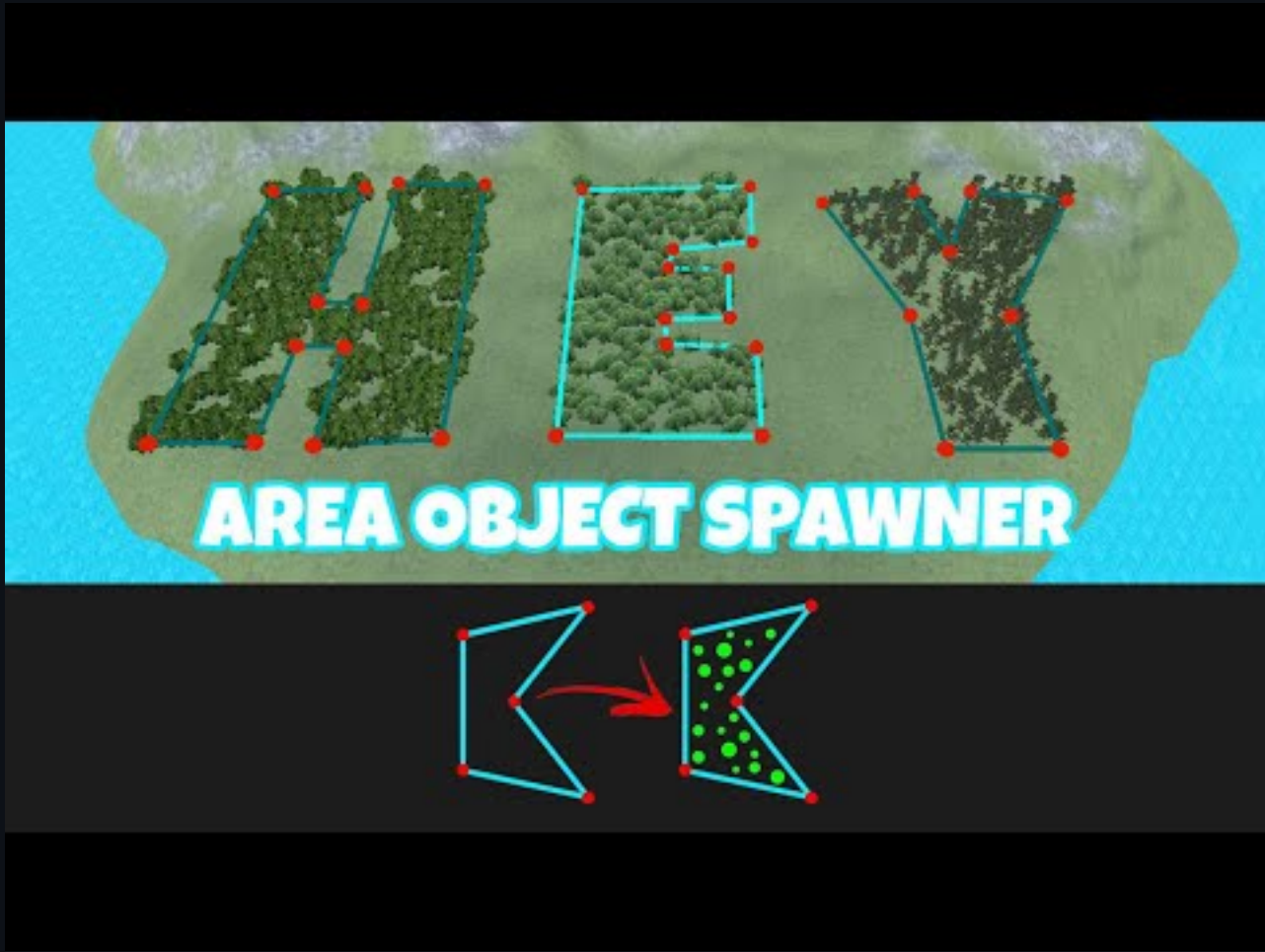
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Spawn Random Objects Inside The Complex Areas! (in unity)

Hey, Area Object Spawner is a user-friendly level design tool that enables you to generate random objects within a complex area on a terrain. The spawning hierarchy system allows for the efficient creation of complex area spawning systems (defined as polygons from points), saving you time in level design!



[Click for tutorial video](#)

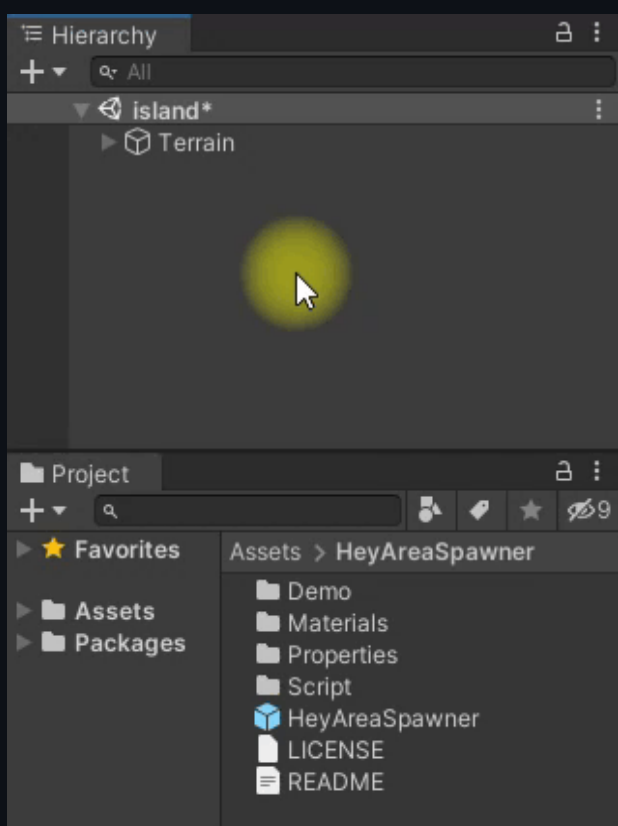
The plugin is available for free on the Unity Asset Store: [Click to add to your unity assets](#)

Features:

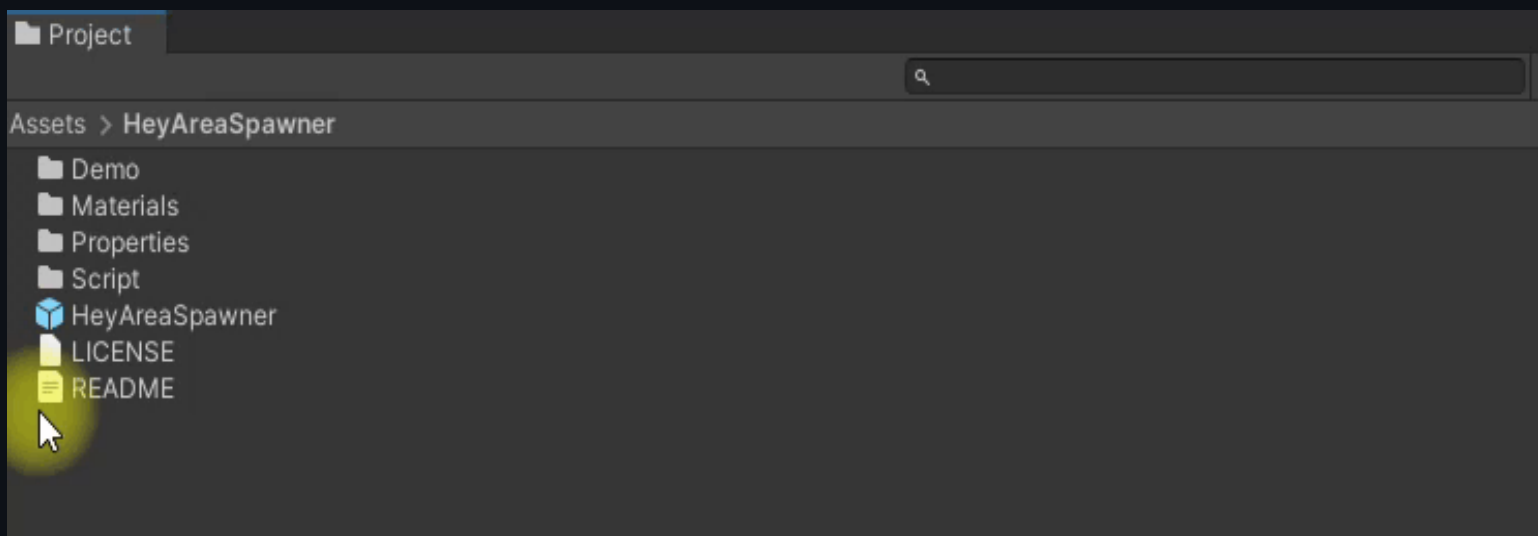
- Spawn objects with random scales and rotations
- Unlimited complex area creation (polygons from points)
- Add an unlimited number of object properties
- Edit areas within the editor and save as prefab
- Generate objects with attached colliders and scripts
- **You can also use it as a Procedural Foliage Spawner**

How To Use

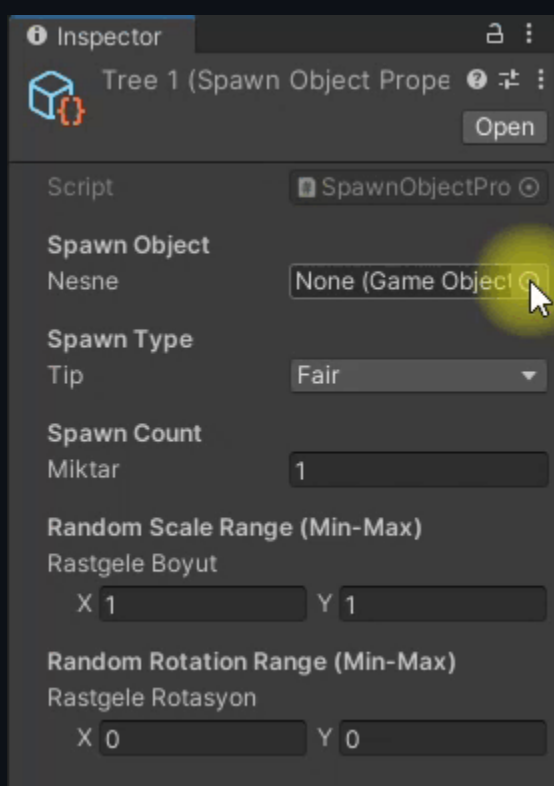
1. Drag and drop the spawner into hierarchy [▶](#)



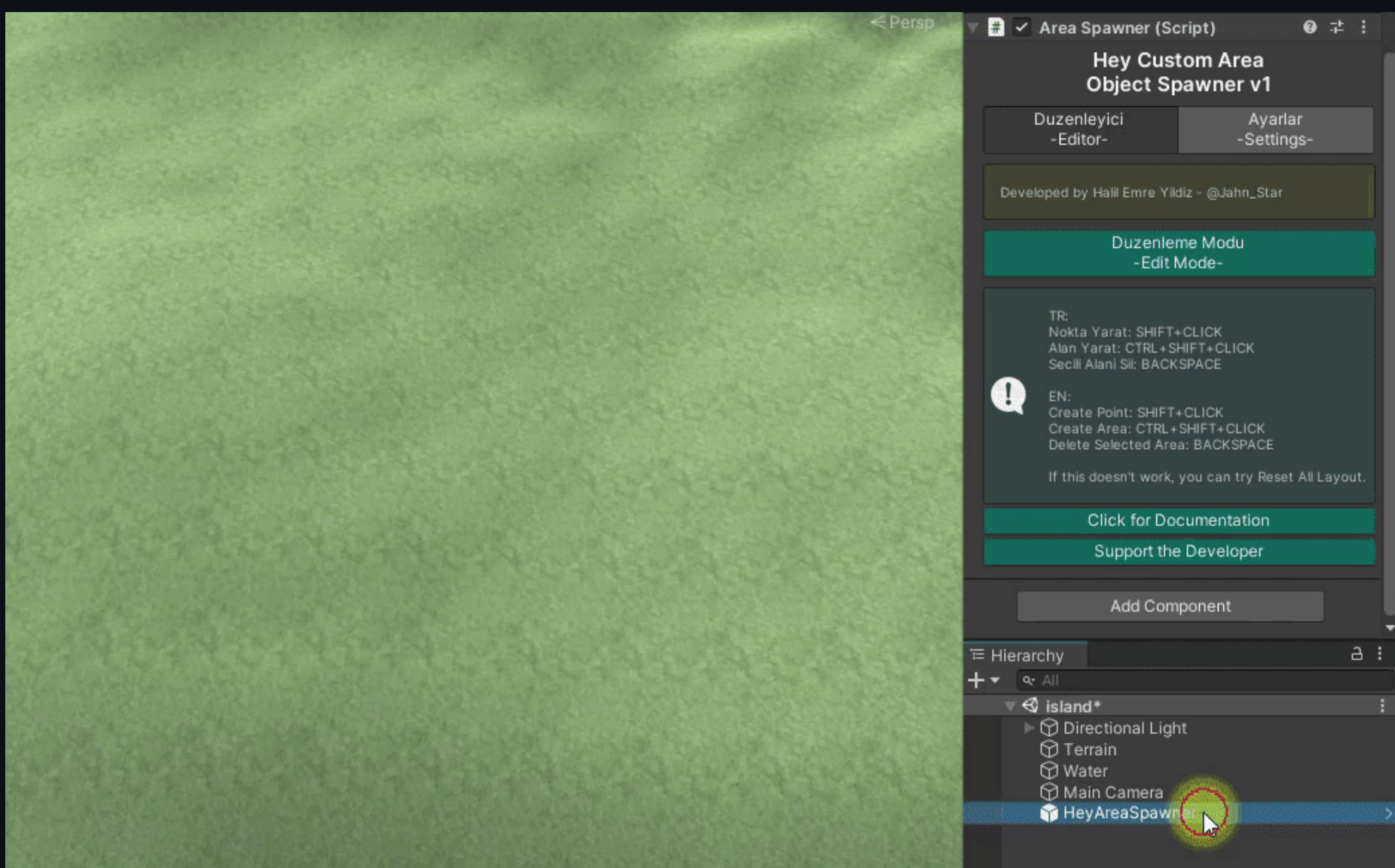
2. Create a spawn object property [▶](#)



3. Select your spawn object and edit spawner properties [▶](#)



4. Add your spawn properties to the spawner and spawn objects [▶](#)



Controls

- Create Point: **SHIFT+CLICK**
- Create Area: **CTRL+SHIFT+CLICK**
- Delete Selected Area: **BACKSPACE**

System Requirements

Unity 2020.1.0 or later versions.

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