

jasper stocker



Create, edit and preview camera animation within the editor and avoid having to compile the scene to see every change.

[Visit Site](#) | [Demos](#) | [Videos](#) | [Documentation](#)

- Animate a Camera or GameObject in Unity
- Perfect for creating cutscenes, architectural visualisations and cinematics
- Preview your camera animation within the
- Unity editor, no need to press play (*Pro only*)
- Includes an integrated C# event system
- Multiple modes including mouse look,
- track target, loop, ping pong
- Mature, stable codebase. No DLLs, full source included



Create buildings easily within the Unity Editor.

BuildR allows you to generate a building as you want it. Using procedural generation, create large and small buildings that can bring life and fill out your levels.

[visit site](#) | [videos](#) | [runtime demo](#)

- One click procedural building generation
- Works in Unity Pro and Indie
- Customise textures, dimensions, styles.
- Generate building interiors, basements, cores and stairs.
- No need to run your scene to see your building.
- Fully integrated into the Unity IDE.
- No DLLs - full source.



Track BuildR is a powerful editor extension that allows you to create your own racing circuits within the editor. Using procedural generation, you can create and edit the circuit you want and need for your game.

[Visit Site](#) | [Demos](#) | [Videos](#) | [Documentation](#)

- Works in Unity Pro and Indie.
- Customize textures, dimensions, styles.
- No need to run your scene to see your track.
- Supports Substance textures.
- Fully integrated into the Unity IDE with a custom GUI.
- Import Google Earth KML files to create tracks.
- Terrain support
- No DLLs – full source.