

ShapeCover (formerly SphereCover) is a tool meant to help you easily cover a round objects of your choosing without having to do all the pesky math. Bugs, suggestions, and requests can be sent to [twistedwebbe@gmail.com](mailto:twistedwebbe@gmail.com).

### SphereCover Demo Scene

The demo scene exists to show you some examples of what SphereCover can do.

**2.5 Radius Sphere** is a small sphere, while **15 Radius Sphere** is much larger. The only difference is the radius value input for SphereCover.cs.

**Sphere of Spheres** is an example showing how you can create a nearly Sphere-like structure with an almost smooth surface simply by altering the radius values.

**30 Percent Spawn** is the same as the **15 Radius Sphere**, except for the Spawn Chance value being set to 30 instead of 100. This allows for more randomization.

**Planet** uses three instances of the script to simulate a simple randomized planet. You can see how the Fill From and Fill To variables are used to limit how much of the sphere will actually be covered.

**Colorful Spheres** puts a randomization effect on the object spawned as one way to add different objects to the sphere.

**Houses Centered** uses a simple house prefab and places them around the sphere as if they had a center of gravity at the center of the sphere. No actual gravity is used here.

### Demo (Christmas Forest) Scene

A simple scene that alters the values of a script for covering the rounded sides of cones. Combined with a standard Capsule object to make a forest of trees and Christmas trees!

### SphereCover.cs and ConeCover.cs

Detailed instructions for how to fill in the variables and how the scripts work can be found in comments within the script files.

### Versions

1.1 - Now renamed to ShapeCover! Introducing ConeCover, with a tree-filled demo scene just in time for the Holiday Season!

1.0.1 - Fixed a naming issue with an object's holding shell.

1.0 - Initial release.