



BBLOCK
PROTOTYPING RESOURCES

V1.1

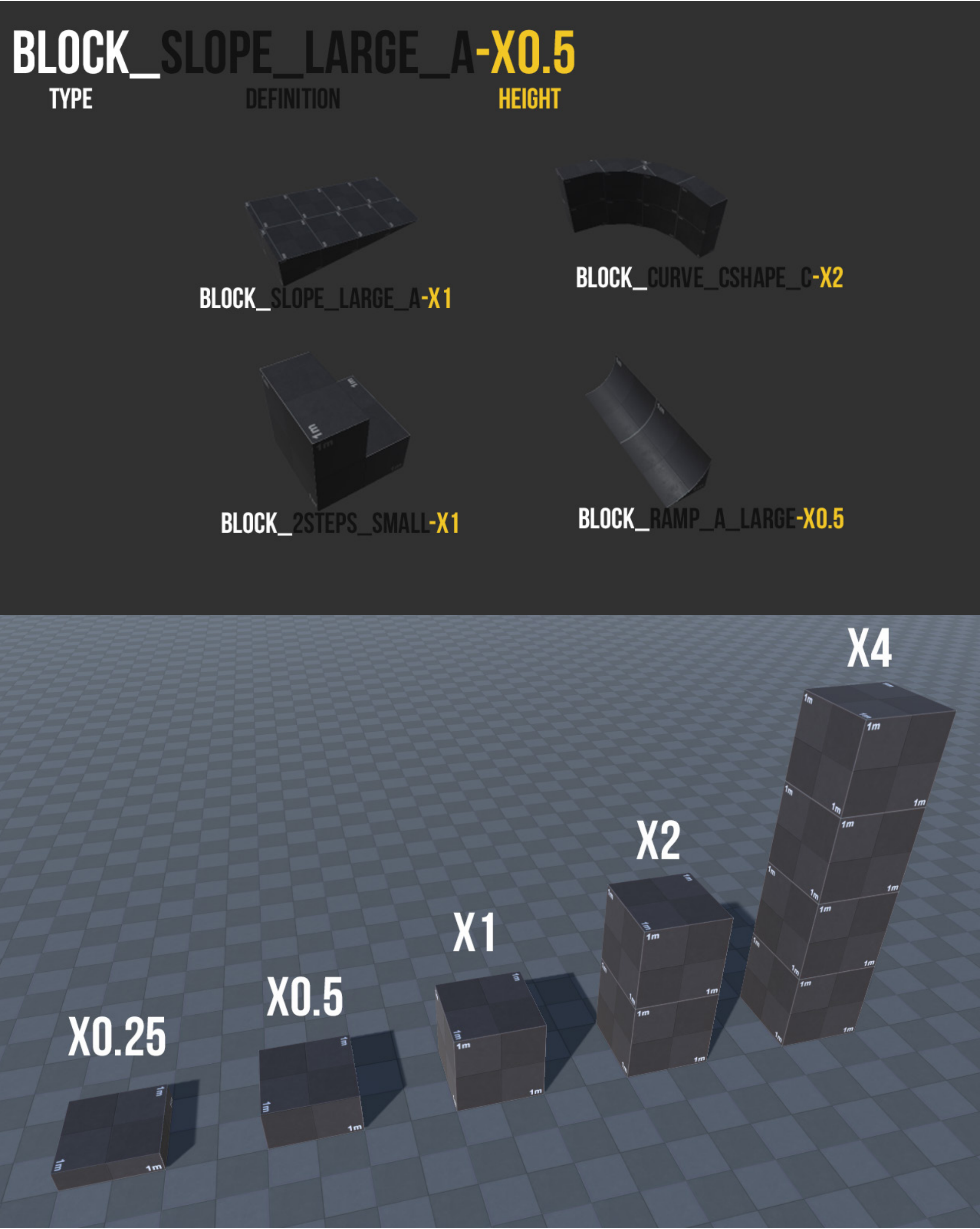
- 1 - NOMENCLATURE
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1 - NOMENCLATURE

ALL ASSETS ARE NAMED AS FOLLOWS

TYPE_SHAPEORDER-HEIGHT

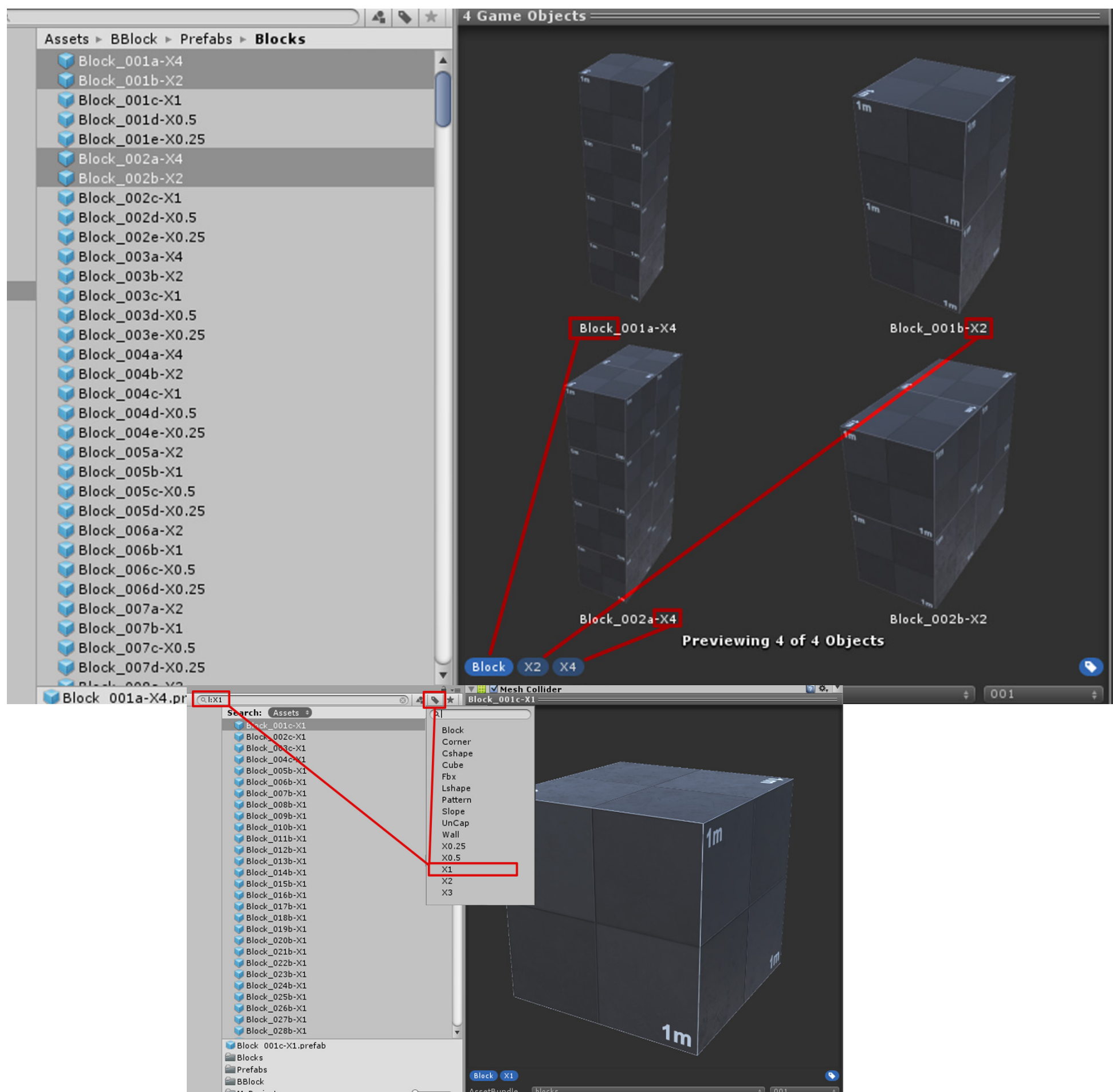
- TYPE: BLOCKS | WALLS | PATTERNS| PRIMITIVES
- DEFINITION: DEFINE THE SHAPE (CURVED, CHAMFERED, LSHAPE, CSHAPE ETC)
- HEIGHT: HEIGHT OF PREFAB



2 - SEARCH BY LABEL

YOU WILL FIND A LIST OF LABELS FOR ALL PREFABS. IT WILL BE EASIER TO FILTER YOUR SEARCHES.

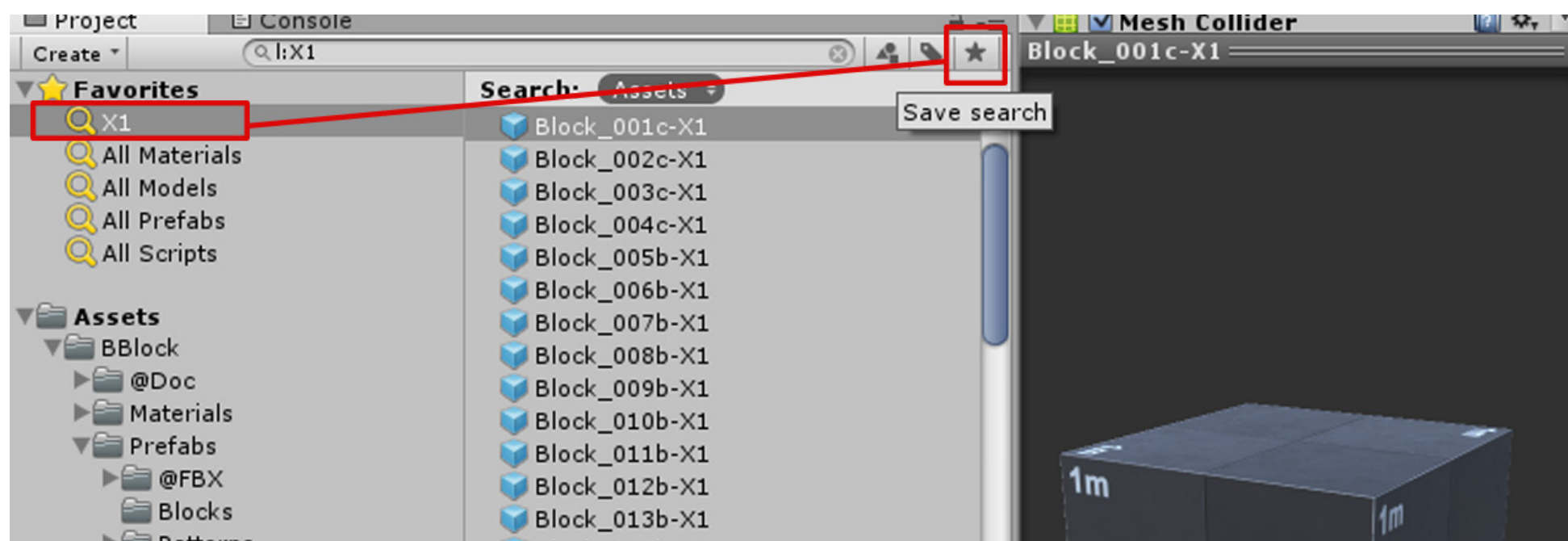
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SAVE SEARCH

ABOVE THE PROJECT STRUCTURE LIST IS A FAVORITES SECTION WHERE YOU CAN KEEP FREQUENTLY-USED ITEMS FOR EASY ACCESS. YOU CAN DRAG ITEMS FROM THE PROJECT STRUCTURE LIST TO THE FAVOURITES AND ALSO SAVE SEARCH QUERIES THERE (SEE SEARCHING BELOW).

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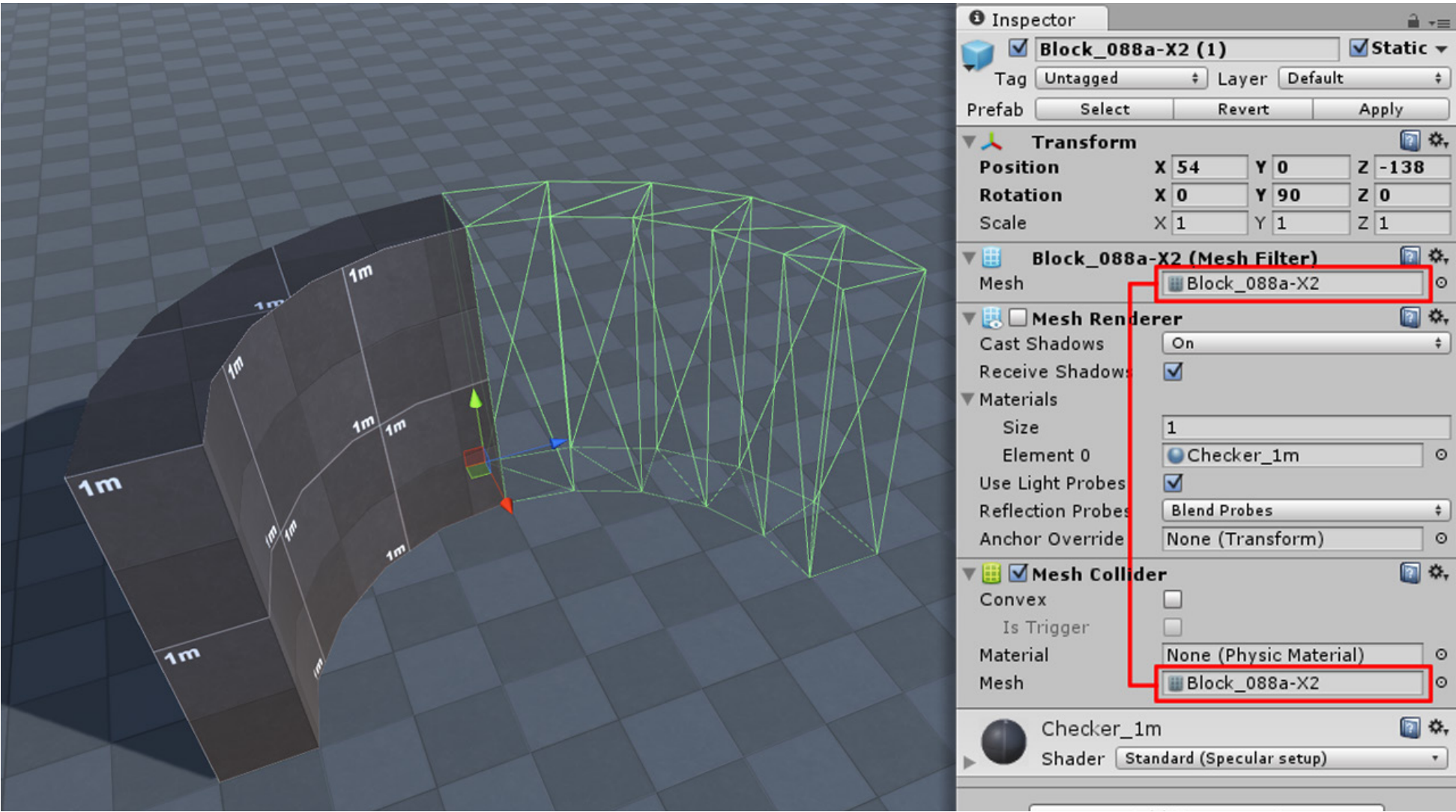


3 - COLLIDERS

ALL MESHS COLLIDERS TAKES MESHS ASSETS (@GLOBALS FOLDERS) AND BUILDS ITS COLLIDERS BASED ON THIS MESHS. IT IS FAR MORE ACCURATE FOR COLLISION DETECTION THAN USING PRIMITIVES FOR COMPLICATED MESHS.

MESH COLLIDERS THAT ARE MARKED AS CONVEX CAN COLLIDE WITH OTHER MESH COLLIDERS.

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4 - UVS

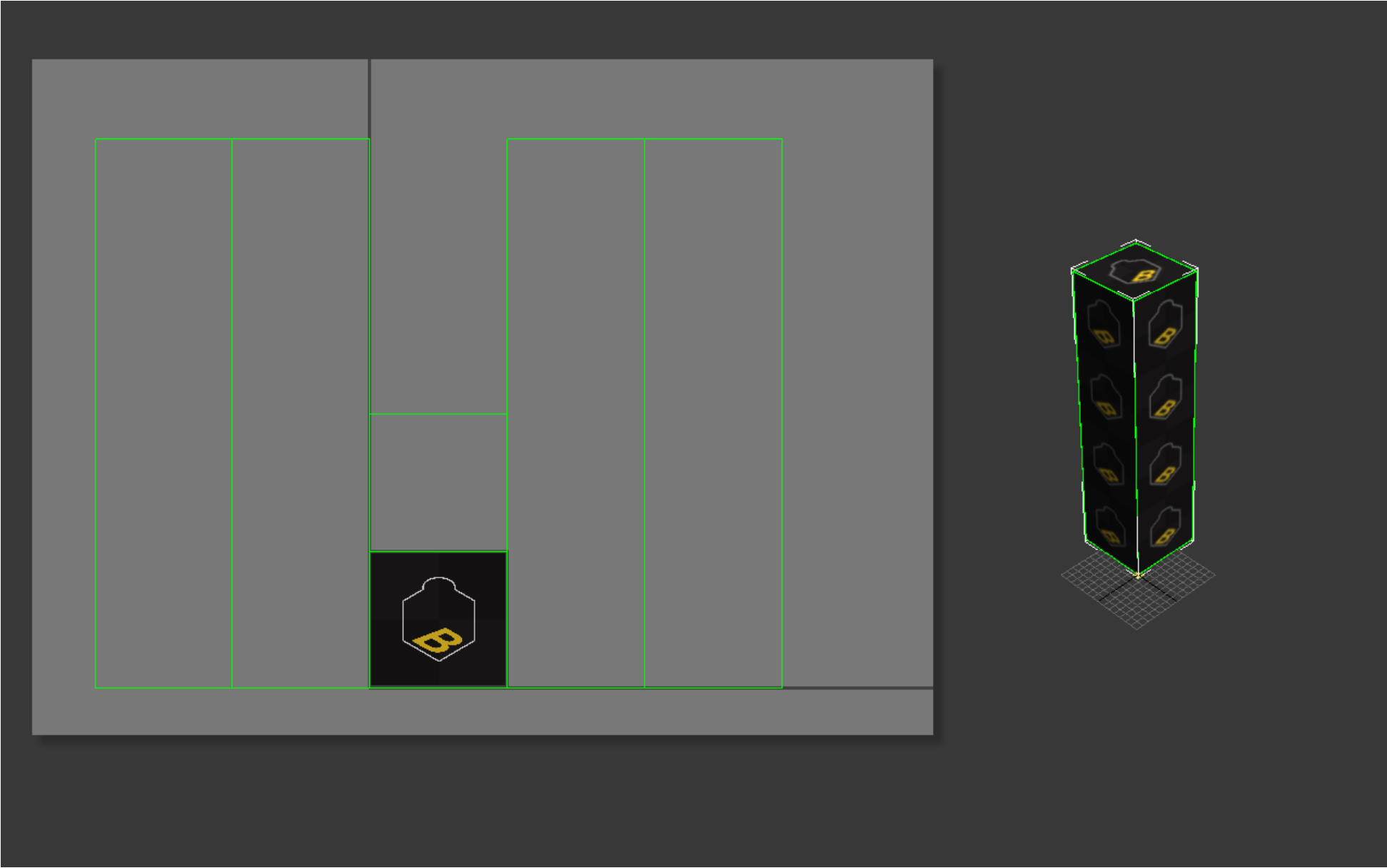
FOR EASY USE OF TEXTURES, UVS WERE DESIGNED TO WORK WITH TILED SQUARE MAPS.

TEXTURE - SET THE WRAP MODE TO «REPEAT».

MATERIAL - TILLING SET TO 1 =1 UNIT, TILING SET TO 2 = 0.5 UNIT, ETC.

IT IS RECOMMENDED TWEAKING UVS IF YOU WANT TO MAKE A COMPLETE TEXTURING.

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5 - PIVOTS

THE GIZMO DISPLAY TOGGLES ARE USED TO DEFINE THE LOCATION OF ANY TRANSFORM GIZMO.



GIZMO DISPLAY TOGGLES

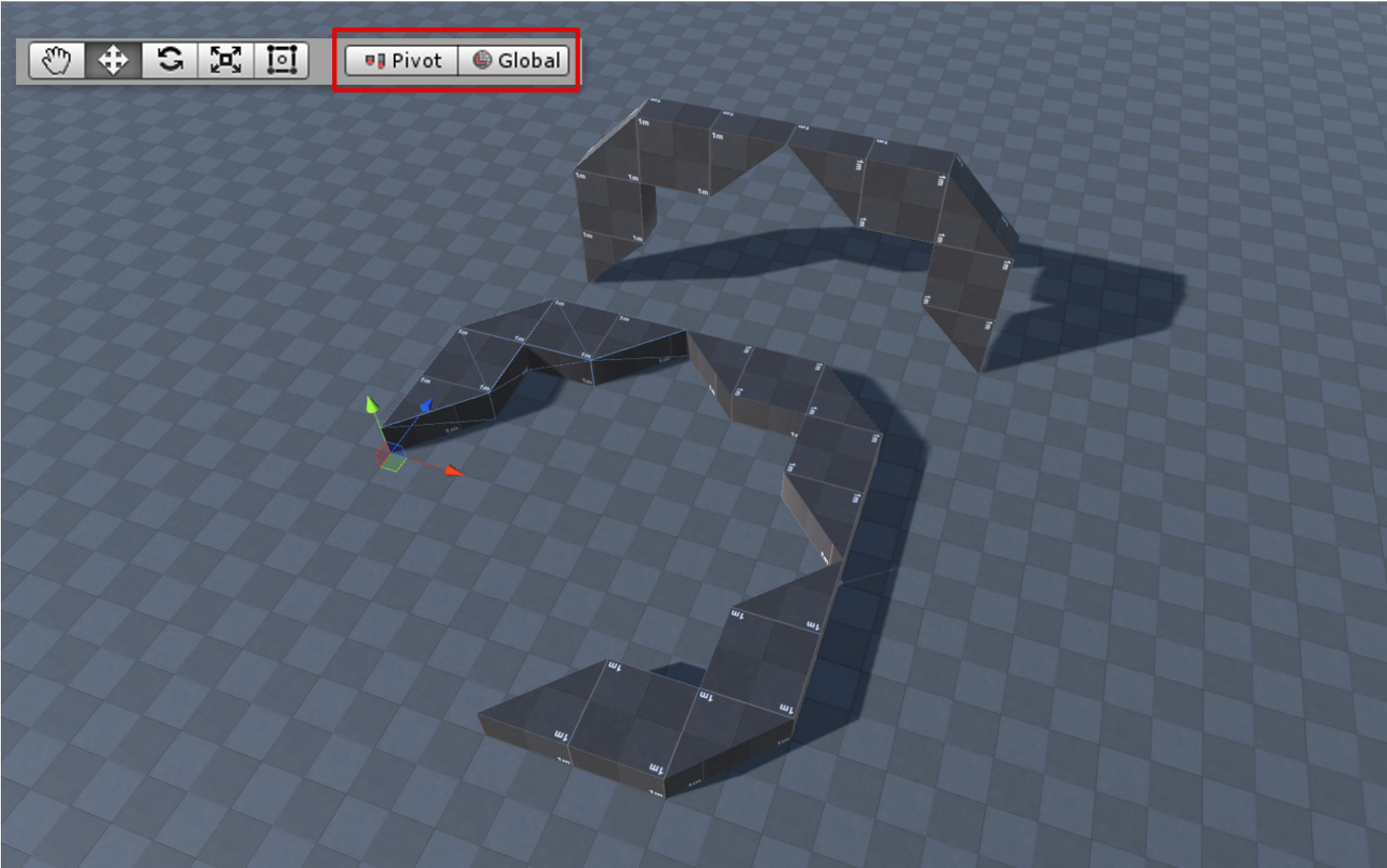
FOR POSITION:

- CENTER WILL POSITION THE GIZMO AT THE CENTER OF THE OBJECT’S RENDERED BOUNDS.
- PIVOT WILL POSITION THE GIZMO AT THE ACTUAL PIVOT POINT OF A MESH.

FOR ROTATION:

- LOCAL WILL KEEP THE GIZMO’S ROTATION RELATIVE TO THE OBJECT’S.
- GLOBAL WILL CLAMP THE GIZMO TO WORLD SPACE ORIENTATION.

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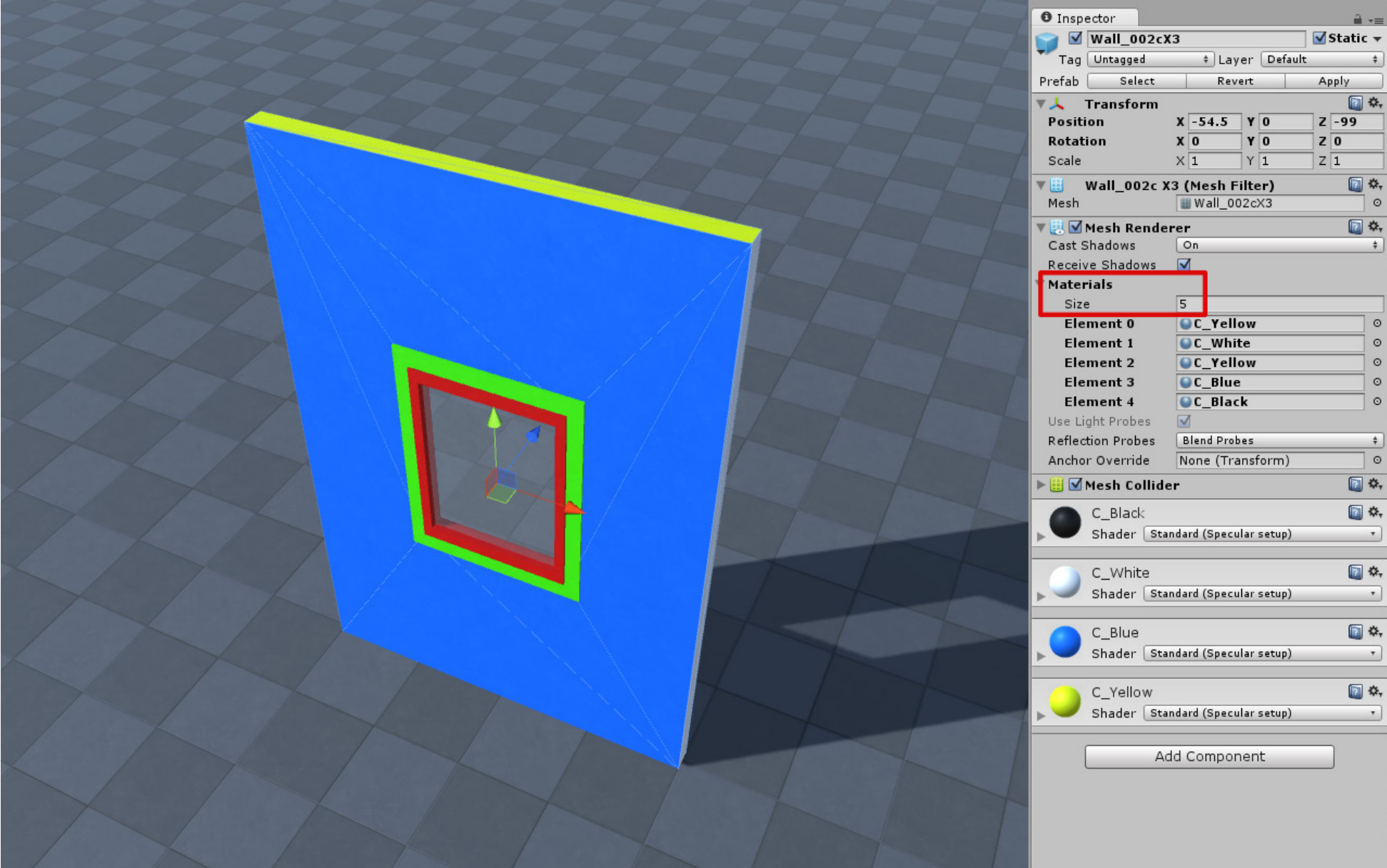
6 - WALLS MATERIALS

MESH RENDERER

WALLS PREFABS USE MULTIPLE MATERIALS. ALL THE MATERIALS USED BY THE MESH RENDERER ARE HELD IN THE MATERIALS LIST.

IF THERE ARE MORE MATERIALS ASSIGNED TO THE MESH RENDERER THAN THERE ARE IDS, THE MESH WILL BE RENDERED WITH EACH OF THE REMAINING MATERIALS, ONE ON TOP OF THE NEXT.

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7 - SNAPPING

VERTEX SNAPPING

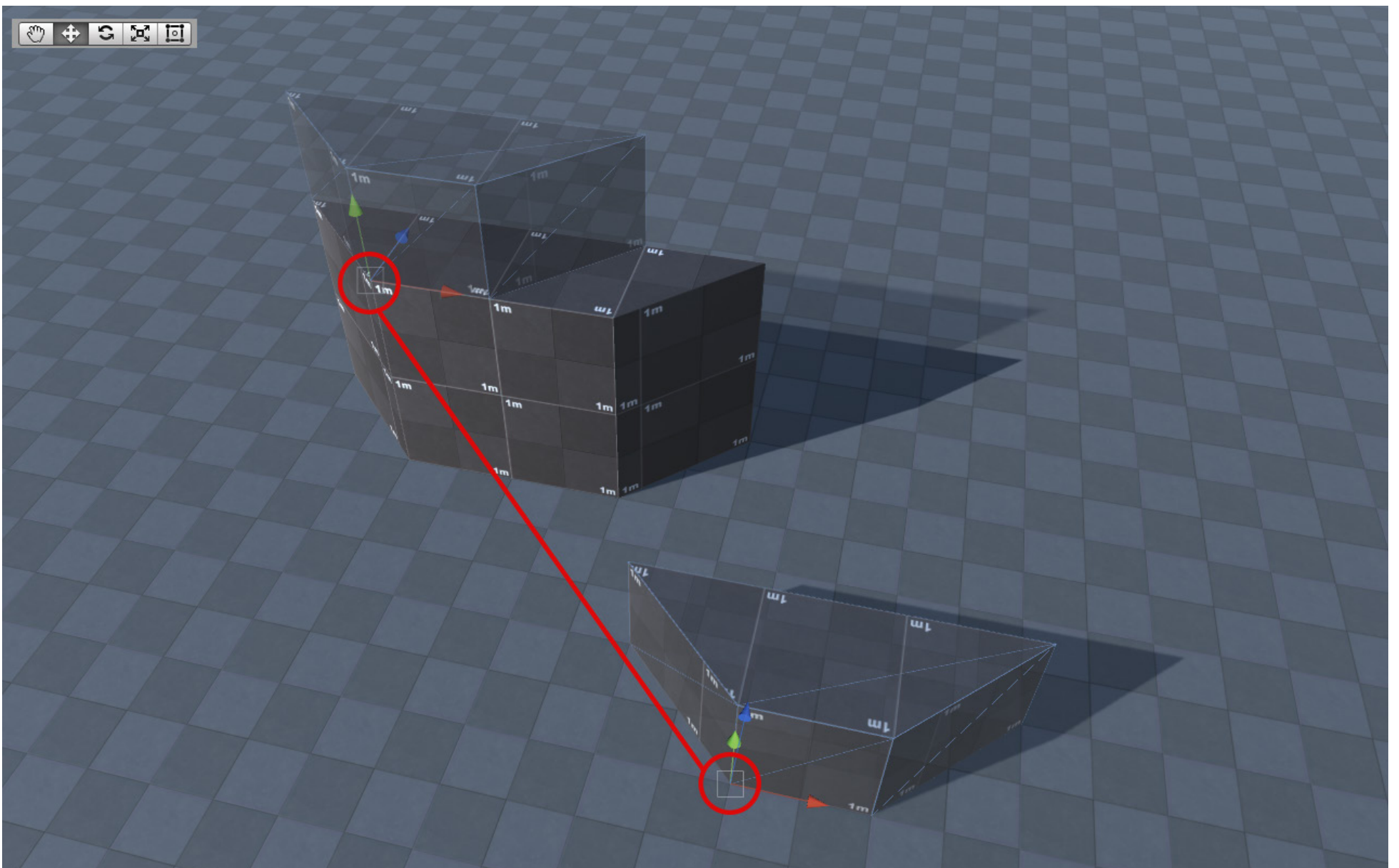
YOU CAN ASSEMBLE YOUR WORLDS MORE EASILY WITH A FEATURE CALLED VERTEX SNAPPING. THIS FEATURE IS A REALLY SIMPLE BUT POWERFUL TOOL IN UNITY. IT LETS YOU TAKE ANY VERTEX FROM A GIVEN MESH AND WITH YOUR MOUSE PLACE THAT VERTEX IN THE SAME POSITION AS ANY VERTEX FROM ANY OTHER MESH YOU CHOOSE.

WITH THIS YOU CAN ASSEMBLE YOUR WORLDS REALLY FAST. FOR EXAMPLE, YOU COULD ALIGN ROAD SECTIONS PRECISELY IN A RACING GAME OR POSITION POWER UP ITEMS AT THE VERTICES OF A MESH.

USING VERTEX SNAPPING IN UNITY IS SIMPLE. JUST FOLLOW THESE STEPS:

- SELECT THE MESH YOU WANT TO MANIPULATE AND MAKE SURE THE TRANSFORM TOOL IS ACTIVE.
- PRESS AND HOLD THE V KEY TO ACTIVATE THE VERTEX SNAPPING MODE.
- MOVE YOUR CURSOR OVER THE VERTEX ON YOUR MESH THAT YOU WANT TO USE AS THE PIVOT POINT.
- HOLD DOWN THE LEFT BUTTON ONCE YOUR CURSOR IS OVER THE DESIRED VERTEX AND DRAG YOUR MESH NEXT TO ANY OTHER VERTEX ON ANOTHER MESH.
- RELEASE YOUR MOUSE BUTTON AND THE V KEY WHEN YOU ARE HAPPY WITH THE RESULTS.
- SHIFT-V ACTS AS A TOGGLE OF THIS FUNCTIONALITY.
- YOU CAN SNAP VERTEX TO VERTEX, VERTEX TO SURFACE AND PIVOT TO VERTEX.

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CONTACT

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