Curve Master

Design Document

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# Overview

# Features

## Create and Edit Curves

Curve Master Unity’s built-in Handles and Gizmos, create and edit curves for a wide range of usages.

## Curve Types

Different curve types have different properties and suit different purposes. Choose from a list of available types, or let Curve Master suggest a curve based on the purpose for that curve.

* Cubic Hermite Curve
* Bézier Curve
* Catmull-Rom Spline
* Cubic Spline
* B-Spline

Some curve types will only have certain editing capabilities, and the inspector will list the control type and its properties (the good and the bad) when editing a curve.

## Analysis

Curve Master comes with an array of powerful analysis tools for the curves you create. You can analyze the curve as a whole, intervals of a curve, or any given point on a curve, its control points, control polygon, convex hull, derivatives, second derivatives, continuity, curvature, performance, tracing, fitness, and control locality.

## …

## Applications

### Pathways

### Mesh Generation Along Curve

### Curve Around Points

Curve Master can generate a curve around a specified set of colliders or points. You can adjust the angle by using a plane

## Integrated with Others

Enjoy seamless integration between Curve Master and Cinemachine, Timeline, ProBuilder, and Editor Scripting.