

Drawing on 3D game objects

This tool allows you to easily draw on 3D game objects. You can use it as a simple texture drawing tool. You can set the brush color, brush thickness, brush pattern, save the drawn texture, control the position and angle of the camera so that every position of the game object can be drawn, and also includes an erase function. It is really easy to use. And supports URP, HDRP, Built-in rendering pipeline.

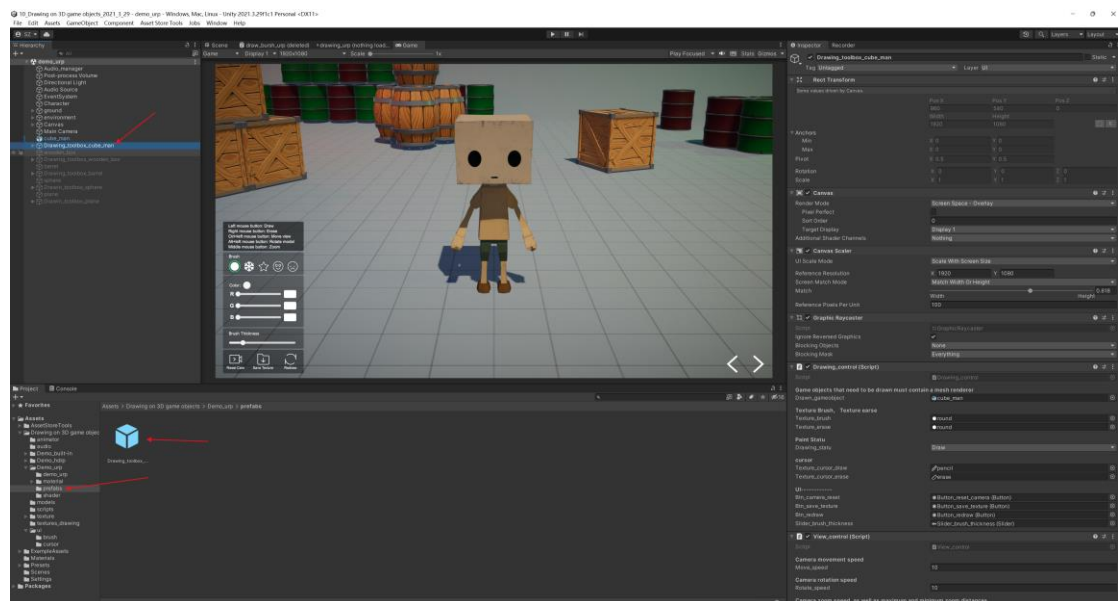
Key Features:

- Easy to use.
- Optimized for performance with minimal impact on frame rates.
- The color, thickness, and pattern of the brush can be easily set.
- The drawn textures can be stored.
- Includes erase function.
- Easily control the camera position and angle.
- Support URP, HDRP, Built-in render pipeline.
- Clear Demo.
- Good after-sales service.

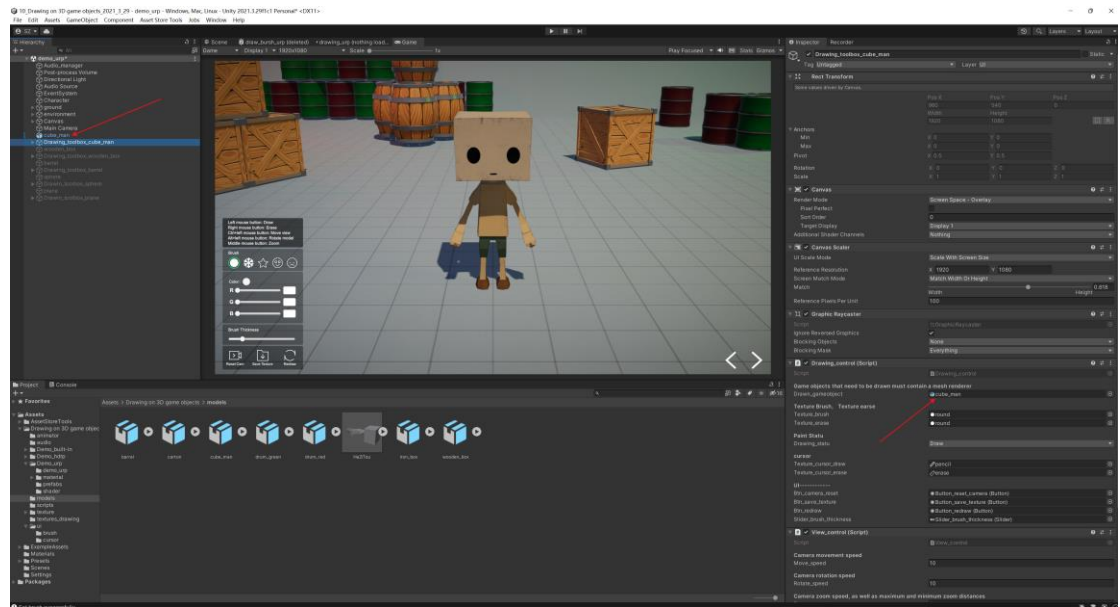
How to Use it:

How to scan a scene

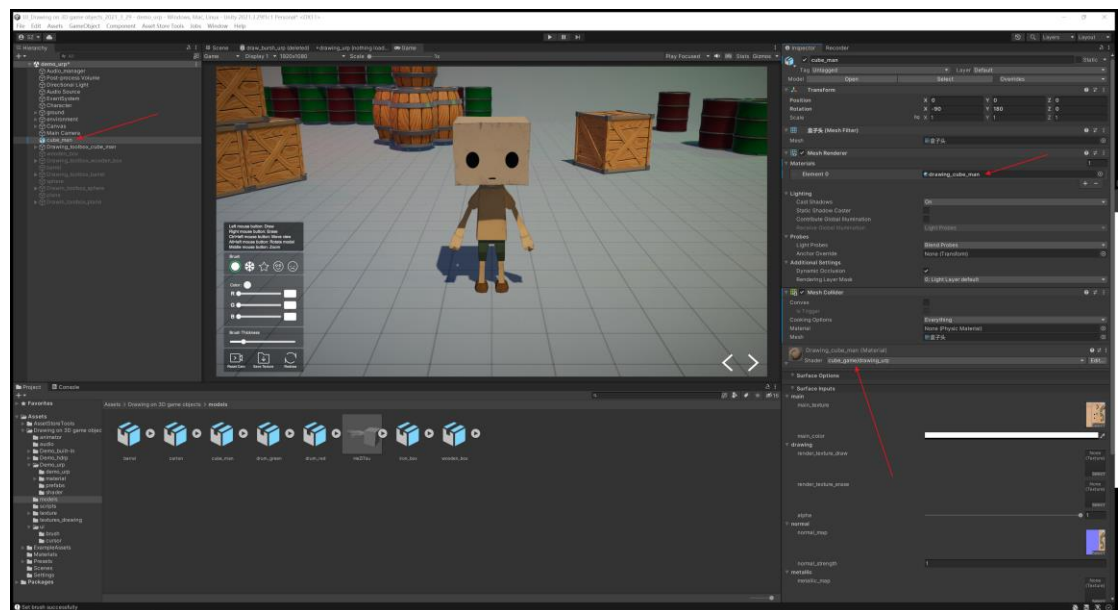
1. Instantiate any of the four prefabs in the figure below.



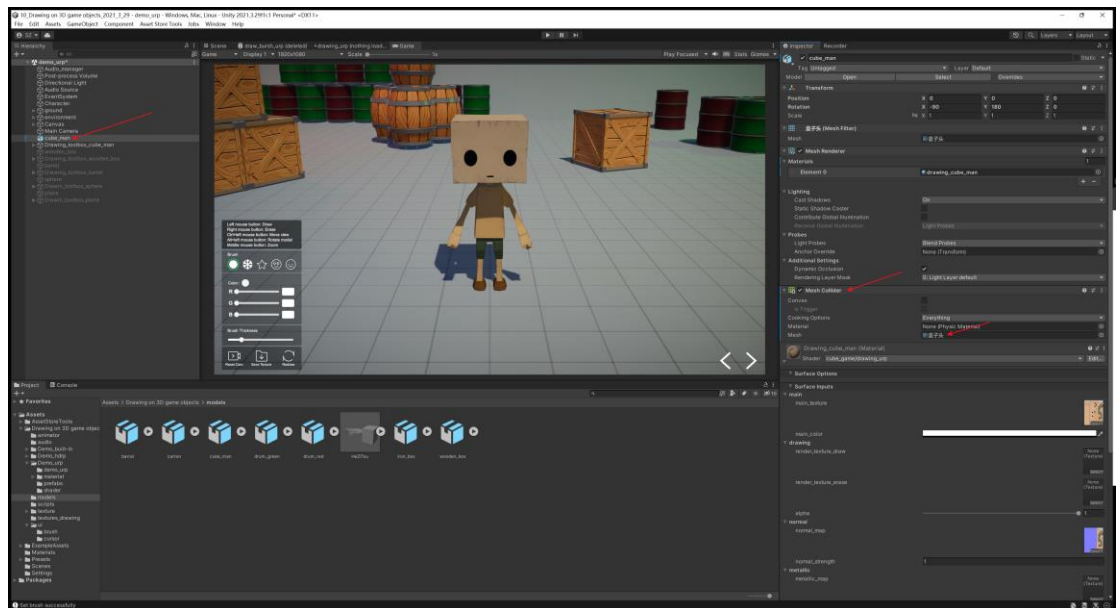
2. Add the 3D game objects that need to be drawn. This game object must contain a mesh renderer or a skinned mesh renderer.



3. The shader of the game object being drawn should be set to "cube_game/drawing".



4. Finally, add a mesh collider to the drawn game object.



Contact me:

If you have any questions, please feel free to contact me.

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