GAMEDRAW

MODELING IN UNITY COMES TO LIFE

A Product by Mixed Dimensions |

MXD
Mixed Dimensions
Interactive 3D and Gaming Technologies

What is GameDraw?

GameDraw is an intuitive modeling extension for Unity that will make it possible for you now to model, draw, edit and optimize 3D & 2D elements within Unity, Game draw is a revolutionary tool that supports in creating 3D models and 2D element "Vector or sprite" within Unity, GameDraw has also an optimizer that optimizes meshes and a procedural building generator with the ability to create your own building easily.
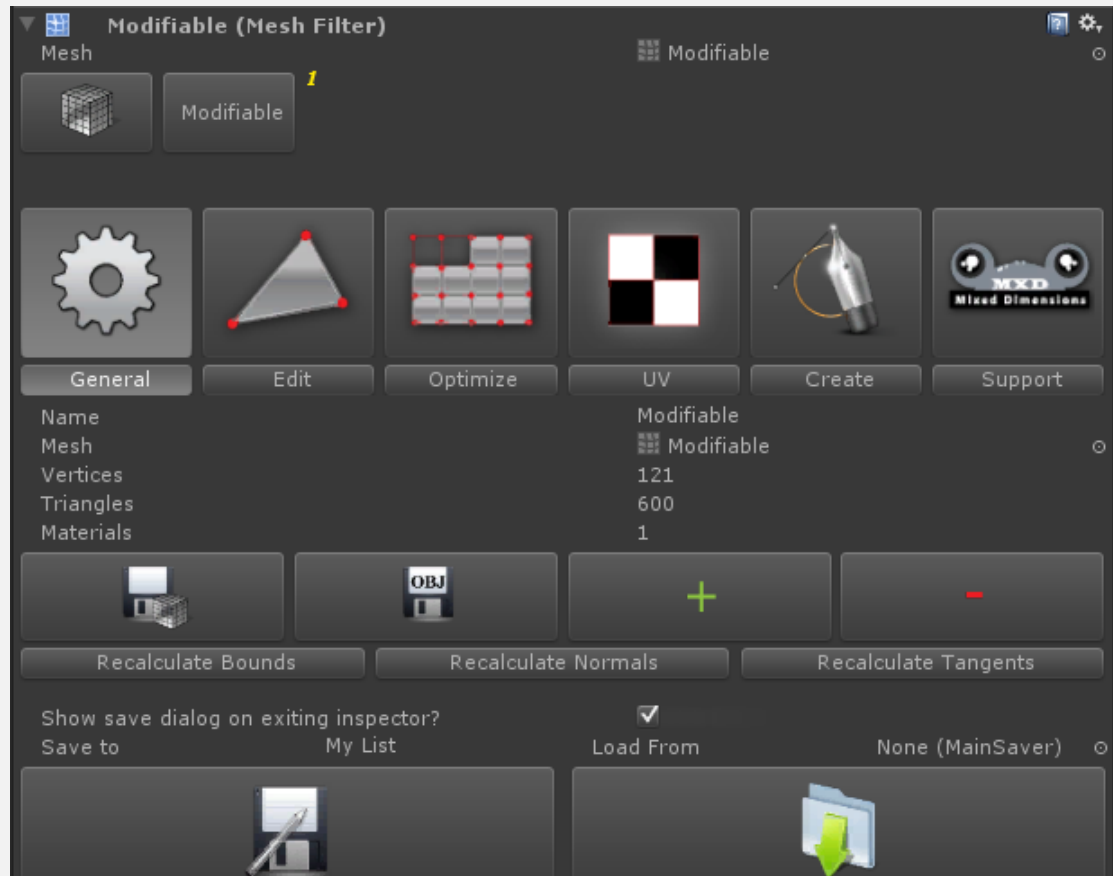
Figure(1) Screenshot of GameDraw

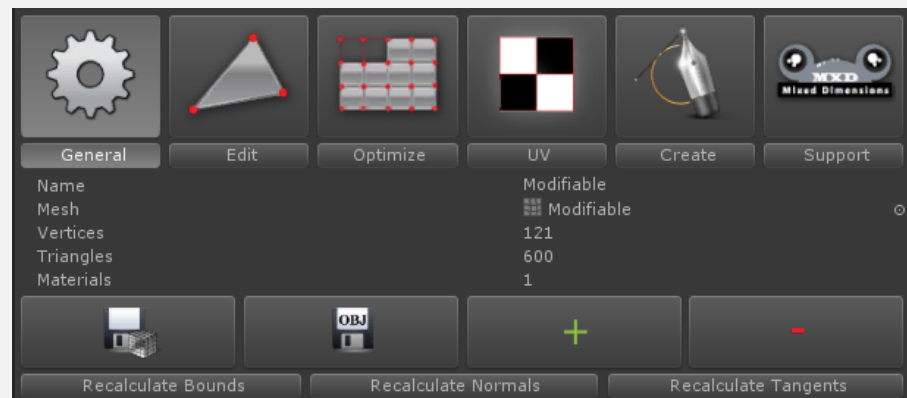The purpose of game draw is to make the life of designers easier by giving them possibilities inside the game engine itself and cutting down time and cost.
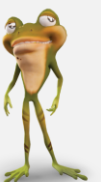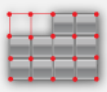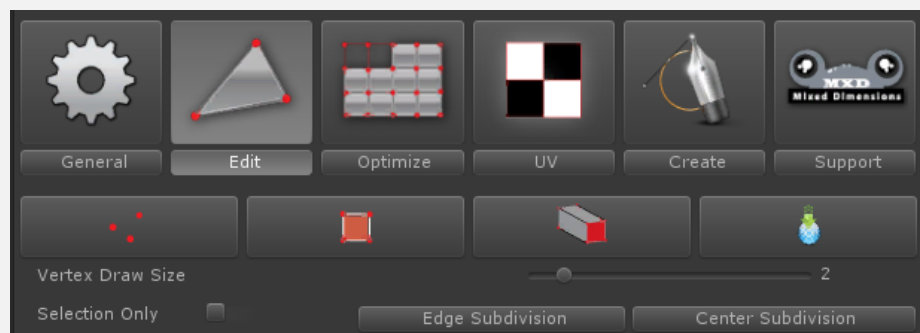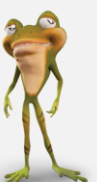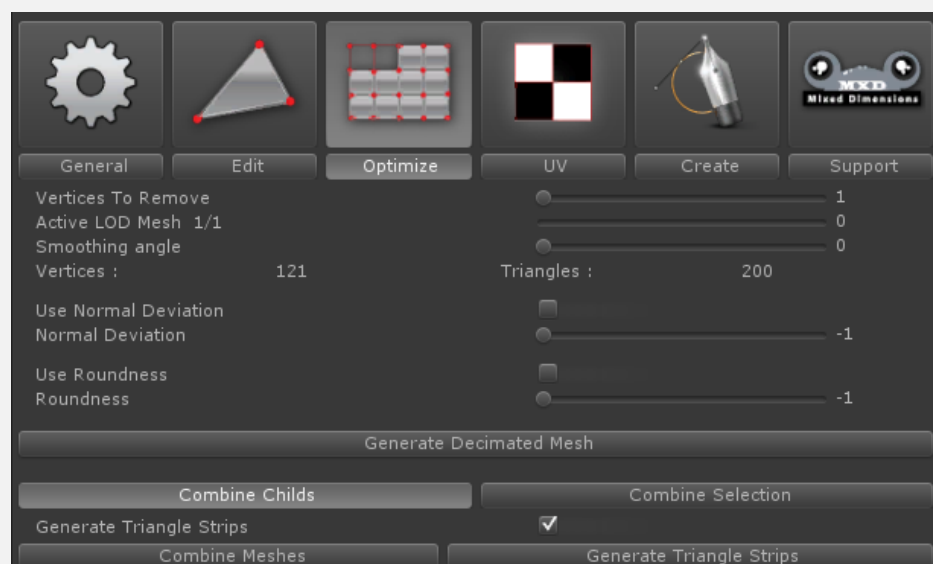
Tabs

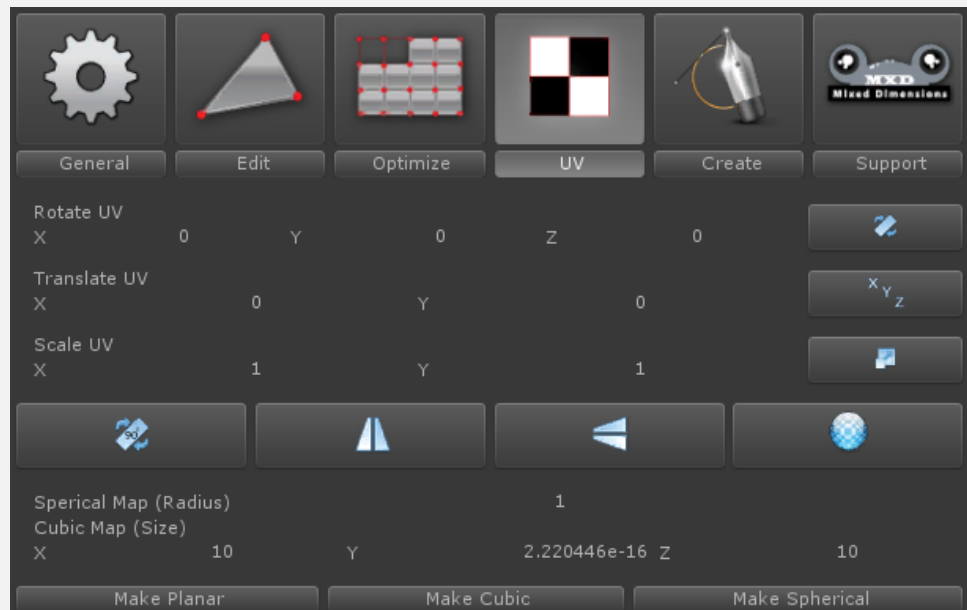GameDraw comes with a set of tabs:
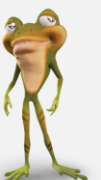

General Tab

Edit Tab

Optimize Tab

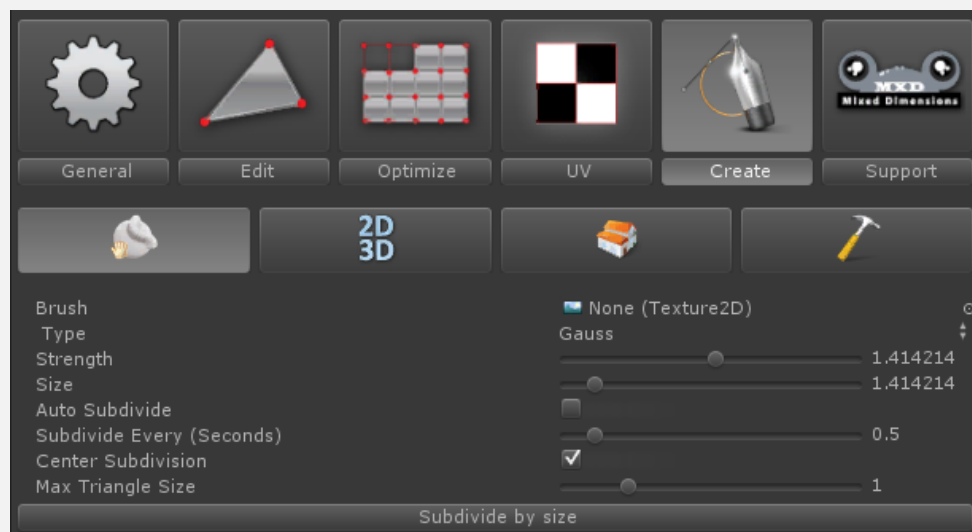**UV Editing Tab**

Rotate UV
X   0   Y   0   Z   0

Translate UV
X   0   Y   0

Scale UV
X   1   Y   1

Sperical Map (Radius)   1
Cubic Map (Size)
X   10   Y   2.220446e-16   Z   10

Make Planar	Make Cubic	Make Spherical

Create Tab

Brush   None (Texture2D)
 Type   Gauss
Strength   1.414214
Size   1.414214
Auto Subdivide
Subdivide Every (Seconds)   0.5
Center Subdivision ✔
Max Triangle Size   1

Subdivide by size

Support Tab

Features

GameDraw comes with a set of features for editing, optimizing and even the creation of models as below:

- Creating copies of the mesh while preserving the original one.

- Saving as **.asset**, **.obj** or a list of all edited meshes.

- Comes as an editor for the MeshFilter so you don't need to add anything or even use the Menu to launch it.

- General information about the current mesh as well as some helpful functions like "Recalculate Normals" with saving capabilities as well as copying to\ removing from the list.

- Editing of meshes:
  - Modify vertices.
  - Modify triangles.
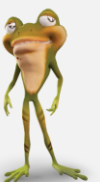
- o ▪ Extrude selected triangles.
- o ▪ Assign a material to the selected triangles.
- o Vertex Draw size will allow you from controlling the drawing size of the handles in the scene
- o ▪ vertex weld: just select vertices and set a threshold between them, zero will always force vertex welding on all the selection
- o Subdivision:
  - ▪ Centric subdivision that will subdivide the triangle from its center.
  - ▪ Edge subdivision that will subdivide the triangle through adding a new vertex in the middle of the edge.

- ▪ Optimization of meshes (PRO Only)
  - o Vertices to remove: the total number of vertices to remove from the model.
  - o Active LOD 1/1: represents the current optimized mesh in the optimized meshes list.
  - o Smoothing angle: fixes the smoothing angle so that splitting of vertices to fix the normals is decided depending on the specific value.
  - o Vertices & triangles: the total number of vertices and triangles in the current optimized mesh.
  - o Use normal Deviation: whether to use normal deviation or not.
  - o Normal deviation: is the value of normal deviation to be used when generating the decimated meshes.
  - o Use roundness: whether to use roundness or not.
  - o Roundness: the value of roundness to be used when generating decimated meshes.
  - o Generate decimated meshes: when clicked this button will generate decimated mesh and adds it to the list of decimated meshes.
  - o Combine Childs/Combine Selection: whether to combine meshes depending on the childs of the current active transform or depending on the selection.
  - o Combine meshes: when clicked this button will combine meshes depending on the combine type selected.
  - o Generate triangle strips: when clicked this button will optimize the mesh by generating triangle strips.

- ▪ UV Editing: gives possibilities to edit UVs inside Unity:
  - o ▪ Rotate the UV according to the given values.
  - o ▪ Translates the UV according to the given values.
  - o ▪ Scale the UV according to the given values.
  - o ▪ Flip the UV 90 degrees.
  - o ▪ Flip the UV on the X axis.
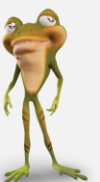
- o   Flip the UV on the Y axis.
- o   Launches the UV editor.

-   The creational space of GameDraw where you can create content, currently it only supports sculpting but soon we will launch a punch of exciting features like building creation:

  - o   The sculpt area where you can sculpt meshes:
    - Brush: here you can select a texture to be used as the brush for sculpting.
    - Type: the type of brush to be used, available types include:
      - Gauss
      - Linear
      - Needle
      - Texture
    - Strength: represents the power of the brush
    - Size: represents the size of the brush
    - Auto subdivide: whether to auto subdivide according to the max triangle size.
    - Subdivide Every (Seconds): how much time is required to call the next subdivision.
    - Center subdivision: whether to subdivide from the center or from the edge.
    - Max triangle size: represents the maximum triangle size allowed.
    - Subdivide by size: when clicked this button will subdivide all triangle with size less than specified.

-   Support: where you can find all resources need to learn more about GameDraw and keep in touch with us.

Contact Us

Support	support@mixeddimensions.net
Sales	sales@mixeddimensions.net
Website	www.mixeddimensions.net