3D Level Generator

By Amit Klein

YouTube tutorial
https://www.youtube.com/watch?v=T_oV-zAf-bQ

Open Level Editor Window

- Click on Window

- Open Level Editor
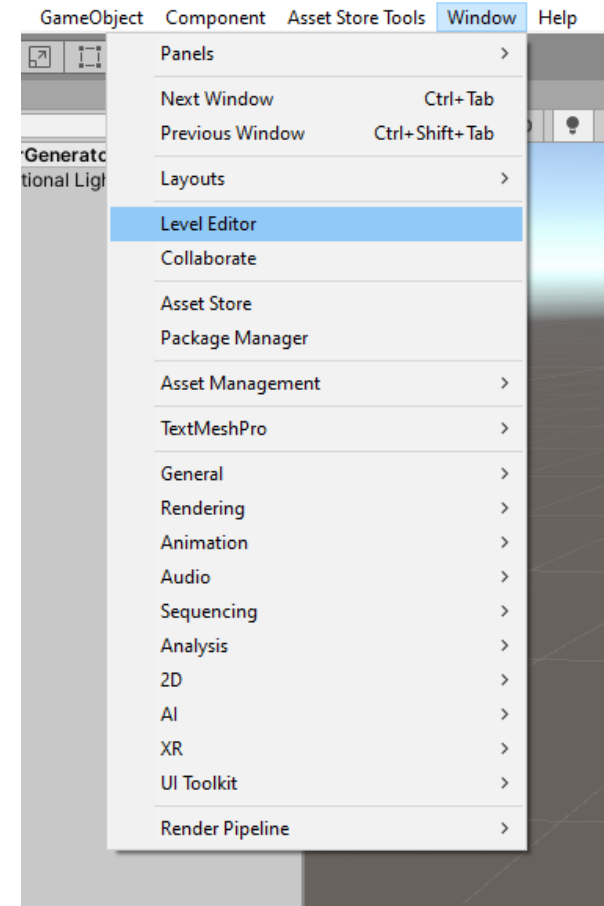
Components

1
2
3

4

5

6
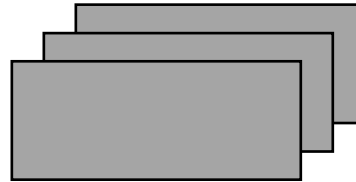
1 Level build style
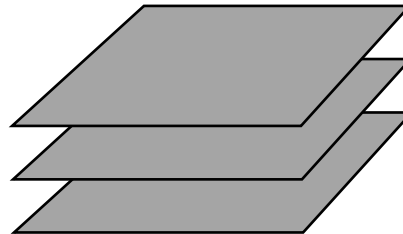
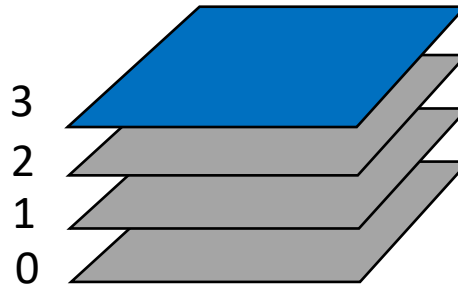How do you want your layers to be build
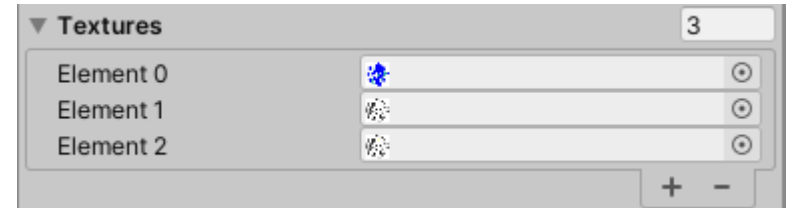
- Front to Back

- Bottom to Top

2 Layer (optional)

• Where the base needs to be.

• (Useful when you want to add another layer on an existing scene).
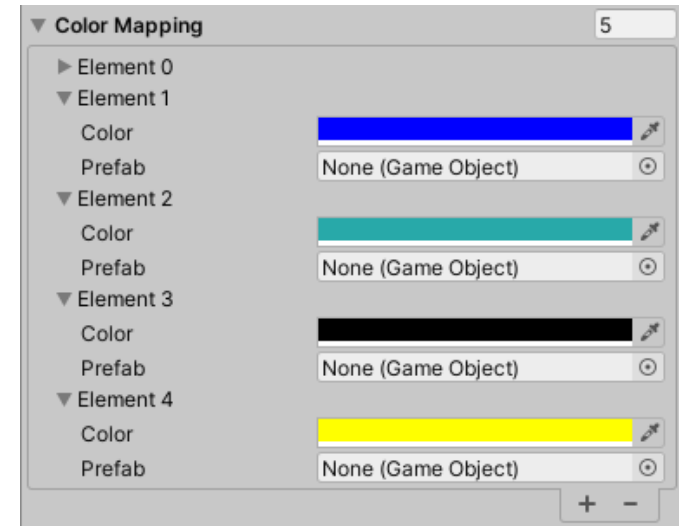
3 Textures

- The maps you want to put in the game.

- Examples for maps are in the maps folder in the project.

4 Color Mapping

- An array of Objects that contains:

1. A color from the maps (See 5th component).

2. A game object.

This is how the programs know how to translate the maps to an actual level to build.

5 Generate color button

Get Colors From Maps

- Add object to color mapping with all the colors in all the loaded maps.

- This is extremely useful to help you get the right colors.

6 Generate Level

Generate Level

- After you finished filling all the information needed press this button and you level will be build