

# 3D Level Generator

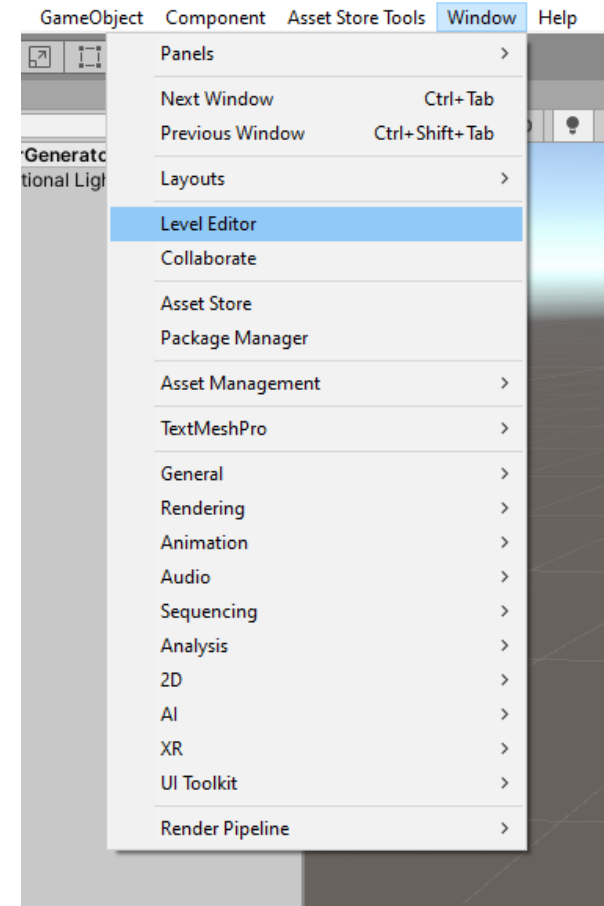
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YouTube tutorial

[https://www.youtube.com/watch?v=T\\_oV-zAf-bQ](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

LevelEditorWindow

Set all the variables

You level build style: 

Bottom To Top

Layer (Optional) 

0

▼ Textures 

3

Element 0

Element 1

Element 2

+

-

▼ Color Mapping 

5

► Element 0

▼ Element 1

Color

Prefab

None (Game Object)

▼ Element 2

Color

Prefab

None (Game Object)

▼ Element 3

Color

Prefab

None (Game Object)

▼ Element 4

Color

Prefab

None (Game Object)

+

-

Get Colors From Maps

Generate Level

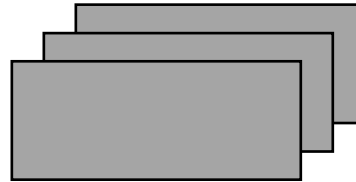
# 1 Level build style

You level build style:

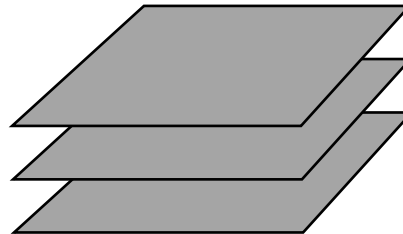
Bottom To Top

How do you want your layers to be build

- Front to Back



- Bottom to Top

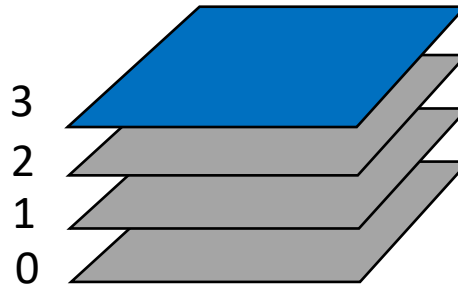


# 2 Layer (optional)

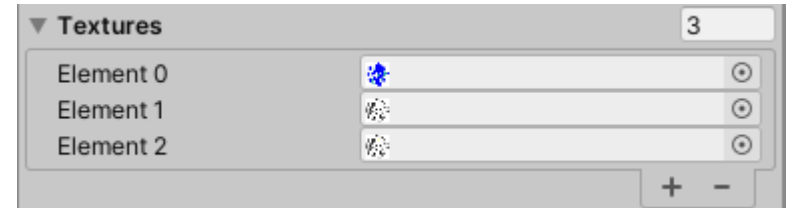
Layer (Optional)

0

- Where the base needs to be.
- (Useful when you want to add another layer on an existing scene).



# 3 Textures



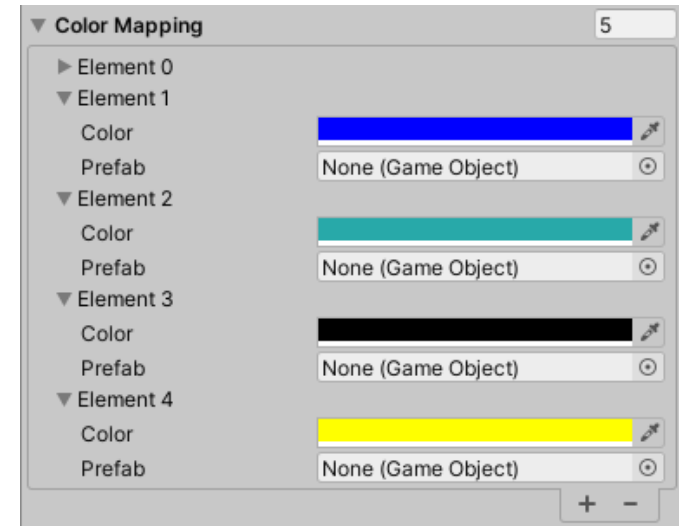
- The maps you want to put in the game.
- Examples for maps are in the maps folder in the project.

# 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

A rectangular button with a light gray background and a thin gray border. The text "Generate Level" is centered on the button in a dark gray, sans-serif font.

Generate Level

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