

# Gw1p Games



## Easy Paint: Prefabs

Made by Gw1p

**Asset store:** <http://u3d.as/S2B>

**Itch.io:** <https://gw1p.itch.io/easy-paint>

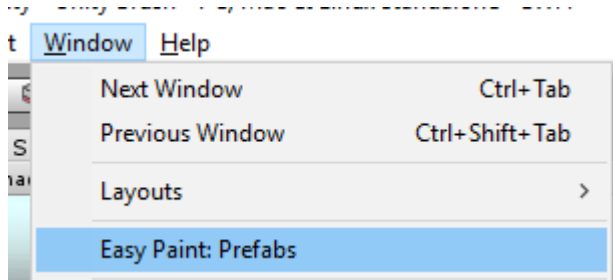
**Trailer:** [https://youtu.be/\\_mhlUyU7jew](https://youtu.be/_mhlUyU7jew)

**Contact:** [gw1psupp@gmail.com](mailto:gw1psupp@gmail.com)

**Package:** EasyPaint folder containing Scripts and Textures folders as well as EasyPaintPrefabs PDF. To setup: place the EasyPaint folder under Assets (Assets/EasyPaint).

## How to use:

- How to open the window



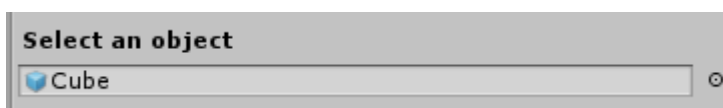
- Ready/not ready button
  - Ready: if the user right clicks an object in the editor, the brush will add the prefab.



- Unready: the brush is not working.



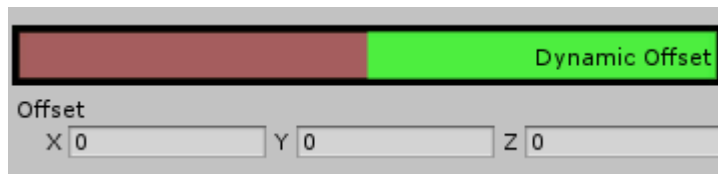
- Object field: object, which is going to be instantiated (can be a prefab or GameObject)



- Static/Dynamic Offset
  - Static Offset: adds Vector3 to local transform of an instantiated object.



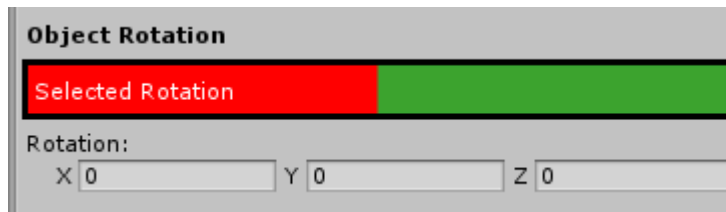
- Dynamic Offset: adds Vector3 multiplied by an object's scale to an instantiated object.



A UI element for 'Dynamic Offset'. It features a horizontal bar with a red segment on the left and a green segment on the right. The text 'Dynamic Offset' is displayed in the green segment. Below the bar, the label 'Offset' is followed by three input fields: 'X 0', 'Y 0', and 'Z 0'.

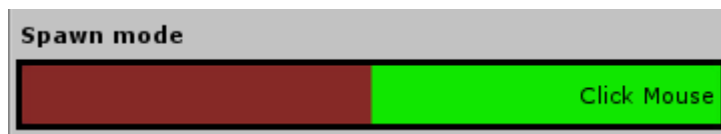
- Object Rotation

- Selected Rotation: changes object's rotation.



A UI element titled 'Object Rotation'. It has a horizontal bar with a red segment on the left and a green segment on the right. The text 'Selected Rotation' is displayed in the red segment. Below the bar, the label 'Rotation:' is followed by three input fields: 'X 0', 'Y 0', and 'Z 0'.

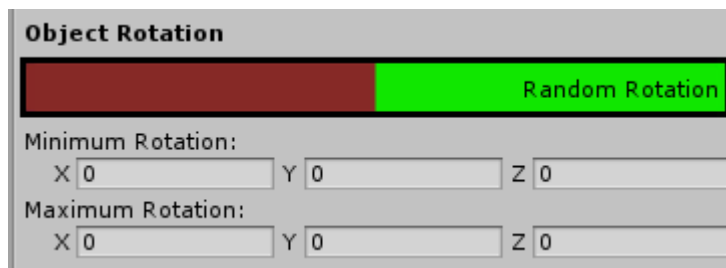
- Random Rotation: changes object's rotation to random values between a certain range.



A UI element titled 'Spawn mode'. It features a horizontal bar with a red segment on the left and a green segment on the right. The text 'Click Mouse' is displayed in the green segment.

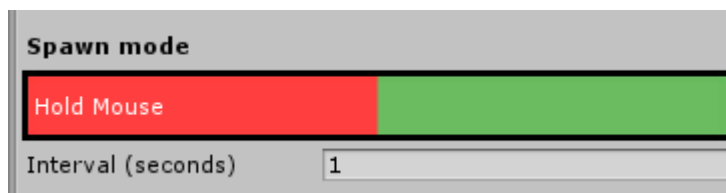
- Click/Hold Mouse

- Click Mouse: spawn an object/objects where the cursor is.



A UI element titled 'Object Rotation'. It has a horizontal bar with a red segment on the left and a green segment on the right. The text 'Random Rotation' is displayed in the green segment. Below the bar, there are two sets of input fields. The first set is labeled 'Minimum Rotation:' and the second is labeled 'Maximum Rotation:'. Each set contains three input fields: 'X 0', 'Y 0', and 'Z 0'.

- Hold Mouse: spawn an object/objects after an interval at the current place of the cursor.



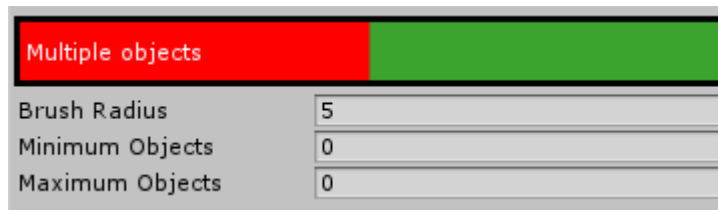
A UI element titled 'Spawn mode'. It features a horizontal bar with a red segment on the left and a green segment on the right. The text 'Hold Mouse' is displayed in the red segment. Below the bar, the label 'Interval (seconds)' is followed by an input field containing the value '1'.

- One/Multiple Objects

- One Object: spawn one object.

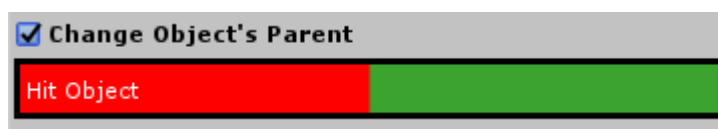


- Multiple Objects: spawn multiple objects between Minimum and Maximum objects within a certain Range (displayed as red circle around the cursor).

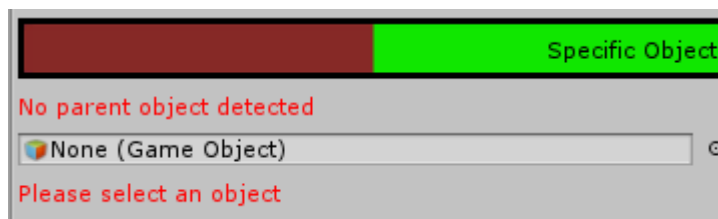


- Change Object's Parent

- Hit Object: spawn an object/objects as a child of the object which the cursor is currently on.



- Specific Object: spawn an object/objects as a child of an object in the scene.




- Change Object's Scale

- Selected Scale: change object's scale.



- Random Scale: change object's scale to a random within a specified range.

☒ **Change Object's Scale**

 Random Scale

Minimum Scale:

X  Y  Z

Maximum Scale:

X  Y  Z