Made by Gw1p

Asset store: http://u3d.as/S2B

Itch.io: https://gw1p.itch.io/easy-paint

Trailer: https://youtu.be/_mhlUyU7jew

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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:

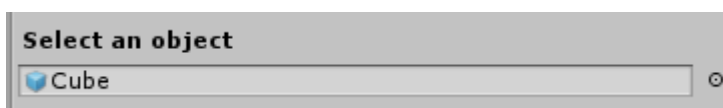- How to open the window
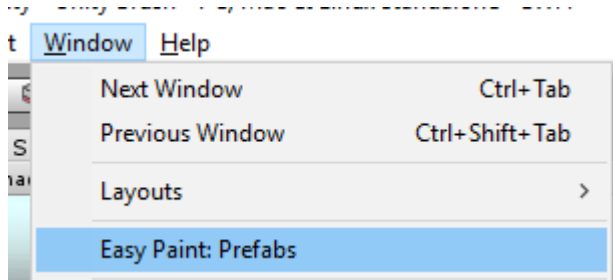
- Ready/not ready button
  - Ready: if the user right clicks an object in the editor, the brush will add the prefab.

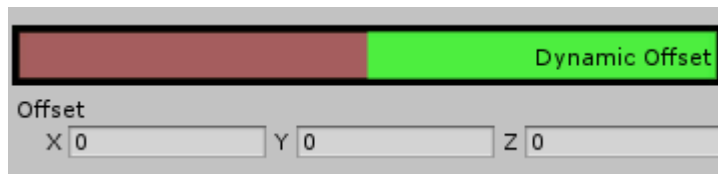 - Unready: the brush is not working.

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

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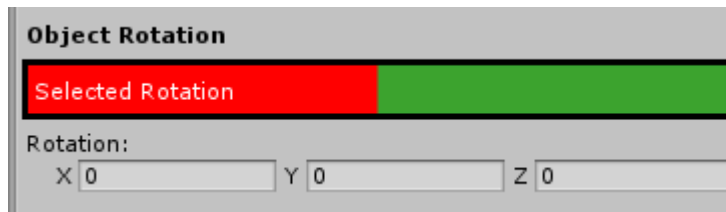 - Static Offset: adds Vector3 to local transform of an instantiated object.

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

  Dynamic Offset

  Offset
  X 0   Y 0   Z 0
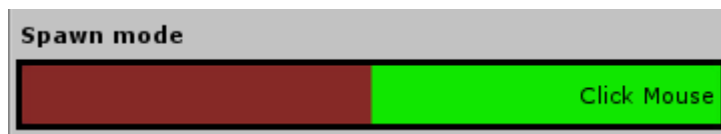
- Object Rotation
  - Selected Rotation: changes object's rotation.

    Object Rotation

    Selected Rotation
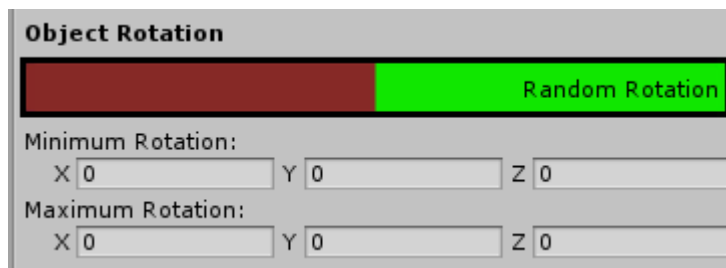
    Rotation:
    X 0   Y 0   Z 0

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

    Spawn mode
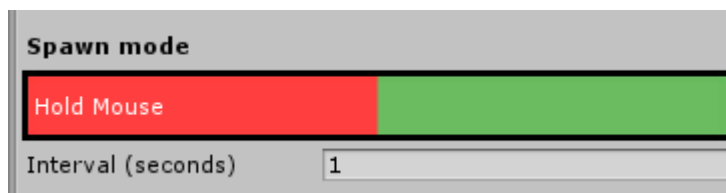
    Click Mouse

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

    Object Rotation

    Random Rotation

    Minimum Rotation:
    X 0   Y 0   Z 0
    Maximum Rotation:
    X 0   Y 0   Z 0

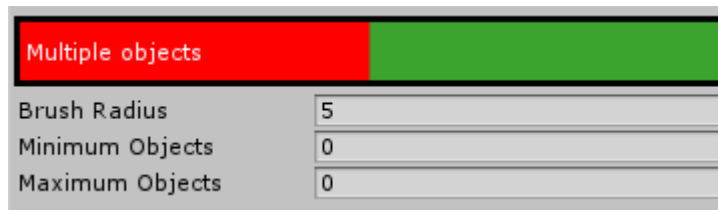 - Hold Mouse: spawn an object/objects after an interval at the current place of the cursor.

    Spawn mode

    Hold Mouse

    Interval (seconds)   1

- One/Multiple Objects

    - One Object: spawn one object.
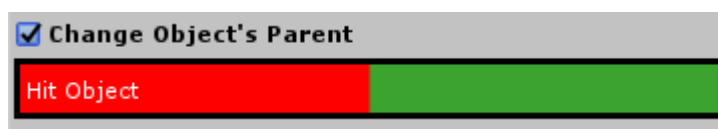

    - Multiple Objects: spawn multiple objects between Minimum and Maximum objects within a certain Range (displayed as red circle around the cursor).
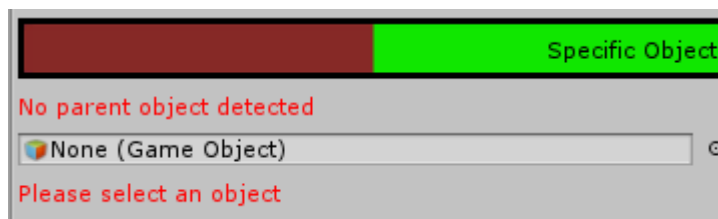

- Change Object's Parent

    - 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.