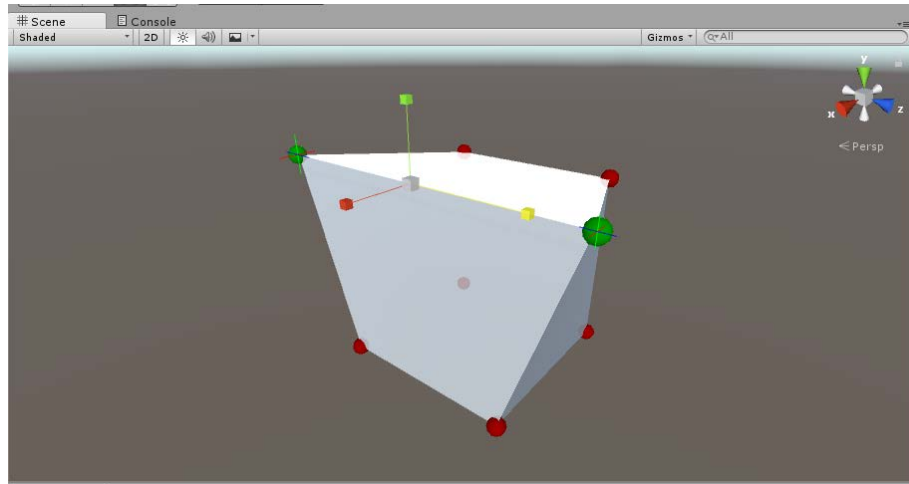# Mesh Editor

## (author: Vörös Gergely)



Description:

- Easy to use mesh editor.
- Basically you are moving, rotating and scaling points and updating vertices of the Mesh.
- When you add GameObjectDeformer script to your object in Hierarchi it creates a Default mesh in Project Window. This is important because we do not want to change our source objects mesh.

Parts:

- GameObjectDeformer:
    - o Attached to the main object
- GizmoScript:
    - o Attached to the points children of the main object

Editing:

- You can start Editing when you click the Point button on the Scene Window.
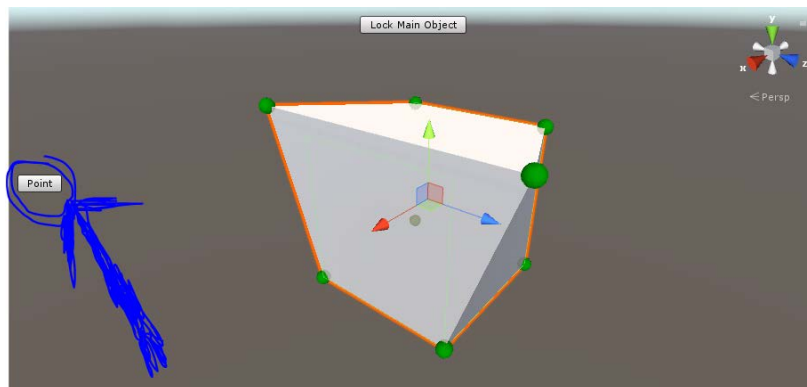


- You can Lock main object with the other button in the Scene Window … it helps you select the points.
- For this you need to create a NotSelectable layer (named exactly like here)
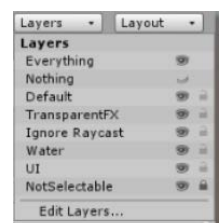
# IMPORTANT:

After you finished your editing you must rename and save the main object with the SaveMesh button.



If you dont save this mesh it is going to be saved as Default mesh and it is going to be lost when you edit another object.

All objects are saved with the string „Default".


Colliders: Add Mesh collider and convex to work!