Logical Operators

&&	AND	Both must be true
	OR	One must be true
ļ.	NOT	Opposite

(See Sebastian Lague's <u>video</u>)

ProBuilder

Notable Features and Functions

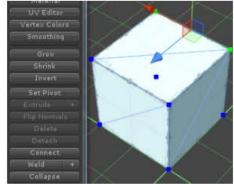
These are just a few of ProBuilder's features- see the **Documentation** for a full list + details

General Features

UV Editing + Texturing

Geometry/3D Modeling

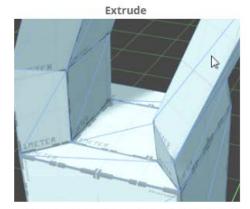




ProBuilder's GUI dynamically adapts to your Element Mode and selection. This way, all possible functions are always available, but only when you need them, retaining a sleek and slim GUI.

Fast, Powerful Texturing

Use standard drag-and-drop, "QuickPaint", or the keyboard-enabled Material Palette to quickly apply materials to individual faces or entire objects. ProBuilder automatically optimizes and tracks sub-meshes and UVs.

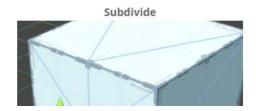


One of ProBuilders best features- select any face or open edge, and simply hold shift while Moving, Rotating, or Scaling to extrude. You can even extrude multiple faces/edges at once!

Vertex Coloring



Automatic UVs

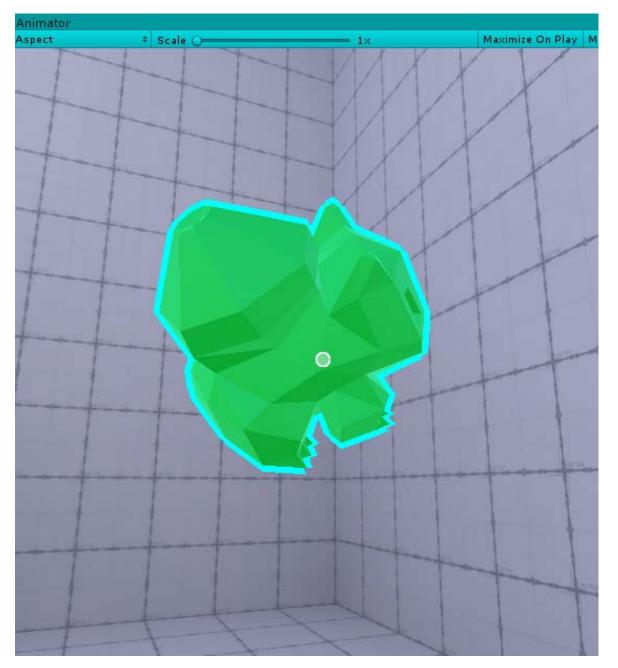


http://www.procore3d.com/probuilder/

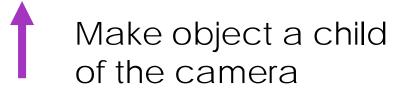
Picking Up Objects

New Scripting Concepts

- Controlling whether Physics affects a Rigidbody
 - <u>Rigidbody.isKinematic</u>
- Switching an object's parent
 - <u>Transform.parent</u>



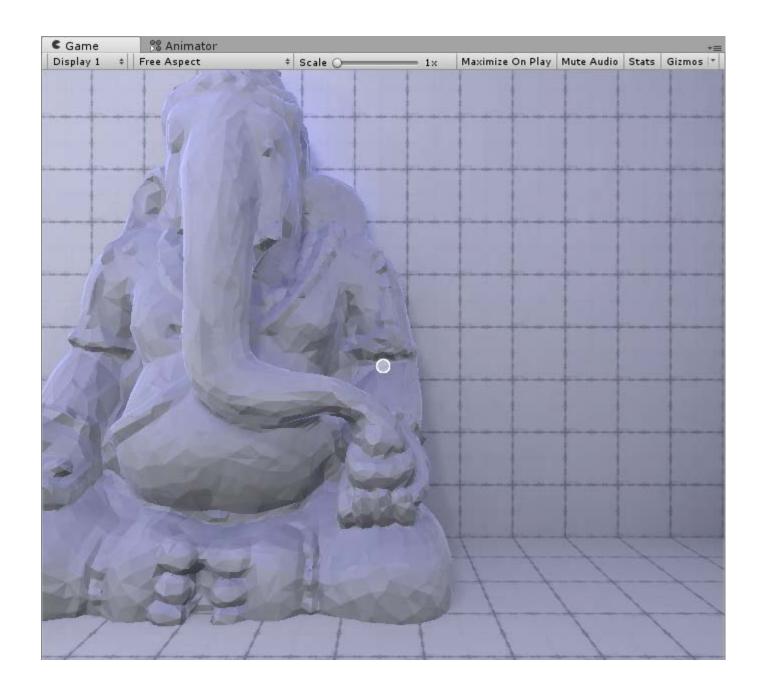


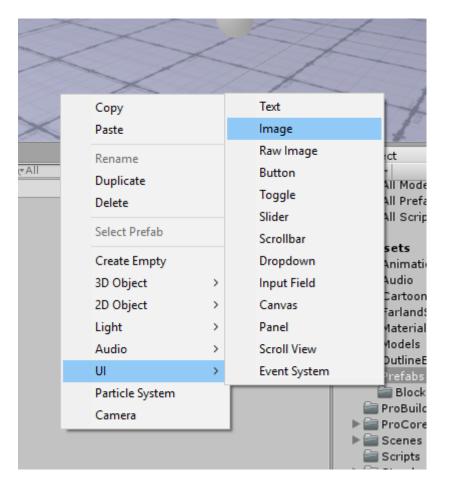


▼ Å Rigidbody	
Mass	1
Drag	0
Angular Drag	0.05
Use Gravity	
Is Kinematic	
Interpolate	None ‡
Collision Detection	Discrete ‡
► Constraints	



Adding a Crosshair





- 班 Lighting Inspector **≟** -≡ ✓ Image ☐ Static ▼ ‡ Layer UI Tag Untagged Rect Transform center Pos X Pos Y Pos Z **#** Height Width 15 [] R 15 **Anchor Presets** Shift: Also set pivot Alt: Also set position center right stretch Z 0 Z 1 e Size Auu Component

Rect Transform Pos X Pos Y Pos Z center 0 0 Height Width ⊞ R 15 15 ▼ Anchors Y 0.5 Min X 0.5 Y 0.5 X 0.5 Max Y 0.5 X 0.5 Pivot X 0 Y 0 Z 0 Rotation Z 1 X 1 Y 1 Scale Canvas Renderer ▼🍢 🗹 Image (Script) Source Image ☐ Cursor Color None (Material) Material V Raycast Target Image Type Simple Preserve Aspect Set Native Size

Add UI Image

Hold alt and click the center preset

Set Source Image to a sprite and adjust width/height

Adding Outlines

Outline Effect

Shaders/Fullscreen & Camera E...

cakeslice

**** (135)

Free





Needs Unity upgrade to version 5.5.2











Sprite/Line/Mesh renderer support

HDR support (useful for bloom, etc...)

Alpha cutout option

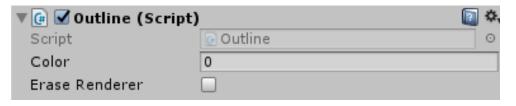
Additive outline rendering option



▼ RigidBodyFPSController MainCamera

▼ 🖟 ✓ Outline Effect	(Script)	[] ∜,
Script	© OutlineEffect	0
Line Thickness		3.71
Line Intensity		10
Fill Amount	←	0.031
Line Color 0		J.
Line Color 1		J.
Line Color 2		J.
Additive Rendering		
These settings can Corner Outlines Add Lines Between	affect performance!	
Advanced settings Scale With Screen	5☑	
Alpha Cutoff		0.5
Flip Y		
Source Camera	♠ MainCamera (Camera)	0

Apply OutlineEffect.cs to the main camera in your scene





Apply Outline.cs to the object you want to have an outline