

Logical Operators

&&	AND	Both must be true
	OR	One must be true
!	NOT	Opposite

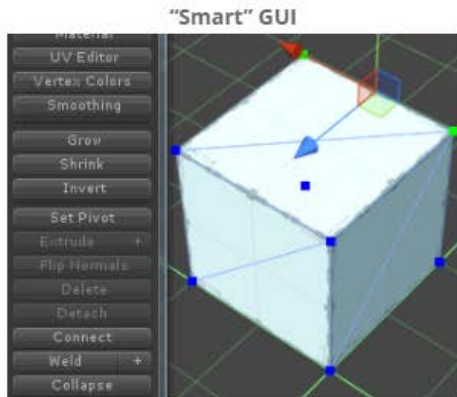
(See Sebastian Lague's [video](#))

ProBuilder

Notable Features and Functions

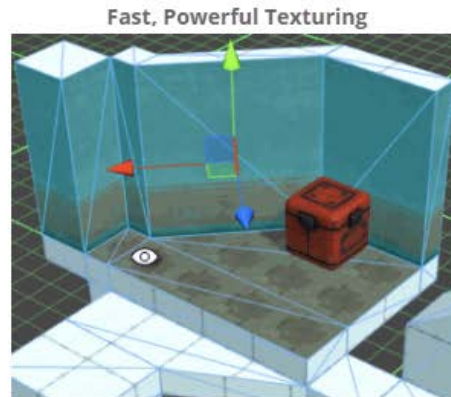
These are just a few of ProBuilder's features- see the [Documentation](#) for a full list + details

General Features



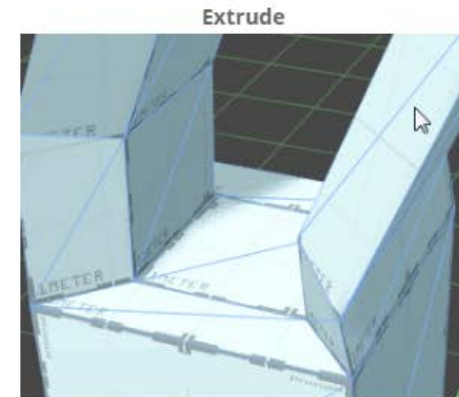
ProBuilder's GUI dynamically adapts to your Element Mode and selection. This way, all possible functions are always available, but only when you need them, retaining a sleek and slim GUI.

UV Editing + 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.

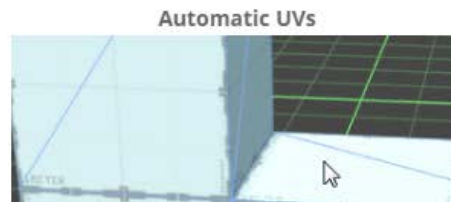
Geometry/3D Modeling



One of ProBuilder's 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



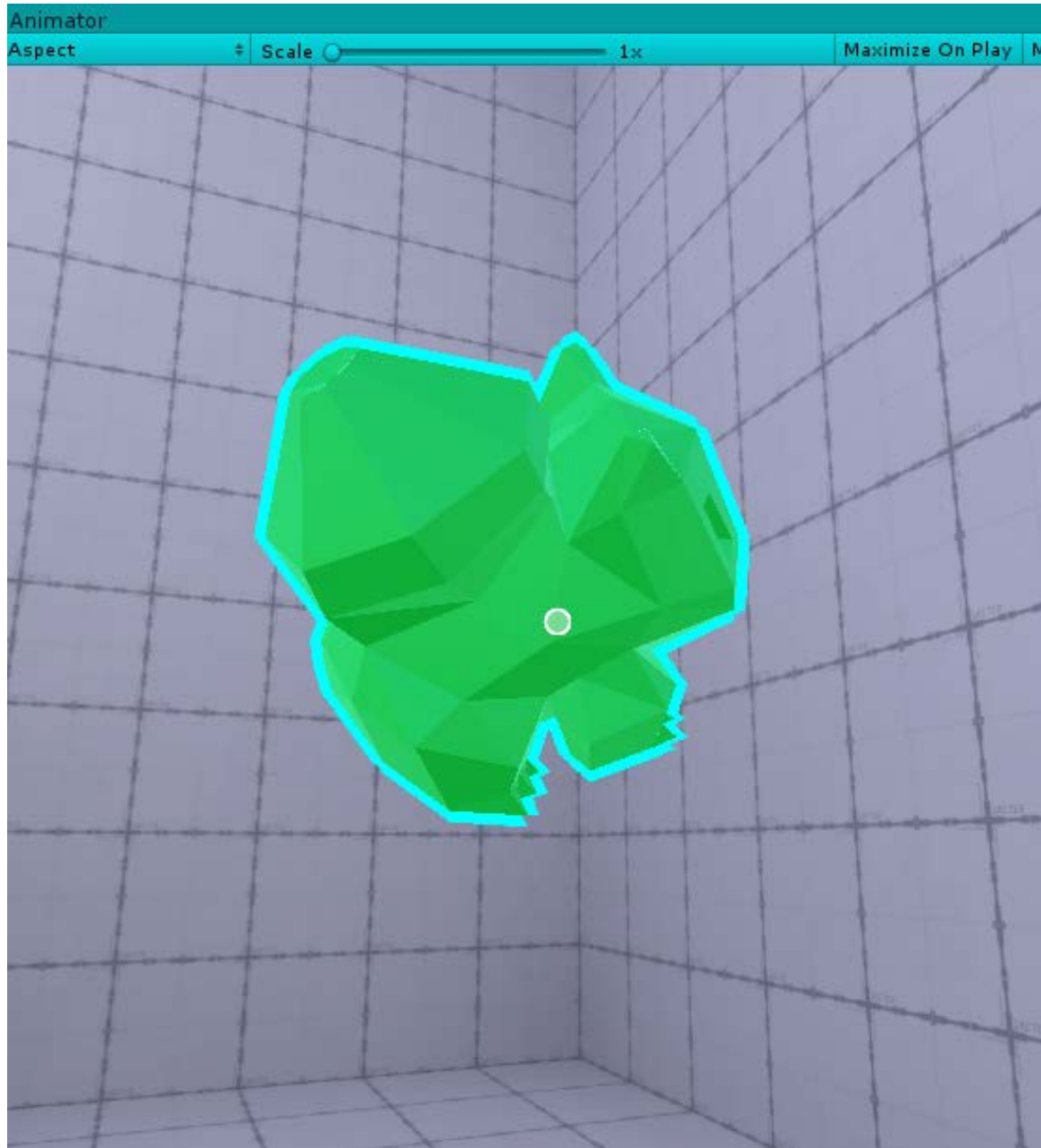
Subdivide

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

Picking Up Objects

New Scripting Concepts

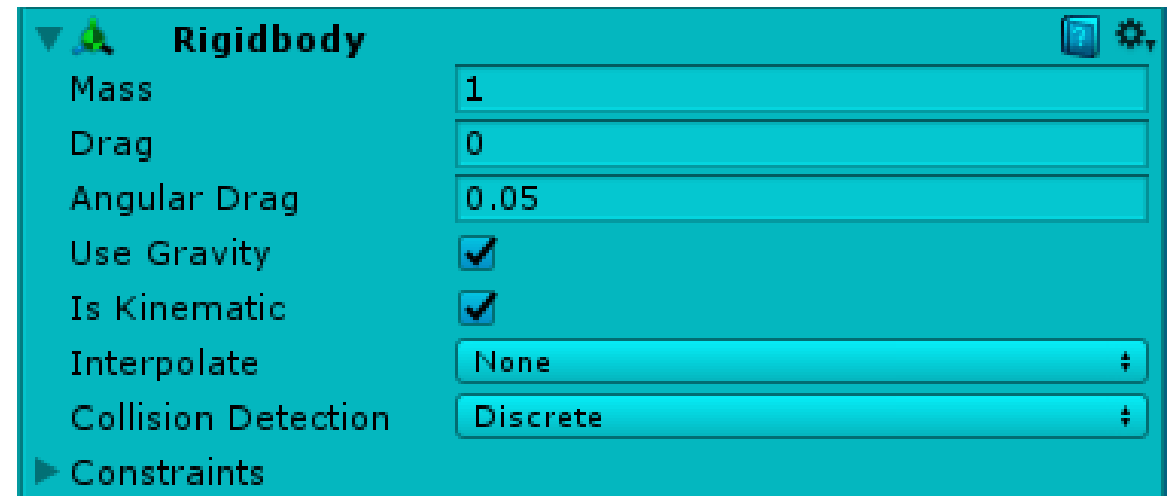
- Controlling whether Physics affects a Rigidbody
 - [Rigidbody.isKinematic](#)
- Switching an object's parent
 - [Transform.parent](#)



▼ RigidBodyFPSController
▼ MainCamera
Outline Camera
Bulbasaur

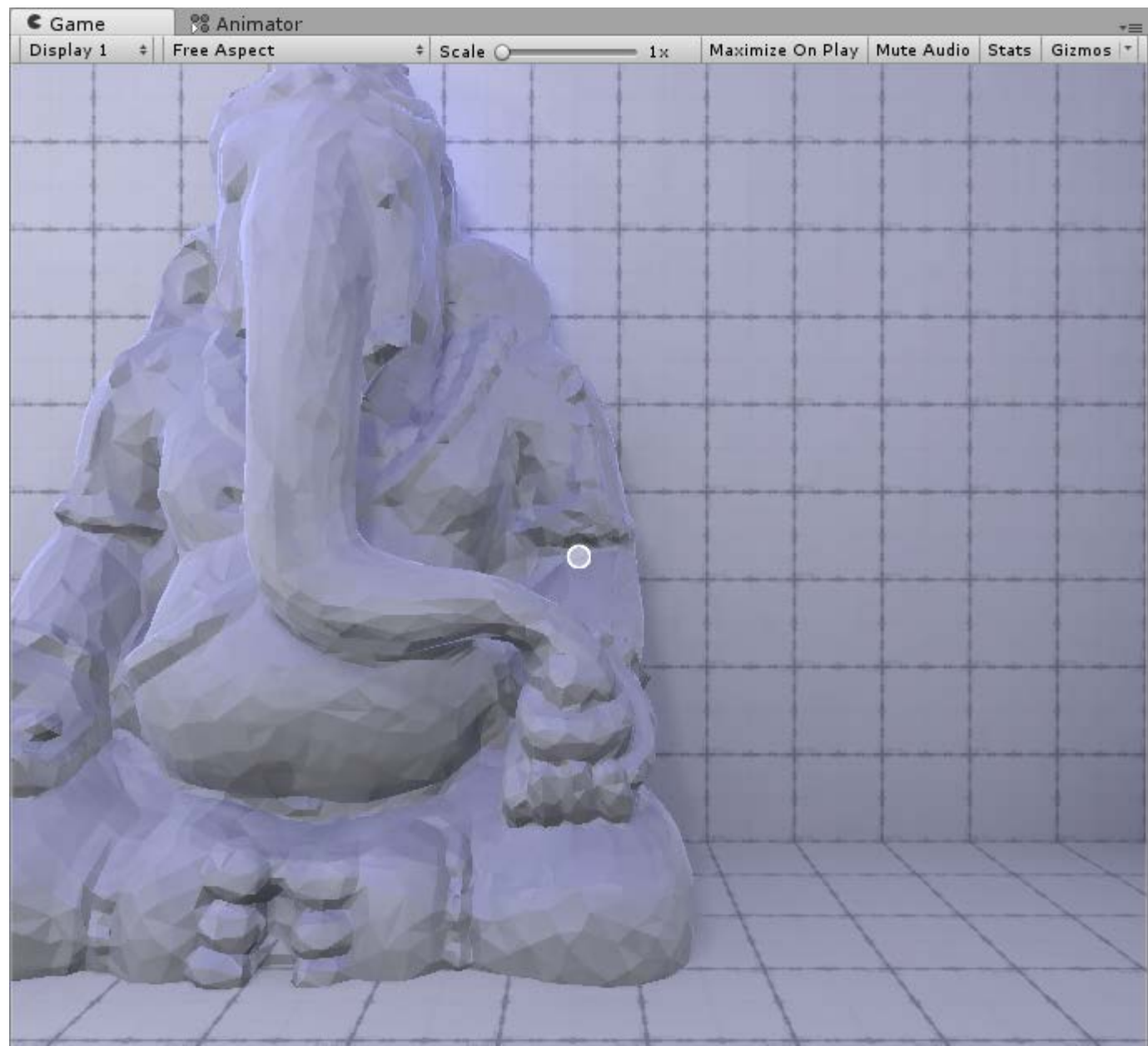


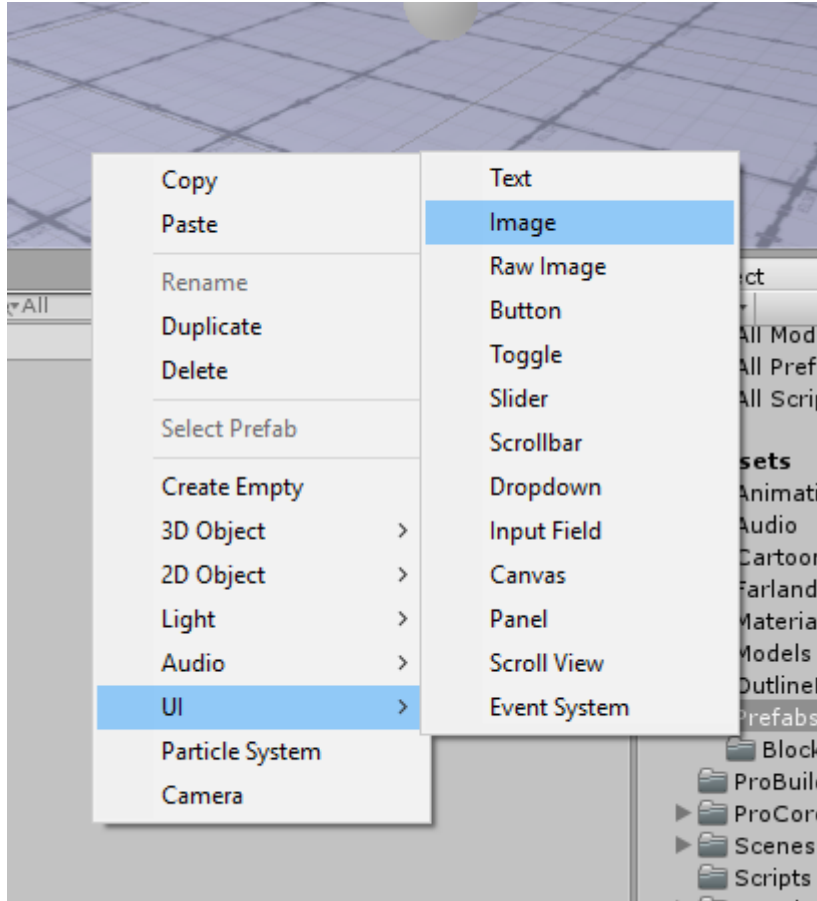
Make object a child of the camera



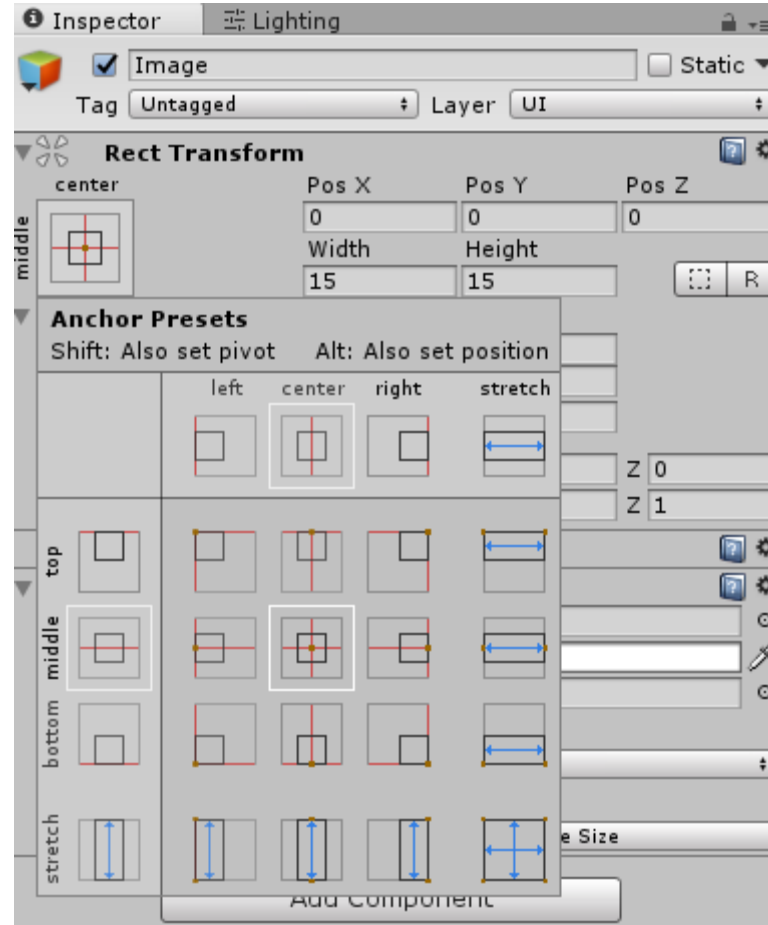
Set rigidbody to kinematic

Adding a Crosshair

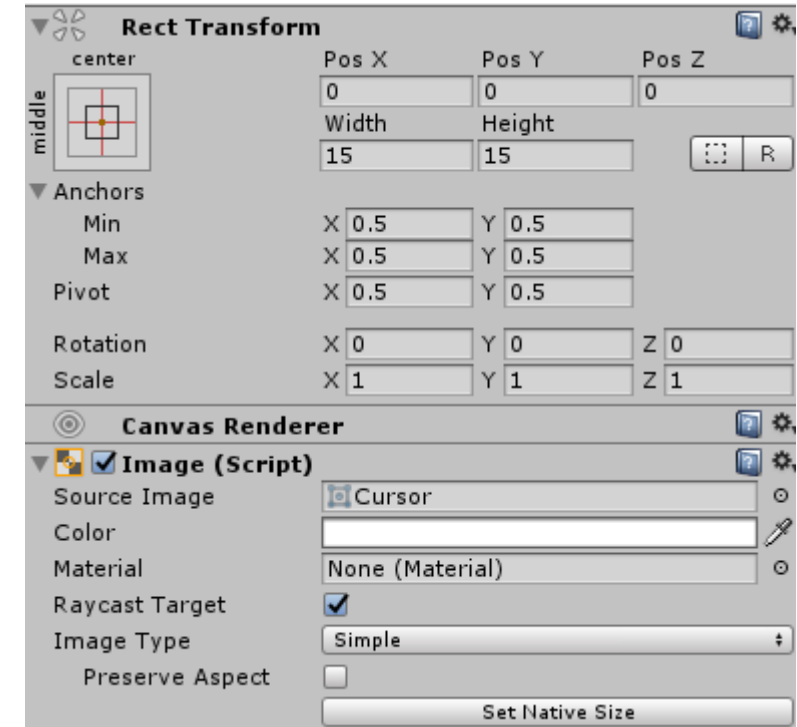




Add UI Image



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



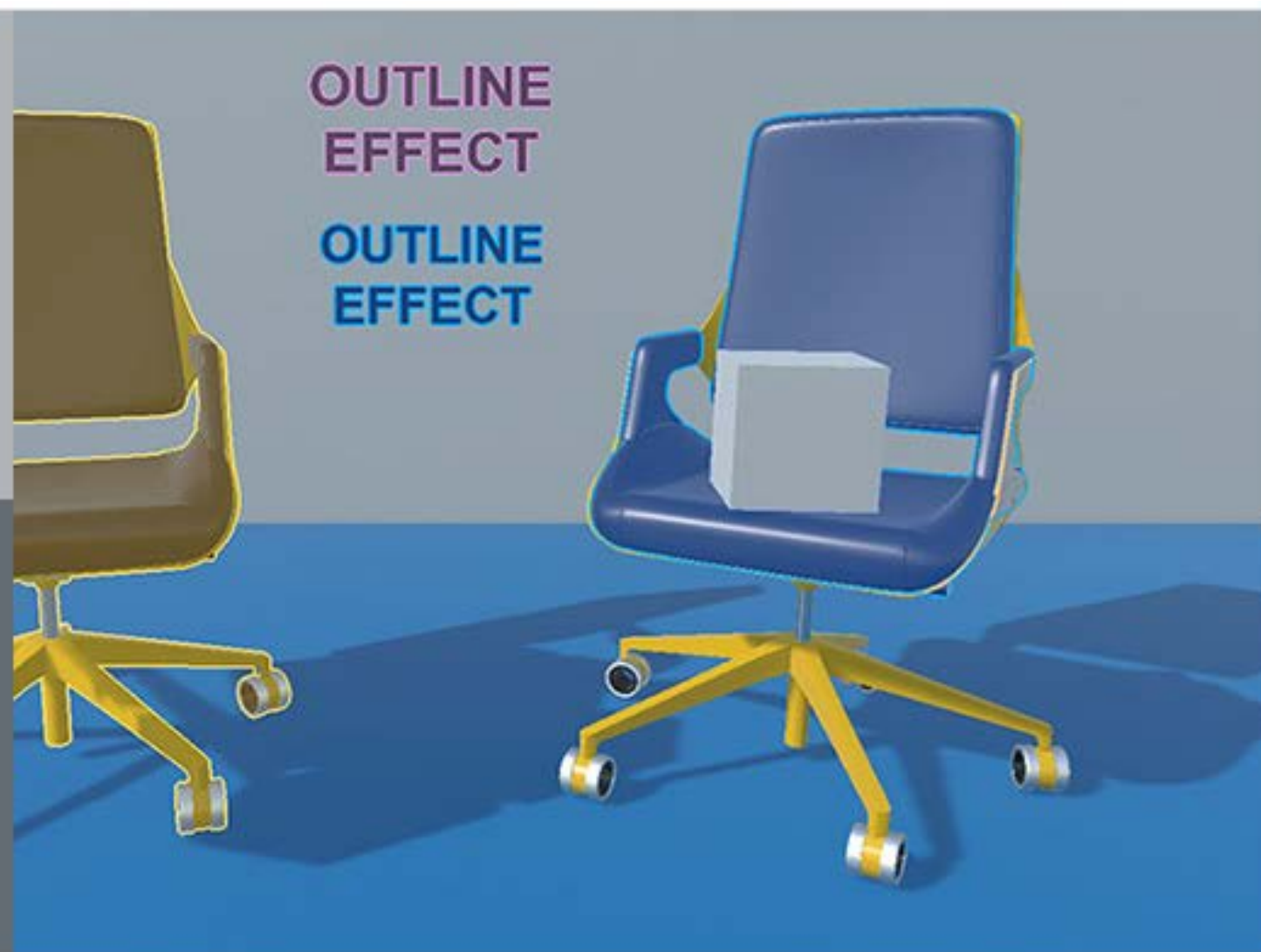
FEATURES:

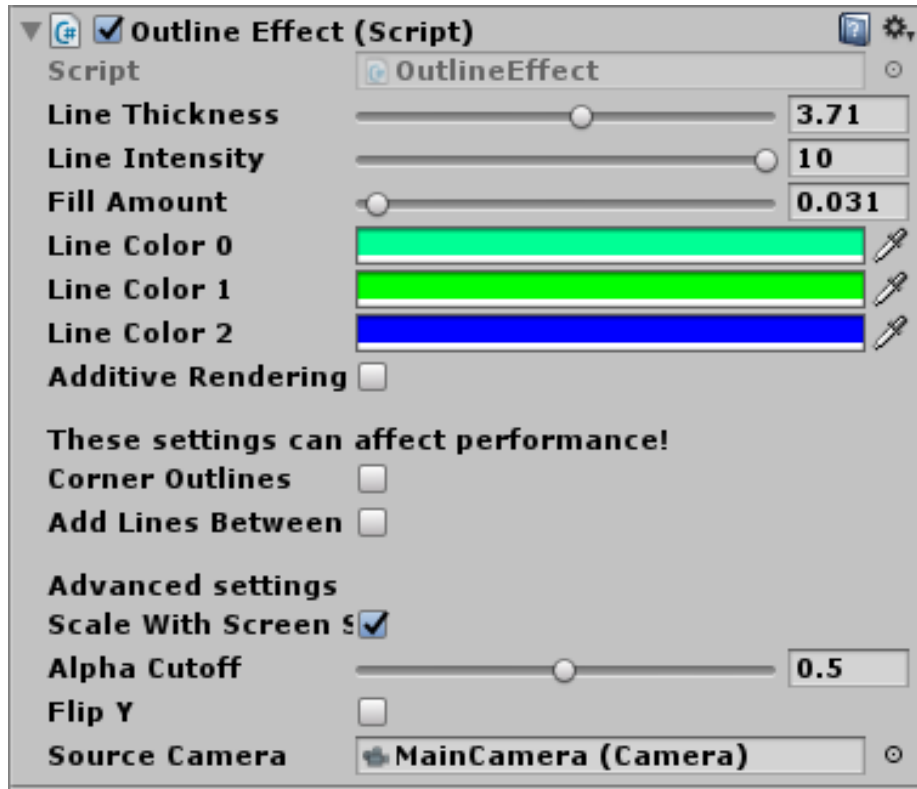
Sprite/Line/Mesh renderer support

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

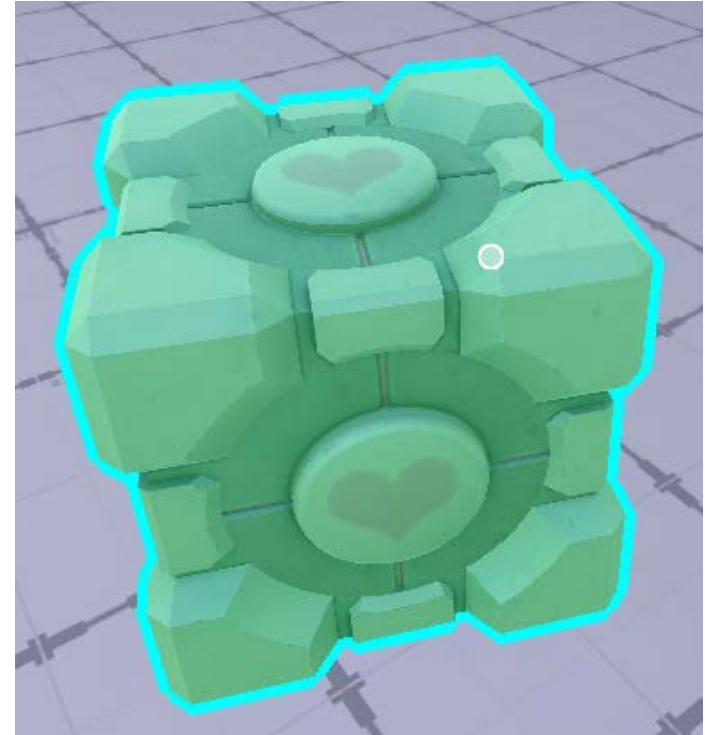
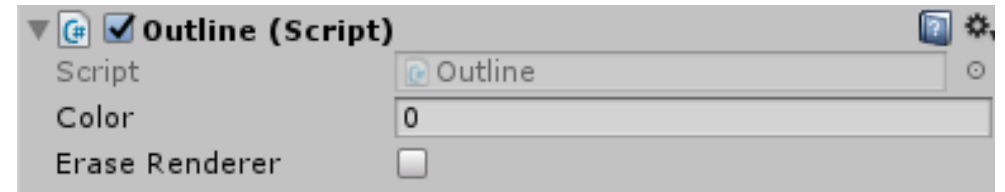
Alpha cutout option

Additive outline rendering option





Apply OutlineEffect.cs to the main camera in your scene



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