

# Documentação - Procedural Mesh Generator

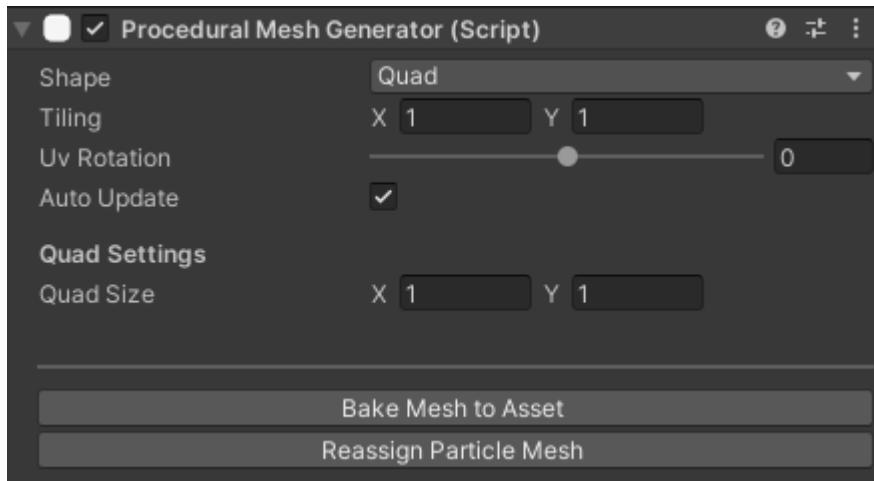
## Getting Started

Create an empty object in the scene and attach the component to it. It will automatically assign a particle system to the procedural mesh generator, and its parameters will appear. Some points to consider:

- The particle system will start without material and in pink; assign your desired material to the renderer.
- Play the particle system and pause to see the mesh being generated.
- Mesh generation occurs in **Editor mode**, not at runtime.

## Shapes and Parameters

The mesh generator uses an intuitive and contextual UI, so each shape has its own parameters (except in multi-edit mode). These are:



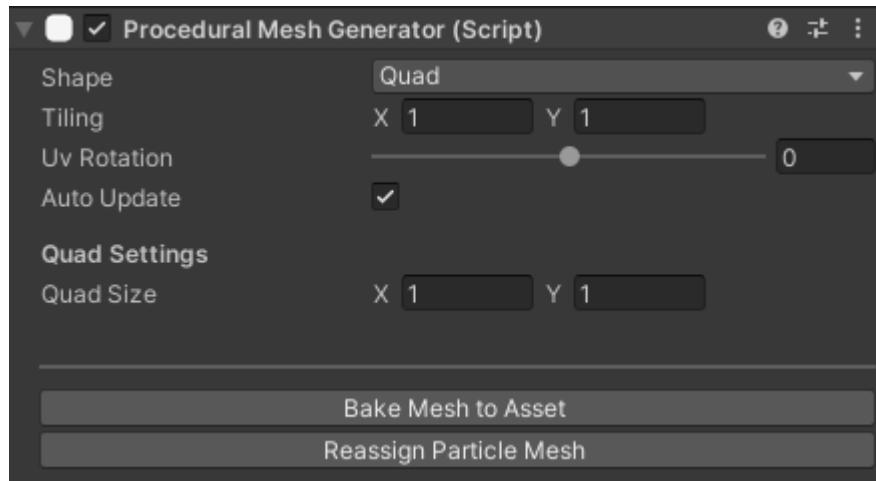
**Shape:** defines the shape and generation parameters among the available forms.

**Tiling:** UV tiling relative to the mesh.

**UV Rotation:** UV rotation relative to the mesh.

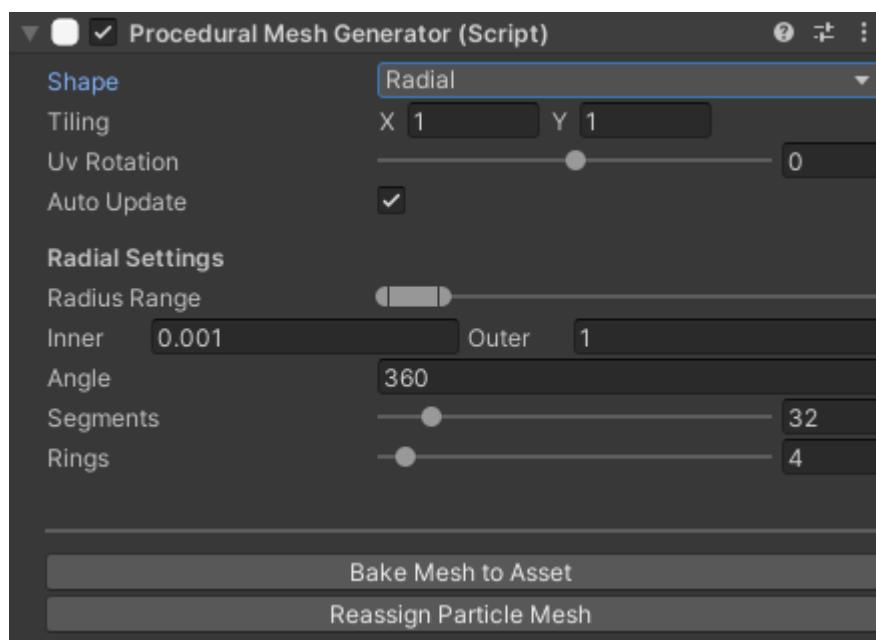
**Auto Update:** updates the mesh whenever a parameter is modified in the editor. It is useful to keep it enabled most of the time, but disabling it can help with performance.

## Quad



**Quad Size:** size of the generated quad.

## Radial



**Radius Range:** size of the inner and outer radius of the radial. The left end represents the inner radius, and the right end the outer radius. Both can be adjusted together by dragging the middle of the slider.

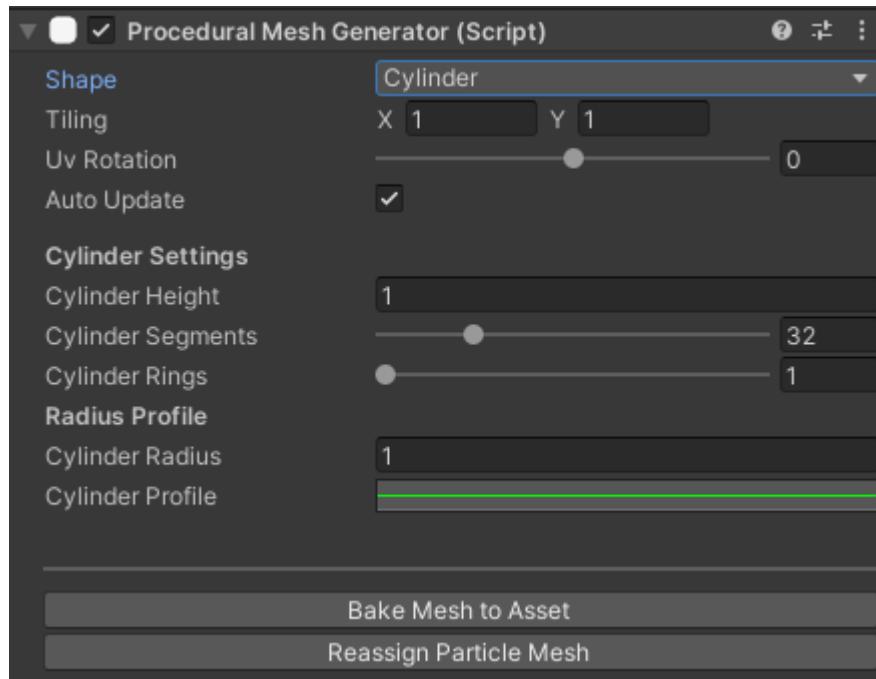
**Inner/Outer:** another way to control the inner and outer radii.

**Angle:** generation angle of the radial, with 360 forming a complete circle. Useful for generating cones (angle less than 180).

**Segments:** number of transverse vertices of the mesh.

**Rings:** number of parallel vertices of the mesh. Useful for other radial forms.

## Cylinder



**Cylinder Height:** height of the cylinder.

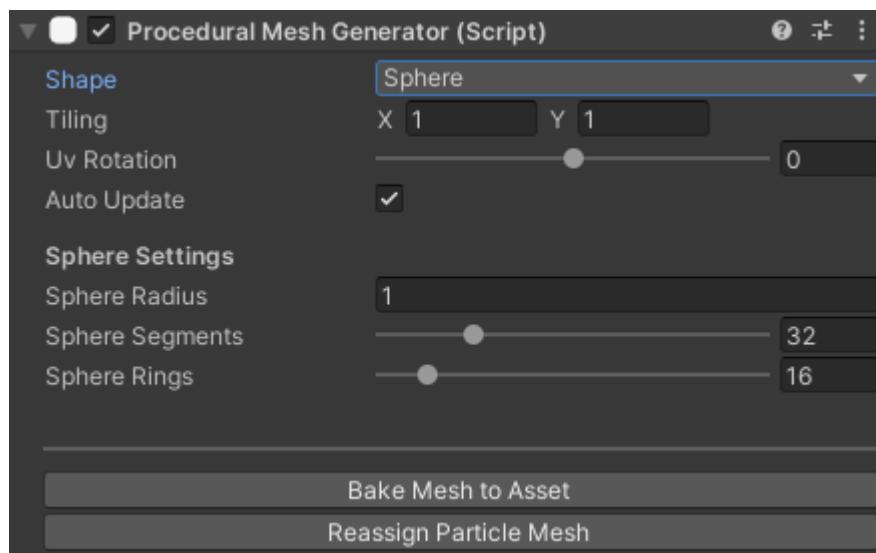
**Cylinder Segments:** number of transverse vertices of the mesh.

**Cylinder Rings:** number of parallel vertices of the mesh.

**Cylinder Radius:** radius of the cylinder.

**Cylinder Profile:** shape of the cylinder profile, very useful for creating more specific forms.

## Sphere

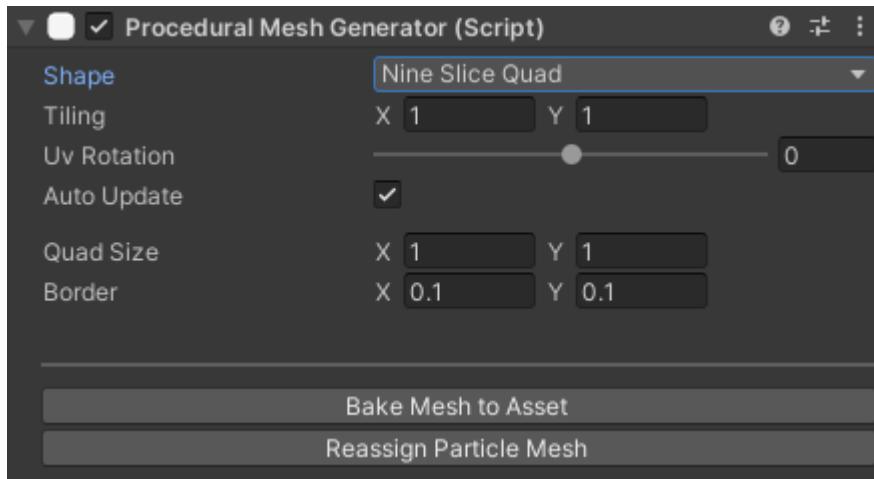


**Sphere Radius:** radius of the sphere.

**Sphere Segments:** number of transverse vertices of the mesh.

**Sphere Rings:** number of parallel vertices of the mesh.

## Nine Slice Quad



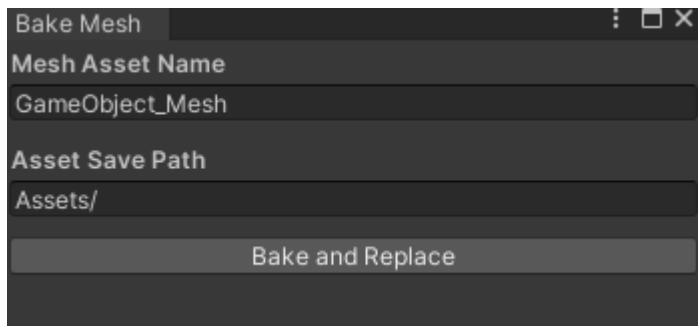
**Quad Size:** size of the generated quad.

**Border:** size of the border generated on the corners of the quad, used to minimize distortion on the edges of the mesh.

## Other Functions

### Bake Mesh to Asset

Bake function used to transform the parametric mesh into an asset and remove the component. It automatically replaces the mesh in the particle system.



Just enter the mesh name and the path where it will be saved, then click “**Bake and Replace**”.

### Reassign Particle Mesh

Used in case the user loses the reference of the parametric mesh inside the particle system, either by manual removal or accident. It reallocates the procedural mesh to the particle system's renderer.