

DESARROLLO DE VIDEOJUEGOS Y REALIDAD VIRTUAL CON UNITY 3D

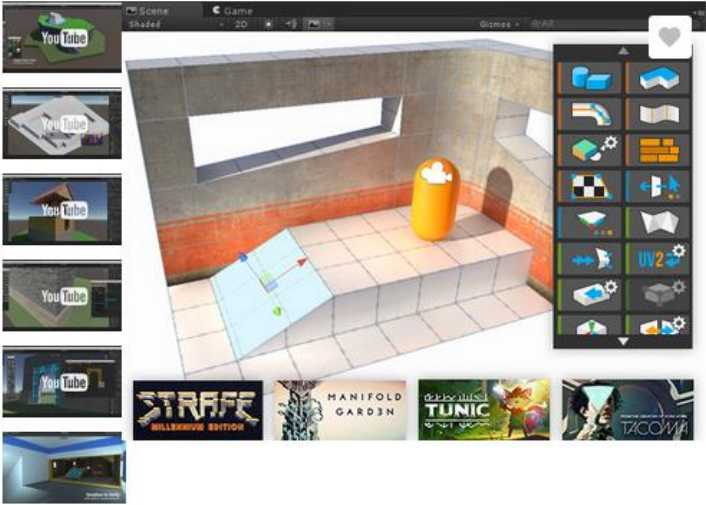
Tools: ProBuilder

1

TOOLS. PROBUILDER

- Herramienta de modelado, proporcionado por Unity.

Home > Tools > Modeling > ProBuilder



+3

Requirements Editor Extension (one license per seat)

Package contents 4.2 MB

UNITY TECHNOLOGIES

ProBuilder

FREE

★★★★★ 88 user reviews

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Now an official Unity tool!

Read more: www.procore3d.com

Prototype Rapidly: Build basic or advanced geometry, right in Unity, with zero creative barriers.

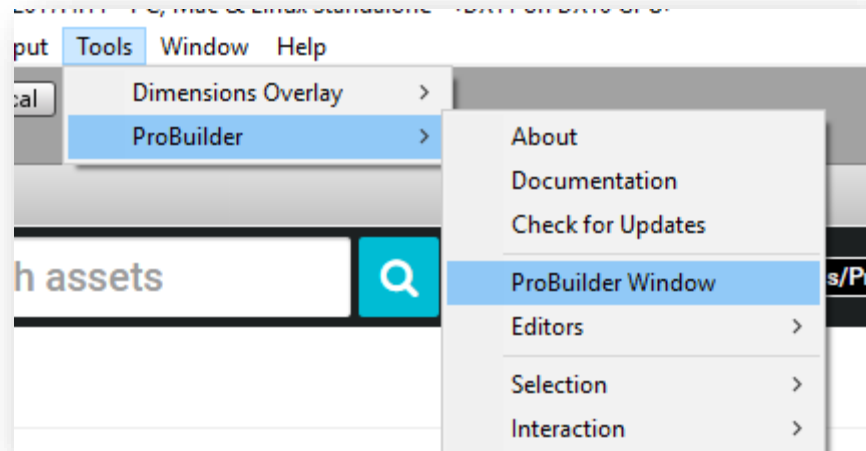
Play Instantly: Playtest at any time, then edit immediately, and never leave Unity. No time (or sanity) wasted.

Perfect Easy: Go advanced with complete UV unwrapping and more, or export your models and detail externally.

Show More

TOOLS. PROBUILDER

- Una vez descargado e importado, se dispone de una nueva herramienta.



TOOLS. PROBUILDER

- Edit Mode Toolbar.

- Object selection.
- Vertex selection.
- Edge selection.
- Face selection.

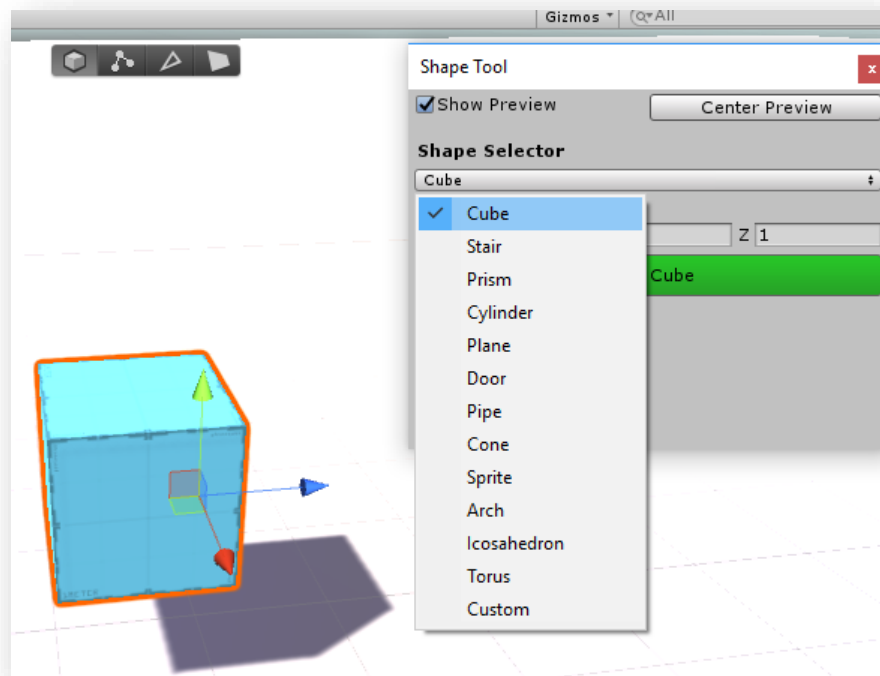


- Main Toolbar.



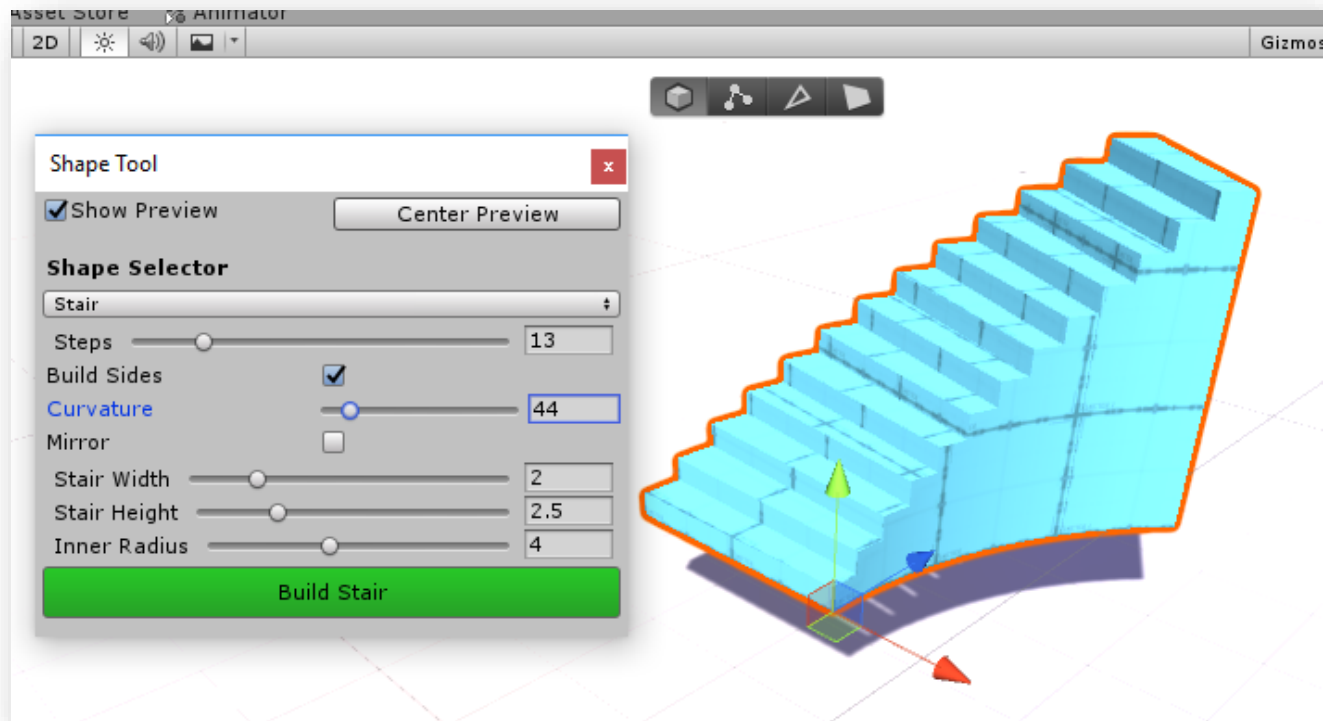
TOOLS. PROBUILDER

- Main Toolbar.
 - New Shape Tool. Permite crear nuevas geometrías.
 - ProBuilder crea todos los elementos **estáticos**.



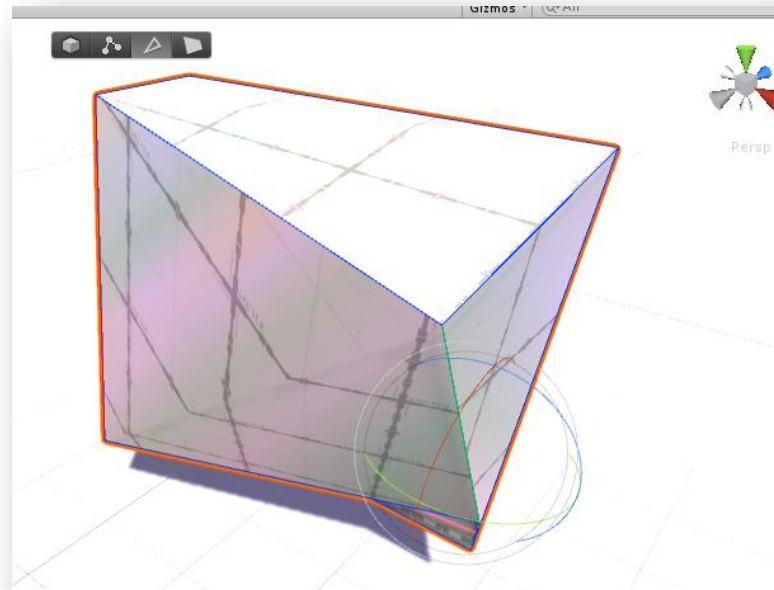
TOOLS. PROBUILDER

- Main Toolbar.
 - New Shape Tool. Contiene varios diseños configurables.



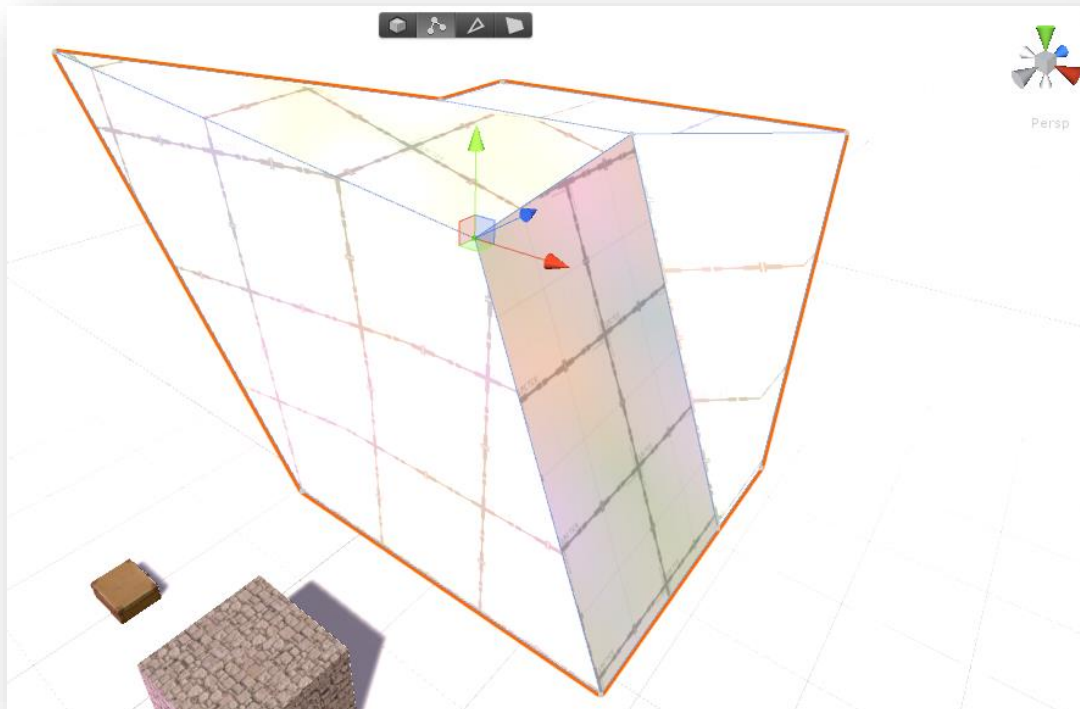
TOOLS. PROBUILDER

- Main Toolbar.
 - Los objetos se pueden modificar a nivel de objeto (tal y como hace Unity), a nivel de cara, arista o vértice.
 - Pulsando la tecla CTRL los pasos son por unidades de referencia.
 - En Edit->Snap settings se puede modificar el paso.



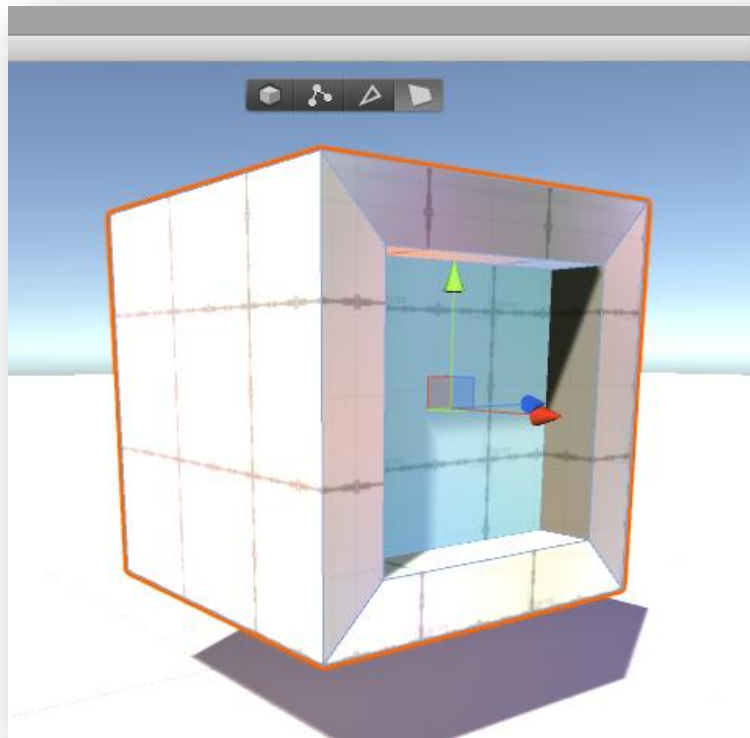
TOOLS. PROBUILDER

- Main Toolbar.
 - Shift + Move: extrude.



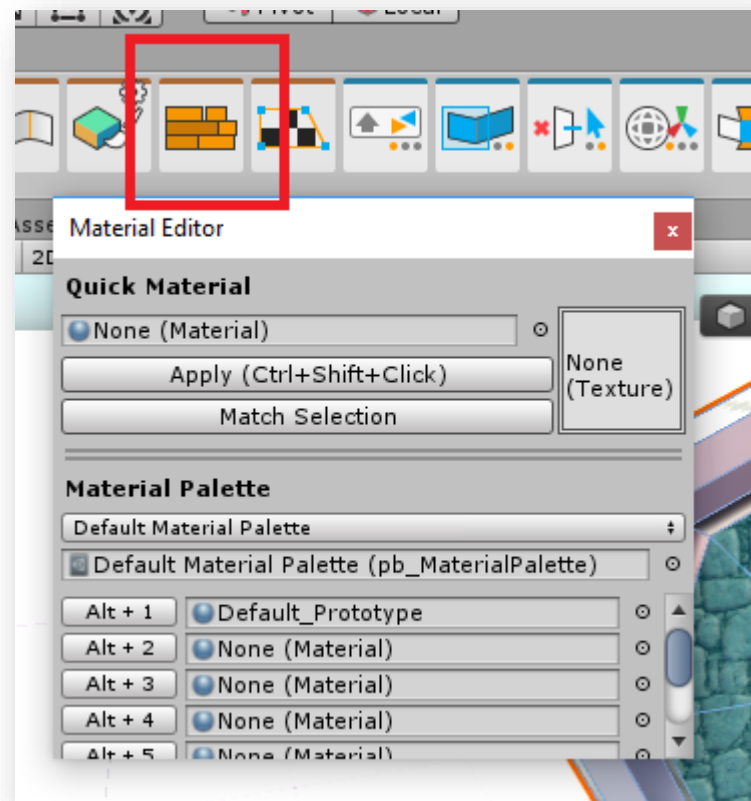
TOOLS. PROBUILDER

- Main Toolbar.
 - Shift + Scale: inset.



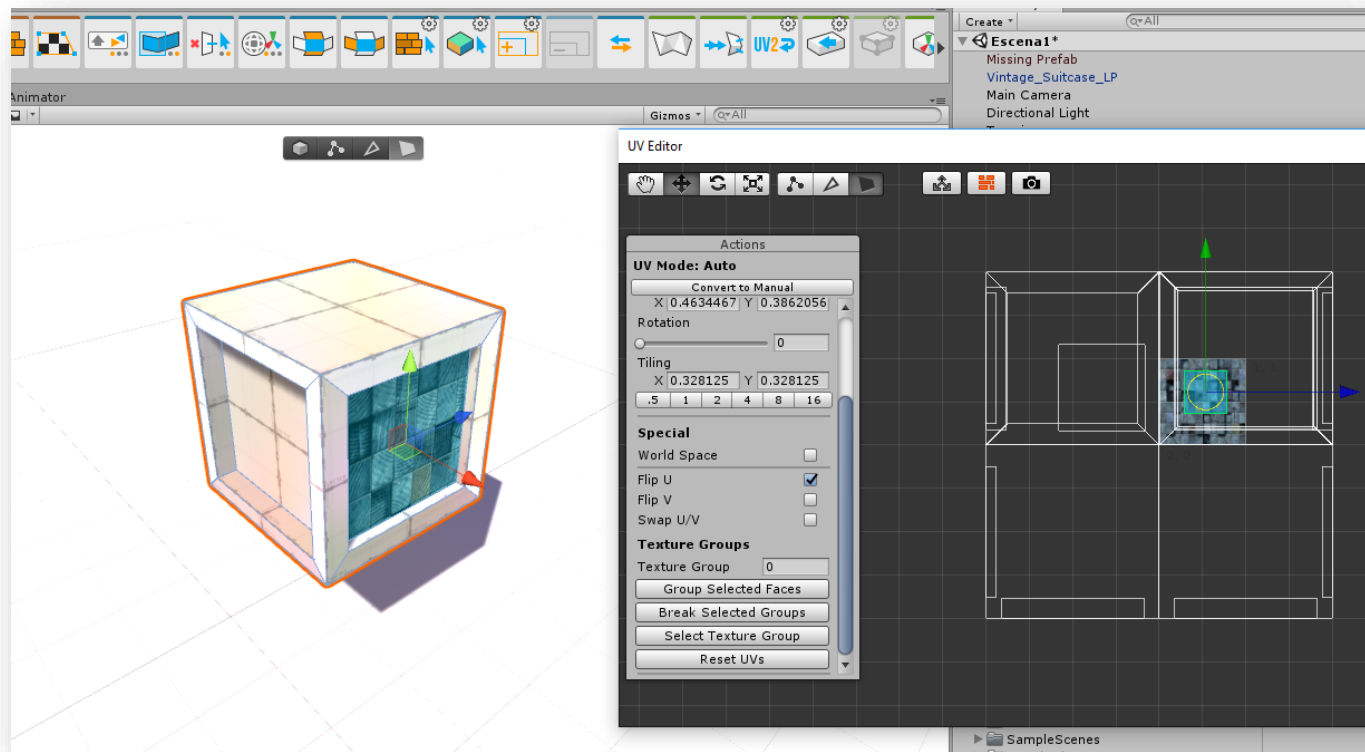
TOOLS. PROBUILDER

- Materiales:



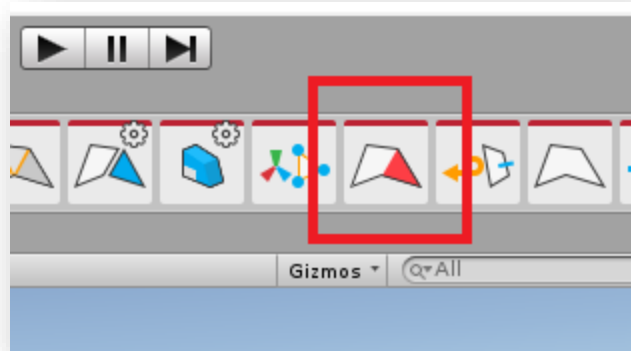
TOOLS. PROBUILDER

- UV:



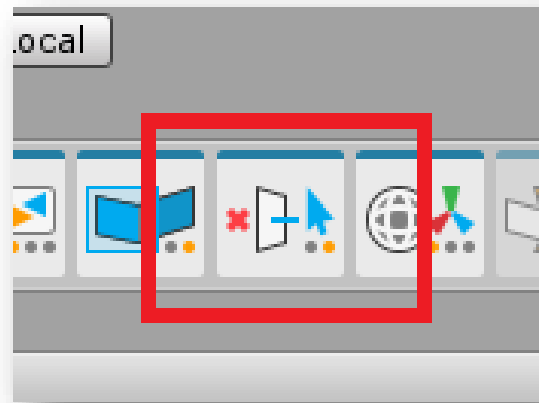
TOOLS. PROBUILDER

- Delete faces: las caras que no se van a ver se pueden eliminar.



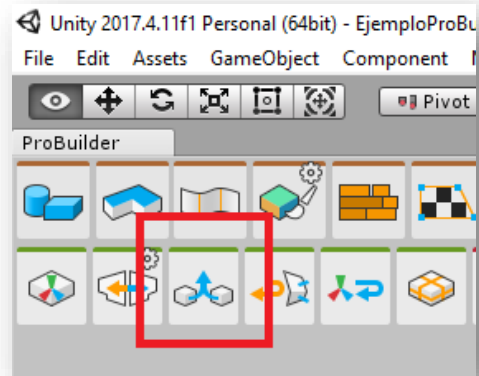
TOOLS. PROBUILDER

- Activar y desactivar la selección de elementos ocultos. Para poder seleccionar mediante la delimitación de un área, todos los componentes que he seleccionado visibles o visibles y ocultos.



TOOLS. PROBUILDER

- Merge. Unir objetos en uno.



- Center pivot.

