PROCORE

A **Professional Core** for Unity
Game Development
www.procore3d.com

QuickEdit Documentation

Helpful Links:

- Online Documentation: www.procore3d.com/docs/quickedit
- Tutorial Videos + Full Info: www.procore3d.com/quickedit
- Support and Troubleshooting: www.procore3d.com/forum

> **Optional Registration:**
> If you would like to receive updates and info directly via email, please "Register" your purchase by sending the invoice # to
> contact@procore3d.com. Thank you!

Thanks for purchasing QuickEdit, your support allows us to keep updating and developing all the ProCore tools!

Overview:

QuickEdit allows you to edit meshes right within Unity 3D.

With QuickEdit you can edit any mesh as an instance or reference - meaning you can choose to affect all instances of a mesh when editing, or make that one unique!

QuickEdit is great for modifying mesh objects to fit just right. Boulders, trees, architectural details, walls, debris- not only can you make them all fit just right, you can add tons of diversity to your world with minimal effort.

Are you using a model that came in a proprietary format (Max, Blender, Maya, etc), and don't have the modeling program? Or maybe you aren't familiar with the program, and don't want to waste time with trial and error. With QuickEdit just select the mesh, click "Edit", and use Unity's own familiar tools and methods to modify the mesh however you like.

Maybe you want to see how a model would look with a slight change, but don't want to waste time bouncing between programs, importing and exporting, re-building prefabs/materials/etc. QuickEdit makes it beautifully simple to try on new looks.

Installation and Setup

1. If you haven't already, open Unity
2. Remove any previous QuickEdit installs (just delete the `ProCore > QuickEdit` folder).
3. Find the QuickEdit package in your file browser, and double-click it (or if installing from the Asset Store, Import from the Asset Store window).
4. Unity will show an Import Files dialogue. Click "Yes" and import all files.

Using QuickEdit

You can check out the demo videos on www.procore3d.com/quickedit for a visual demonstration, and here is a top-to-bottom description of each item in the QuickEdit panel:

1. Select a GameObject with a mesh in the Scene View.
2. Open `Tools > Quick Edit > Edit Selected Mesh`.
3. **Quick Edit** will open as a window in the Scene View. Vertices, faces, and edges are now selectable.
4. Use Unity's handles to translate, rotate, or scale mesh vertices (select elements by clicking or drag selecting).
5. Click `Save` in the **Quick Edit** window to save your changes. If you're editing an imported model, you must save the mesh as a new asset. If you're editing a previously modified mesh, you may save over the instance (saving over an asset will affect all other instances of this mesh).

Quick Edit Window

Quick Edit comes with some additional tools to help you work with meshes. They are available as buttons in the **Quick Edit** window.

- `Element Toolbar` - Icon definitions (left to right):
  - Edit mesh by vertices
  - Edit mesh by edges
  - Edit mesh by faces

- `Normals` - This rebuilds the mesh normals. If you've made dramatic modifications to vertex positions, the lighting may no longer behave correctly. Rebuilding normals will help fix this.
- `UV 2` - Rebuild the UV2 channel for this mesh. If you're baking lights, make sure your object has a valid UV2 channel.
- `Tri` - Rebuild this mesh from triangles, making every edge "hard." Great for achieving that low-poly facetized look.
- `Collider` - This recalculates the bounds of the mesh, and resets the colliders to match.
- `Cancel` - Cancel the mesh edits you have made.
- `Save` - Save changes to the mesh. Save As will make the mesh a unique new mesh, where Save will modify all instances of the mesh in addition to the currently editing one.

Extra

Documentation is great reference, but lousy teaching. To really get the most out of QuickEdit, be sure to check out all the videos and info at: www.procore3d.com/quickedit

Don't forget to join the ProCore Forum, where you can find all sorts of community help, advice, and inspiration: www.procore3d.com/forum Lastly, I always love to see how these tools help others- send my your own images or videos, and I will post them up on the official page as well!!