



LAZY BUILDER USER MANUAL

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v1.0.0 | November 2022

GENERAL INFO

Build your desired levels at an instant of a click! 🛠️

Lazy Builder is a Tool & Library designed to simplify the construction of 3D environments.

Super Lightweight 🚀

Since the tool by default does not contain any 3D assets its whole source occupies less than 5Mb.

Make use of the official Library 📦

The Lazy Builder comes with a main official library that has hundreds of CC0 Assets to help you build/prototype your levels ([more info](#)).

Create & Add your Custom Libraries 🖋️

The tool supports the addition of custom libraries (local or remote) to expand this collective open-source library or to quickly access your private asset collection.

It has a dedicated window to help you manage & configure the library's data structure (local only).

How does it actually work? ⚙️

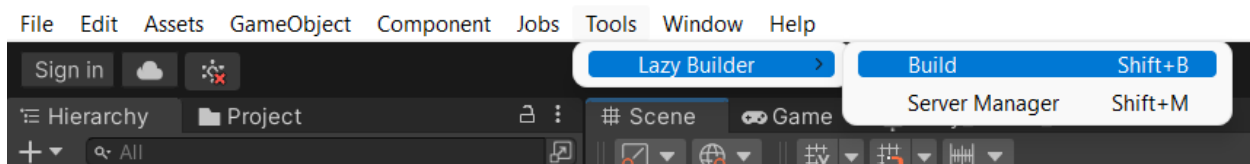
The tool was designed to use an agnostic fetching service that reads the list of available items (**data.json**) and displays & organizes them based on their **ItemId** & **ItemTypeId** properties. As you select each Item the fetching works by following the established path (./content/**ItemId/ItemId_ItemTypeId.fbx**)

Fetching Service	In Version	Additional Info
Github	1.00	Public repositories only
Local	1.00	Tested on Windows OS

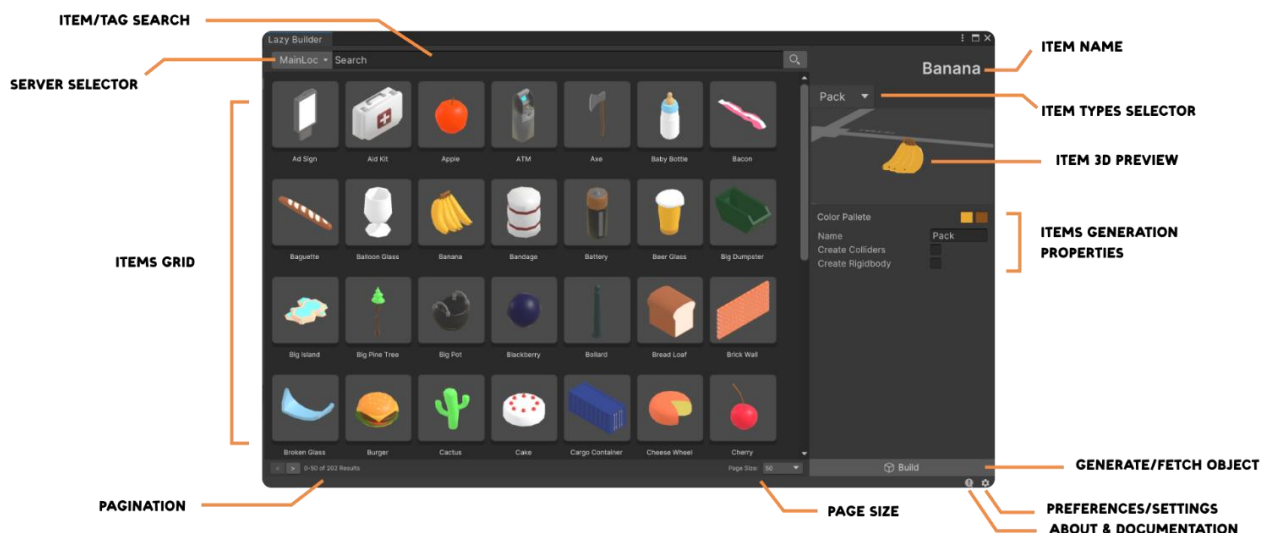
QUICK START

Builder Window

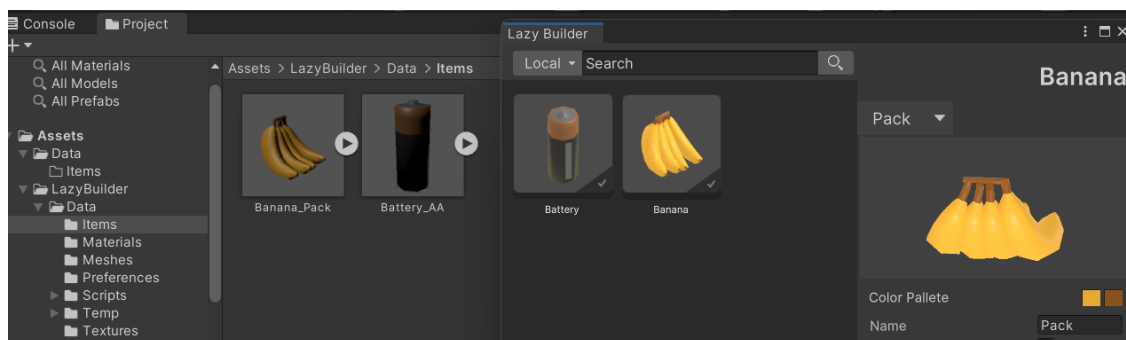
In order to start building assets into your game, open the “Builder Window” located in **Tools > Lazy Builder > Build** or simply press **Shift+B**



As you select the above option, the Builder window will appear. Here you can browse for **Items** from each **Server**'s collection, select an **Item Type**, change its **properties**, and **build** it.

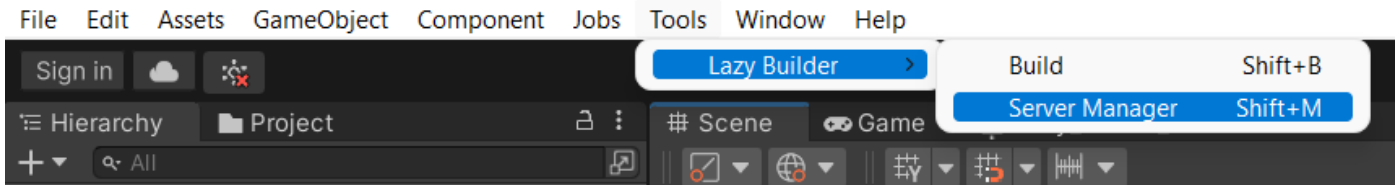


The built/fetched items can be found in the “**Local**” server option or simply in the project path **Lazy Builder > Data > Items**.

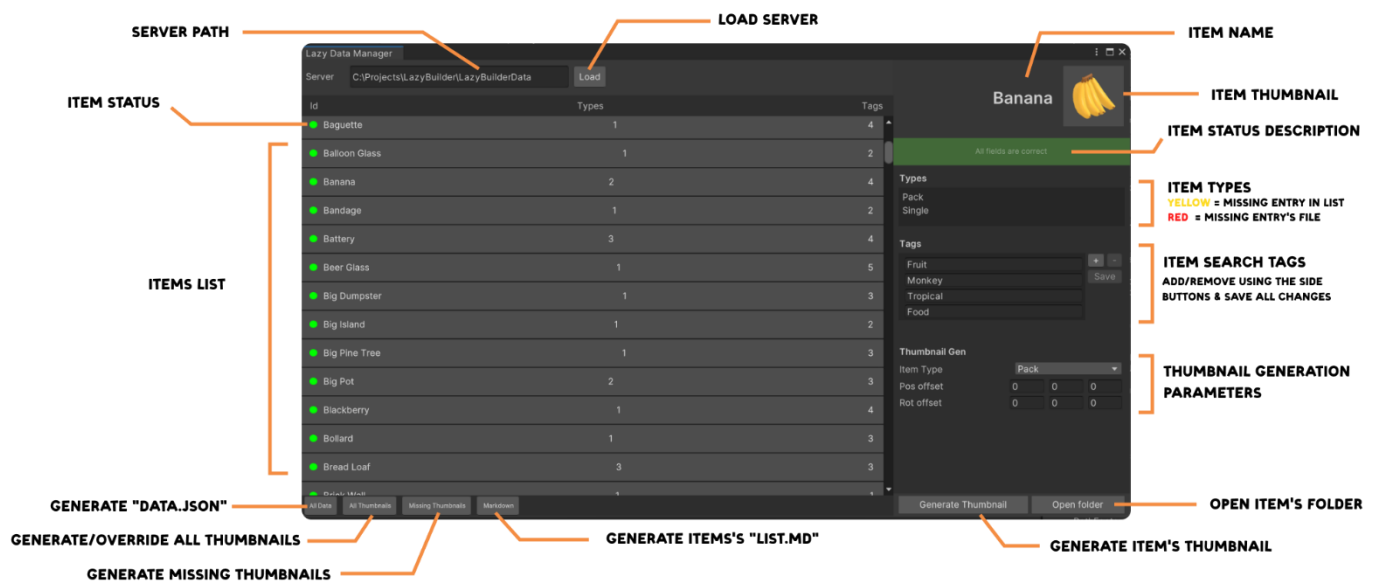


Manager Window

In order to start building open the "Builder Window" located in **Tools > Lazy Builder > Build** or simply press **Shift+M**



In order to start building open the "Builder Window" located in **Tools > Lazy Builder > Server Manager** or simply press **Shift+M**



As you select the above option, the Manager window will appear. Here you can load a local **Server** and access all its **Items**, where you can check the overall Item status, display the **Item Types**, display/edit search **Tags**, generate **Thumbnails** of each **Item**. There are also options to automatically generate the **data.json** and the **AssetList.md** file, based on the current file/folder structure.

ABOUT INFO

Tool & Library Sources

Both projects are available in their respective GitHub Repositories: [Lazy Builder](#), [Lazy Builder Library](#).

Contribute

If you found out this tool useful and/or want to help financially this project continue its development, you can [buy me a coffee!](#)

Support

If you spotted a bug, need a feature, or have an awesome suggestion you can always create a GitHub issue, fork it & merge request or simply contact me directly via e-mail. If you want to be a part of this project and contribute to it feel free to do so!

Licensing

The Lazy ecosystem is licensed under [GNU GPLv3](#) which lets people do almost anything they want with it, except distributing closed source versions.

Crediting is not mandatory but kindly appreciated 😊