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

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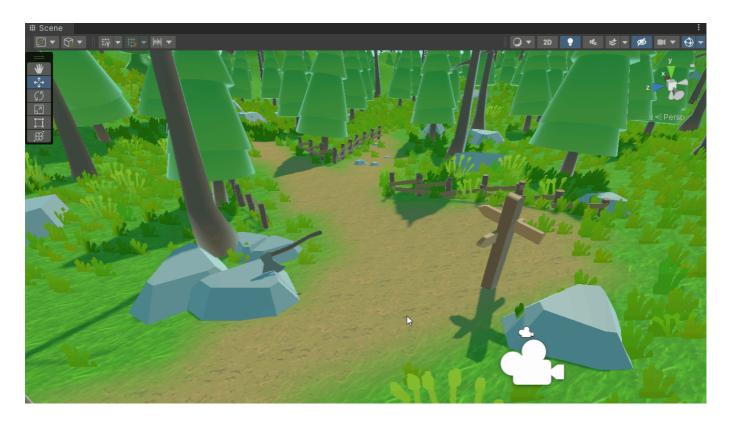
Super Lightweight 🏋️

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).
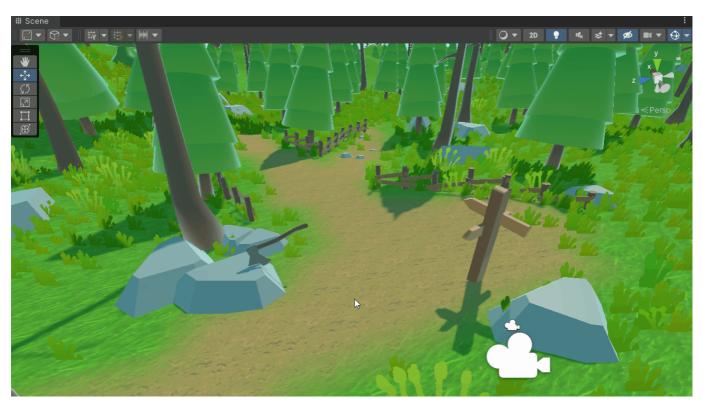
Create & Add your Custom Libraries 🖊

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

Installation ⬎

Available in the Unity Asset Store or Import manually the .unitypackage in the Releases Section

Support & Contribute ☺

If you found out this tool useful and/or want to help this project continue its development you can buy me a coffee!

Contribute 🧑‍💻

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 or twitter. 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 required but is kindly appreciated 😊