Draw Shapes for 2D Physic Game. Short guide.

Structure of the plugin:

1. Materials – different physics and graphics materials
2. Plugins – using Vectrosity plugin for improving draw lines.
3. Prefabs – Circle and Point prefab. It using when you finish to draw your shape and script starting generate objects.
4. Scenes – demo scene.
5. Scripts - DrawLine – main script of drawing shapes. LineObject – generate borders around shapes. PlaneFromPoly – fill shapes with colored mesh (Only for polygon shape).

Please Launch demo scene and try to draw shapes. It made by DrawLine.cs script.

Update() method responsible for drawing shapes by mouse and after your mouse button up event coming we have to go to StopDraw() method which recognize what type of shapes you drawed.

If you have any questions please contact me: drobasergey@gmail.com