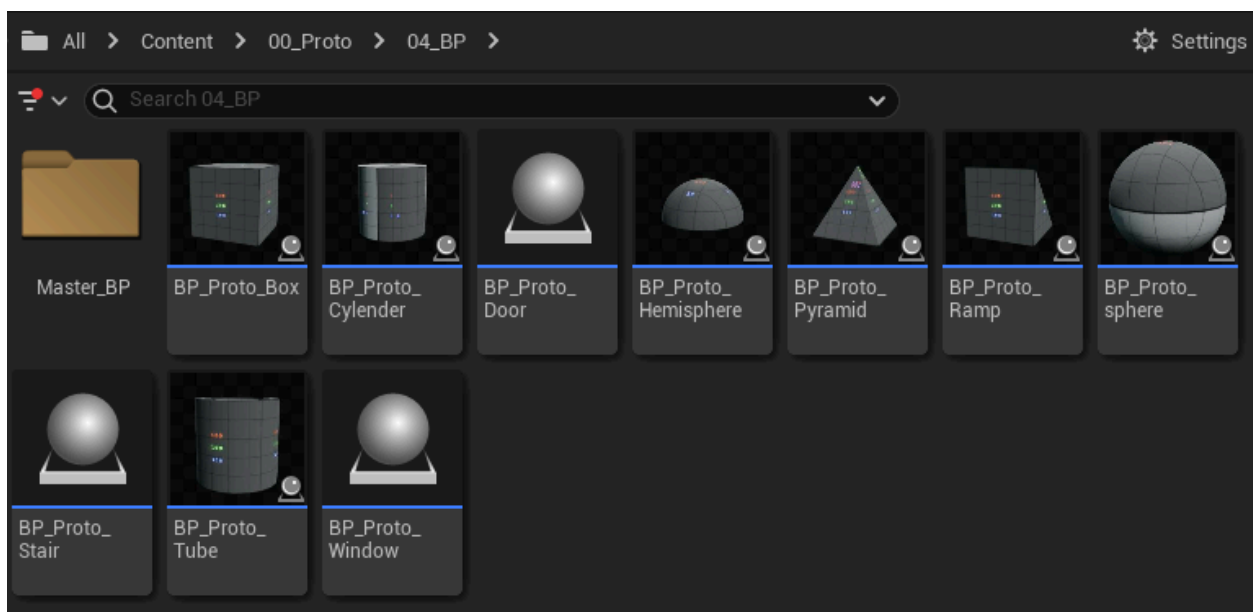


# Level Design Prototype ToolSet

By Clément Bartuzzo

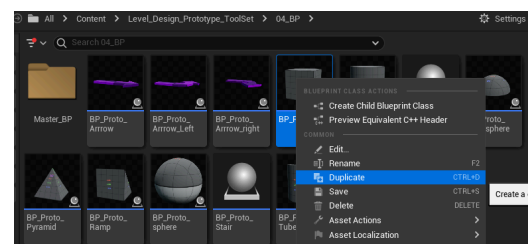
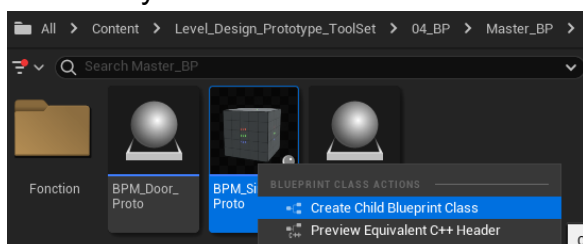
## How to use

The toolSet is a 100% blueprint toolSet accessible through the content browser and is **only made for Blockout and not as a final result.**



The blockout elements are pretty straightforward and are named by their shape. *BP\_Proto\_Box* is a box/cube.

To create a new tool BP you can create a child from one of the BP master or duplicate an already made default BP

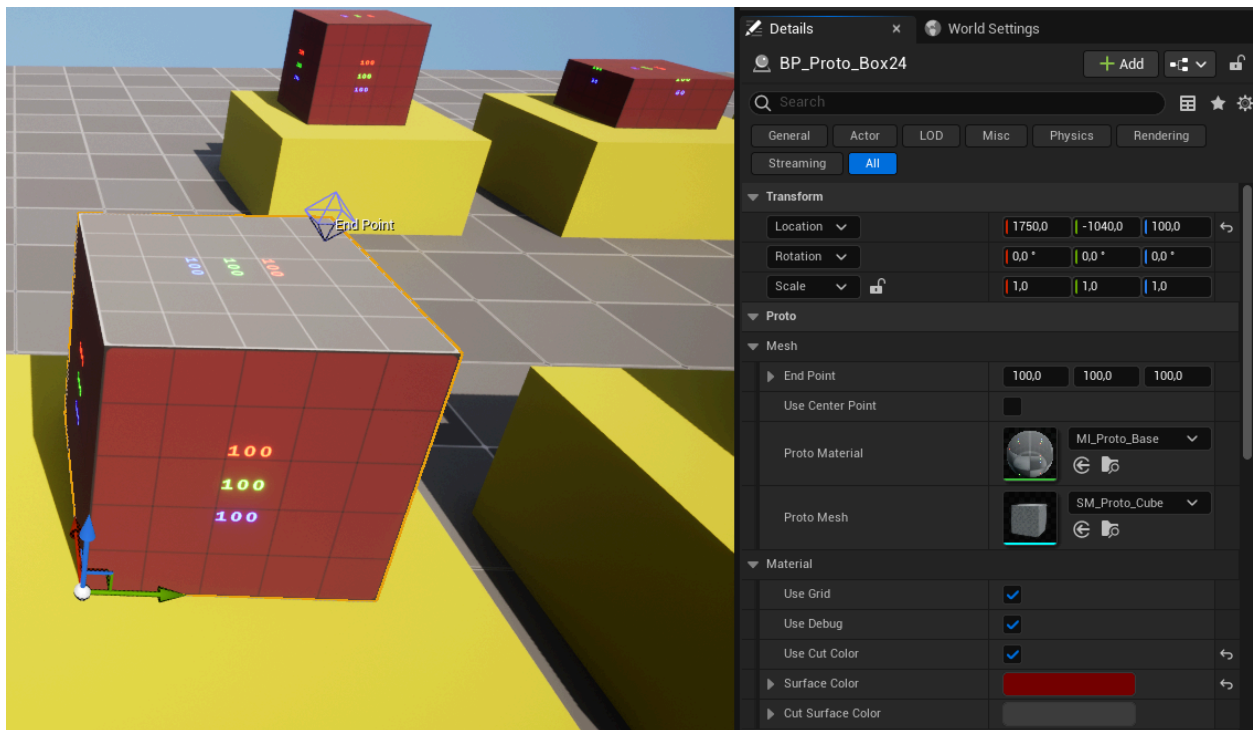


## Basic Shape

For basic Shape, in the Details tab there is a category of settings named *Proto* divided In two sections (Mesh/Material)

The first section represents mesh setting, the “End point” setting is a widget that changes the size of the shape. You can change the Material and shape of the tool using “Proto material”, “Proto mesh” and use an alternative shape with the “Proto mesh array” , **the material needs to be Triplannar to work correctly.**

The second section represents material settings where you can change Color, Cut Color, disabling the grid and debug number.



## Spline Shape

For Spline Based, in the Details tab there is a category of settings named *Proto* divided In three sections (Mesh/Spline/Material)

The first section represents mesh setting where you can change your base Mesh and its size.

The full mesh option makes the meshes spawn only when the spline is long enough, the option is always activated when the deform option is deactivated.

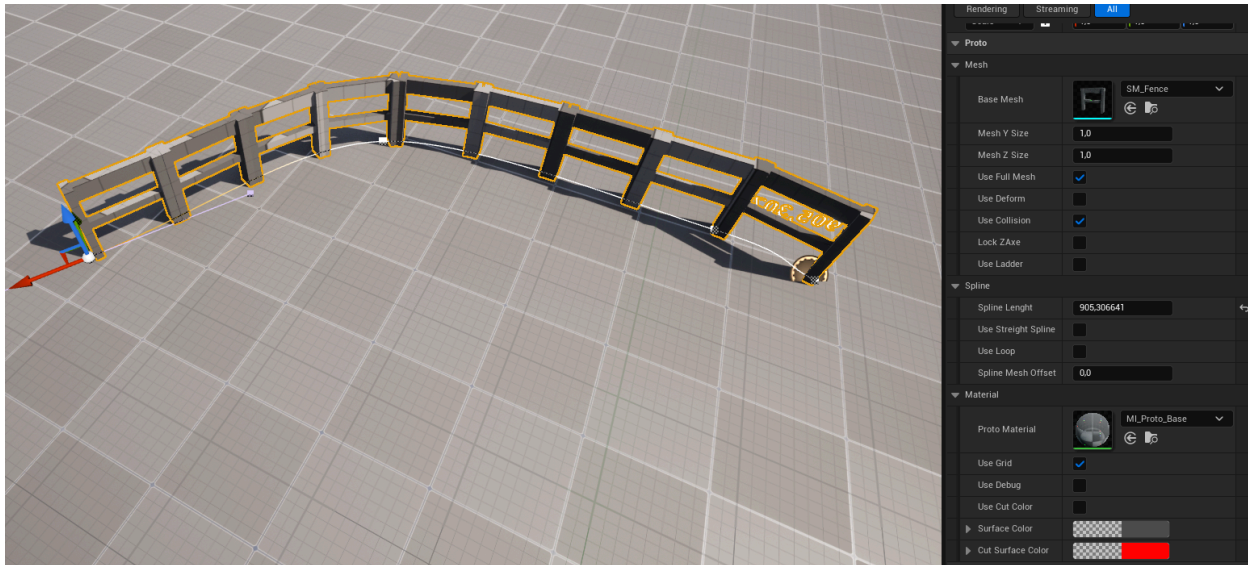
The Deform option makes the meshes deform in shape of the spline.

Lock Z Axes locks the rotation of the meshes, it's only available when the deform option is deactivated.

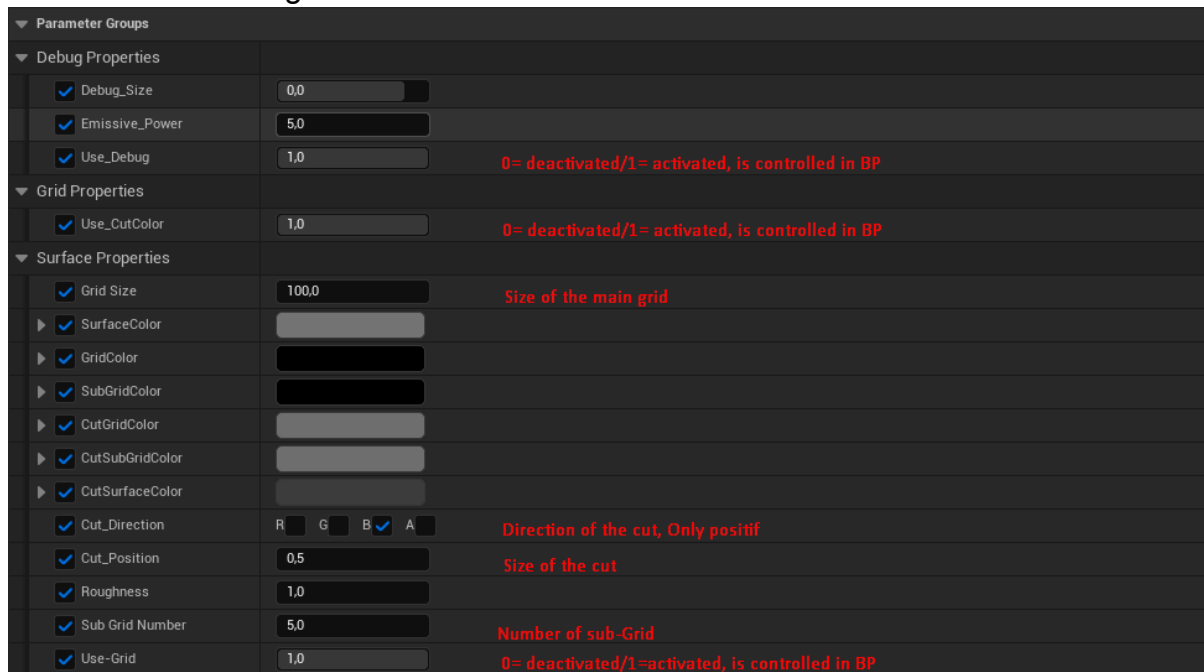
The ladder locks the meshes to make them follow only the Z axes.

The Second section is for Spline option with the straight option who will make linear curve and a loop option, the mesh offset is available when the deform option is deactivated

The third section represents material settings where you can change Color, Cut Color, disabling the grid and debug number.



More material setting is accessible in the material instance itself.



## Metric

For the metrics BP, It's a tool to help making jump size, Sart/End option add box on start and end point to help placing the spline



## Supported Version

Engine Version	5.1	5.2	5.3	5.4
Tool Version	1.1	1.1	1.1	1.1

## Changelog

### V.1.1

- Spline Update

### V.1.0

- Release

## Nest Update Objectif

- Furnitures