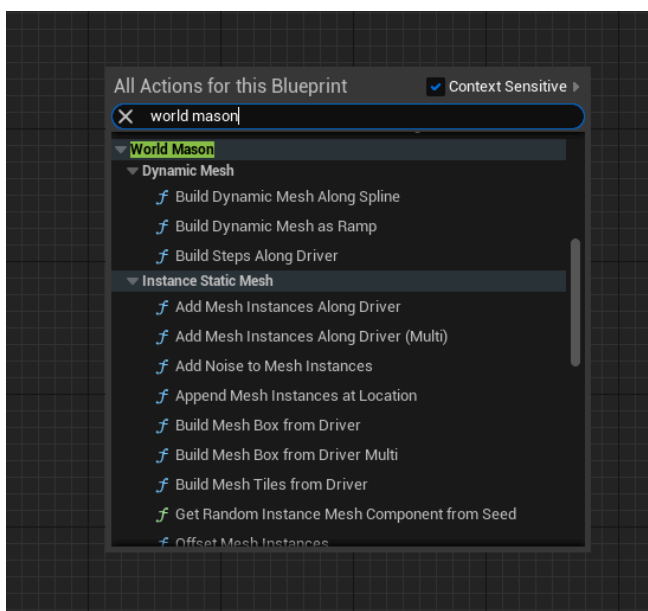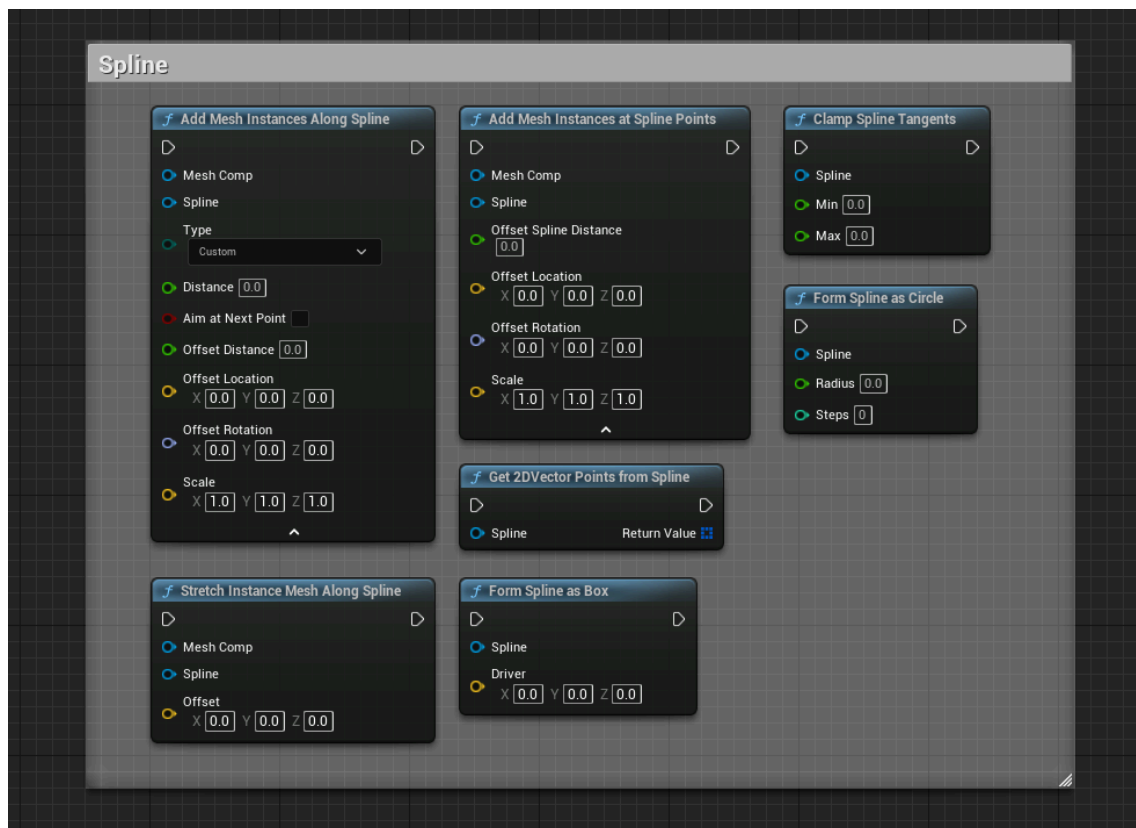World Mason for Unreal Engine is a 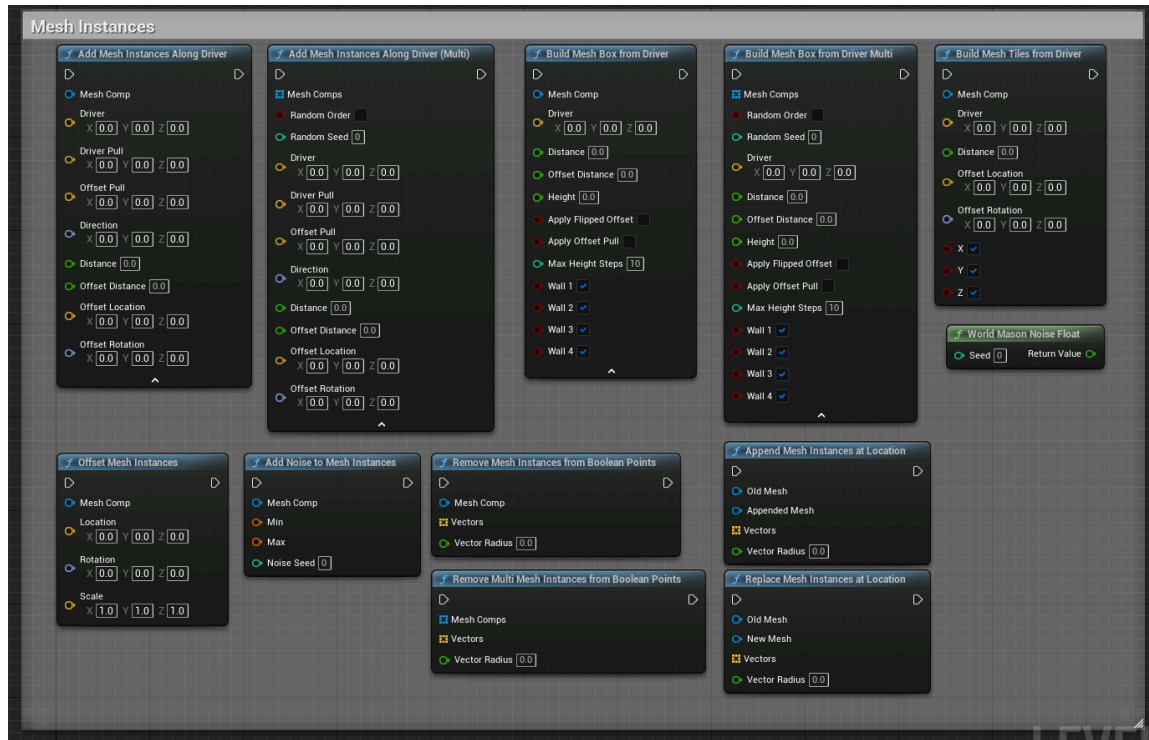collection of functions and systems for building levels faster, using splines, mesh instances, and dynamic meshes. Use for houses, bridges, walls, fences, platforms, and more!
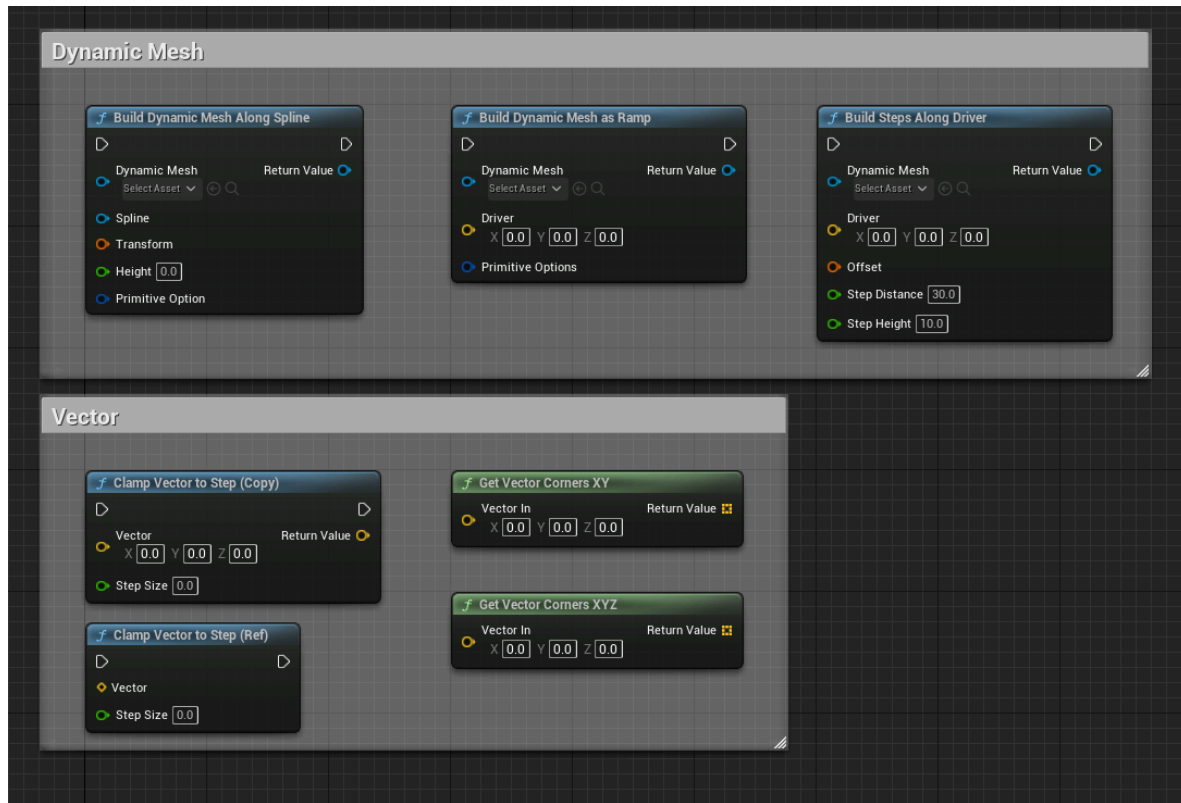
Using World Mason

World Mason Functions can be used anywhere, but typically would be implemented on an Actor's **Construction Script**. You can find World Mason functions by searching "World Mason" from the node menu.
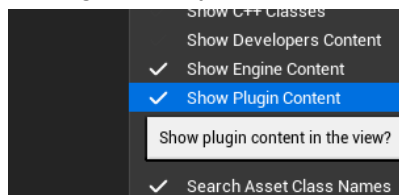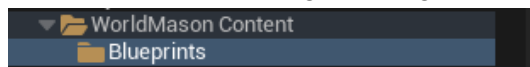
Functions

Mesh Instances

Add Mesh Instances Along Driver
- Mesh Comp
- Driver — X 0.0 Y 0.0 Z 0.0
- Driver Pull — X 0.0 Y 0.0 Z 0.0
- Offset Pull — X 0.0 Y 0.0 Z 0.0
- Direction — X 0.0 Y 0.0 Z 0.0
- Distance 0.0
- Offset Distance 0.0
- Offset Location — X 0.0 Y 0.0 Z 0.0
- Offset Rotation — X 0.0 Y 0.0 Z 0.0

Add Mesh Instances Along Driver (Multi)
- Mesh Comps
- Random Order
- Random Seed 0
- Driver — X 0.0 Y 0.0 Z 0.0
- Driver Pull — X 0.0 Y 0.0 Z 0.0
- Offset Pull — X 0.0 Y 0.0 Z 0.0
- Direction — X 0.0 Y 0.0 Z 0.0
- Distance 0.0
- Offset Distance 0.0
- Offset Location — X 0.0 Y 0.0 Z 0.0
- Offset Rotation — X 0.0 Y 0.0 Z 0.0

Build Mesh Box from Driver
- Mesh Comp
- Driver — X 0.0 Y 0.0 Z 0.0
- Distance 0.0
- Offset Distance 0.0
- Height 0.0
- Apply Flipped Offset
- Apply Offset Pull
- Max Height Steps 10
- Wall 1 ✔
- Wall 2 ✔
- Wall 3 ✔
- Wall 4 ✔

Build Mesh Box from Driver Multi
- Mesh Comps
- Random Order
- Random Seed 0
- Driver — X 0.0 Y 0.0 Z 0.0
- Distance 0.0
- Offset Distance 0.0
- Height 0.0
- Apply Flipped Offset
- Apply Offset Pull
- Max Height Steps 10
- Wall 1 ✔
- Wall 2 ✔
- Wall 3 ✔
- Wall 4 ✔

Build Mesh Tiles from Driver
- Mesh Comp
- Driver — X 0.0 Y 0.0 Z 0.0
- Distance 0.0
- Offset Location — X 0.0 Y 0.0 Z 0.0
- Offset Rotation — X 0.0 Y 0.0 Z 0.0
- X ✔
- Y ✔
- Z ✔

World Mason Noise Float
- Seed 0 — Return Value

Offset Mesh Instances
- Mesh Comp
- Location — X 0.0 Y 0.0 Z 0.0
- Rotation — X 0.0 Y 0.0 Z 0.0
- Scale — X 1.0 Y 1.0 Z 1.0

Add Noise to Mesh Instances
- Mesh Comp
- Min
- Max
- Noise Seed 0

Remove Mesh Instances from Boolean Points
- Mesh Comp
- Vectors
- Vector Radius 0.0

Remove Multi Mesh Instances from Boolean Points
- Mesh Comps
- Vectors
- Vector Radius 0.0

Append Mesh Instances at Location
- Old Mesh
- Appended Mesh
- Vectors
- Vector Radius 0.0

Replace Mesh Instances at Location
- Old Mesh
- New Mesh
- Vectors
- Vector Radius 0.0

Spline

Add Mesh Instances Along Spline
- Mesh Comp
- Spline
- Type — Custom
- Distance 0.0
- Aim at Next Point
- Offset Distance 0.0
- Offset Location — X 0.0 Y 0.0 Z 0.0
- Offset Rotation — X 0.0 Y 0.0 Z 0.0
- Scale — X 1.0 Y 1.0 Z 1.0

Add Mesh Instances at Spline Points
- Mesh Comp
- Spline
- Offset Spline Distance 0.0
- Offset Location — X 0.0 Y 0.0 Z 0.0
- Offset Rotation — X 0.0 Y 0.0 Z 0.0
- Scale — X 1.0 Y 1.0 Z 1.0

Clamp Spline Tangents
- Spline
- Min 0.0
- Max 0.0

Form Spline as Circle
- Spline
- Radius 0.0
- Steps 0

Get 2DVector Points from Spline
- Spline — Return Value

Stretch Instance Mesh Along Spline
- Mesh Comp
- Spline
- Offset — X 0.0 Y 0.0 Z 0.0

Form Spline as Box
- Spline
- Driver — X 0.0 Y 0.0 Z 0.0

Example Blueprints

World Mason comes with several example blueprints demonstrating how you can make use of the functions. To find them, make sure you have **"Show Plugin Content"** enabled from the Settings tab in your Content Browser.

From there, look up Engine>Plugins>WorldMason>Blueprints.

There you will see the example blueprints. Feel free to dig in or copy and edit them as you want!