ShapeOps

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Unreal Engine Code Plugin

Description

ShapeOps is a 2D geometric shape drawing tool, which contains a lot of 2D geometric shapes, draw irregular 2D shapes through various operations and combinations, and generates meshes or alpha channel images from shapes.



Introduction

Features:

- Various basic geometric shapes and parametric drawing methods, including PolyPath, Polygon, Rectangle, Circular, etc.
- Various geometric shape edit tools, including copy, flip, PolyPath and Polygon interconversion, pivot translate, length measure,etc.
- Various geometric shape operations, including Union, Difference, Intersection, Offset, etc.
- Custom prefab shape library.
- Screenshot can output alpha channel and export mask image assets through geometric shapes.
- Custom shape prefab library, and easy reuse of edited shapes
- Export static mesh from shape asset or drag directly into viewports to generate mesh actor

Code Modules:

- KSHouseBuilder
- KSHouseBuilderEditor

Documentation: Document

Important/Additional Notes:

Unit: millimeter

You can drag the shape asset to viewport directly, It can build the mesh automatically.

If you can't select the shape below, please modify the "ZOrde" in the property panel.



Start

Enable plugin

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	Encoders			
	Examples			
	Experimental			
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	Geometry			
	Graphics			
	Importers			
	input			

Create assets

You can create floor plan or simple shape assets through the right-click menu.

	Import to /Game/HouseBuilder Add Feature or Content Pack Add Quixel Content	
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	Level	
	() Material	
	Niagara System	
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Engine Mesh NewKSShape		KSShape

Operate

Mouse

Left Button

- Primitive selection.
- Click to draw polypath,polygon,rectangle...etc.

Right Button

- Cancel command.
- Hold down and drag to pan the canvas.

Keyboard

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Shape





1.Toolbar

lcon	Name	Description	
	ExportMesh	Export static mesh of the floor plan.	
Ó	ScreenShot	Take a screenshot of the viewport.	
Ш	Clear	Clear floor plan. Note:Can't recover once clear.	

2.Draw Tools

Draw		
PolyPath		Rectangle
NPolygon		Ellipse
5		
Ops	_	
Union	Difference	Intersection
Kor Xor	Offset	
Tools		
لسسا		REFE S
SetScale	Annotation I	Measure

FreeDraw

Draw walls by segment or retangle.





• common	
Mat	def_ma ≻ € ₿⊅
To Floor	0
Rotate	0
ZOrder	0
Color	

Mat:

3D mesh material.

ToFoor:

Distance to the floor(z value is 0).

ZOrder:

Shape order by layer. The lower the value, the lower the layer.

If the lower level shape cannot be selected, please modify this value







Ops





Offset Parameter







3.Selection Menu



lcon	Descirption
Ð	Copy the select shape
Сору	
Δħ	Flip horizontal.
Flip	
Ω	Flip vertical.
Split	
ப்	Convert polygon to polypath
ToPolyPath	
	Convert polypath to polygon
ToPolygon	
I	Translate the pivot
Pivot	
创	Delete the select shape.
Delete	

4.View Mode

2D:Draw floor plan.

3D:Build and view the mesh.







5.Show Flag





Focus the view to the center.

O Show or hide.

Name	Room name.
Axis	Axis lines.
Image	Reference image.
Annotation	Annotation lable.
Outline	Polygon outline
Dxf	Refreence dxf.

6.Build Setting

	Settings	×
-	Reference Dxf	
	Path	
Þ	Offset	0 0
	Reload Dxf	
•	Build	
	Prefab	defat ∽ € ♪ ↔
	Output	/Game/HouseBu
•	UVScale	1.0 1.0
	х	1.0
	Y	1.0
•	Options	
	Combine	~
•	LightMap	
	Combine	256
	Apart	32
•	Reference Image	
	Texture	None V
	Scale	1.0
	Transparency	0.7
•	Screenshot	
Þ	Size	1920 1080
	Output	/././././Woi
•	Alpha	
	Enable	
	Color	

Build



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	Custom snape prerab library.	
	Operated static mask distant	
Output	Generated static mesh dictory.	

Options

Name	Description
Combine	Build a single mesh or apart.
	Apart:
	Ment,0 Ment,2 Ment,3 Ment,4 Ment,5 Ment,6 Ment,7 Mech,8 Mech,0 Mech,10 Mech,11 Mech,12 Mech,13
	Single:
	1531EE25 1B640A76 26E40094 2843BE87 9721E9EE E27114AB FF6FFE7E

Reference Image

Name	Description
Texture	2 20
Scale	Reference texture scale size,you can use to measure the scale.
Transparency	Reference texture transparency.

Reference dxf

Name	Description
Texture	
Path	The path of the dxf file.
Offset	The dxf offset from center.
Reload Dxf	Reload the dxf file