Primitive Teapot Behavior

Descripción

Files: CGFPrimitiveTeapotBehavior.cs

Path: "CGF/Systems/ObjectMesh/Primitives"

Description

Behavior that allows the associated gameobject to create the Mesh Teapot.

Reference

- **Generate Normals** – Determines whether normals are generated for the mesh.
- **Generate UVs** – Determines whether UV coordinates are generated for the mesh.
- **Handle** – Determines whether the teapot includes a handle.
- **Lid** – Determines whether the teapot includes a lid.
- **Size** – Overall size of the teapot.
- **Spoute** – Determines whether the teapot includes a spout.
- **Tesselation** – Level of tessellation detail for the teapot.

Use

Add this component to the GameObject that should own the behavior.
Configure the inspector fields listed in Reference and assign the required scene or asset references before entering Play Mode.