

Pyramid Builder

From a small altar to the Great Pyramid of Khufu: generate a monument from your own stones, sculpt it stone by stone, then bake it to Nanite static meshes. Instanced Static Meshes keep even the biggest pyramids light.

UE 5.7 → 5.8 · TINY RPG



Installation

- Copy `Plugins/PyramidBuilder` into your project's `Plugins` folder and enable it in **Edit** → **Plugins**.
- A complete README is included in the plugin folder.



Quick start

- Content Browser → right-click → **Blueprint Class** → search **PyramidCreatorActor**.
- Add your stone models to the **Stone Pool**, set **Stone Dimensions** and **Base Stone Count**.
- Drag the Blueprint into the level and click  **GENERATE PYRAMID**. **Hollow Mode** skips the hidden inner stones.



Sculpt (Edit Mode)

- Tick **Edit Mode** and **Show Deleted Ghosts**.
- ● **DELETE** a stone, ● **RESTORE** a green ghost. Undo the last deletion, or Reset everything in one click.
- Colors: red = stone targeted, green = removed stone, blue = ghost targeted, yellow cross = cursor hit.

Bake

- Set **Floors Per Bake Chunk**, then click 📦 **BAKE TO STATIC MESHES**.
- Each chunk is built with GeometryScript, Nanite on and complex collision ready, with a 5-second pause between chunks so your CPU breathes.
- Each bake gets its own folder: nothing is ever overwritten.

 Get it on Fab ↗ <https://www.fab.com/listings/fb67eb27-4e10-49e8-9858-c569b1c2af63>

► Watch the video : <youtu.be/6LiSMT5Bz2M>

✉ Still stuck? Write to contact@stanlab.dev · tinyrpg.stanlab.dev

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