



TEARDOWN

CREATIVE MODE

What is Creative Mode?

For the builders, the aspiring modders, the artists, and the destruction enthusiasts... let your imagination run wild with Creative Mode, a new way to create (and destroy) in Teardown! Add customizable voxels in a range of materials directly into the game and save your creations to spawn later.

How does Creative Mode work?

To access Creative mode, enter any level in Sandbox Mode, then select "Creative Mode" from the menu.

Press & hold the space bar to reveal the palette and select from a variety of voxel materials.

You can quickly match any of your previous creations by selecting "Pick Material."

CONTROLS

Q Z	Up / Down
SPACE	Palette
ALT+WHEEL	Brush Size
LMB	Free
RMB	Projected
SHIFT	Erase



What tools and materials can I use?

Draw: Free-hand voxel placement

Line: Create a straight line in any direction.

Box: Expand a box to the size and shape of your liking.

Extrude: Expand a side of your design, one layer at a time.

Paint: Quickly change the material or color of your creations, without rebuilding.

How do I save & spawn designs in-game?

To save a design, scroll down to the "Shape" tool, hover your cursor over something you've constructed, and select Ctrl+S. Give your design a unique name so you can find it later.

To spawn a saved design, open the in-game menu and select "Spawn." Choose "Creative Mode" from the left-most menu to select from all of your previous saved creations.



Creative Mode FAQ

Will Creative Mode also be available on Teardown for consoles?

Yes! Creative Mode will be available when Teardown launches on PlayStation 5 and Xbox Series X|S later this year, alongside the full 40-mission story campaign, the "Art Vandals" campaign expansion, special challenges, and Sandbox Mode, plus a curated collection of the community's best mods from PC, console-friendly UI, and haptic feedback on PlayStation®5 DualSense controllers.

Can I export my designs?

Absolutely! Any designs you make and save in-game are then saved to your computer as VOX files, which can then be opened and exported in MagicaVoxel. You'll find them here: C:\Users\[username]\Documents\Teardown\creativemode

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