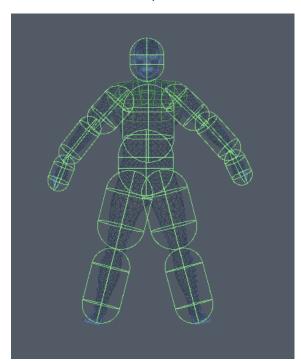
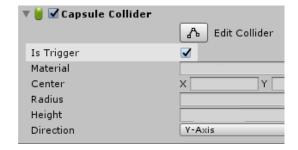
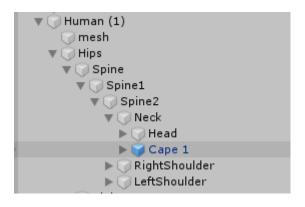
\* Note - For more info see Demo scene.

1) Place your **Charater** into scene. Attach **Capsuel Collider** to main bones of your charater. Resize them like in picture. Mark them as **Trigger**.

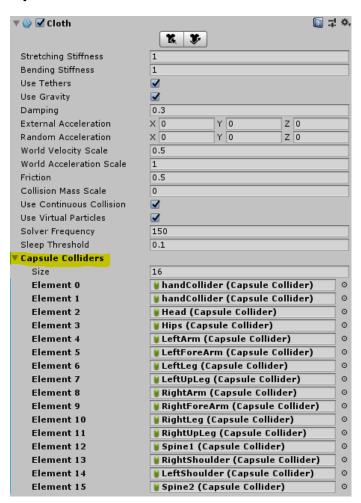




**2)** Find your character **Neck** bone and place **Cape.prefab** inside it.



**3)** Pass all Capsule Collider references to cape cloth. Adjust cloth settings as you wish.



**4)** (OPTIONAL) For realistic result set project **fixed timestep** to 0.02 - 0.01 range.

Time	
Fixed Timestep	0.01
Maximum Allowed Timestep	0.3333333
Time Scale	1
Maximum Particle Timestep	0.03
	0.03