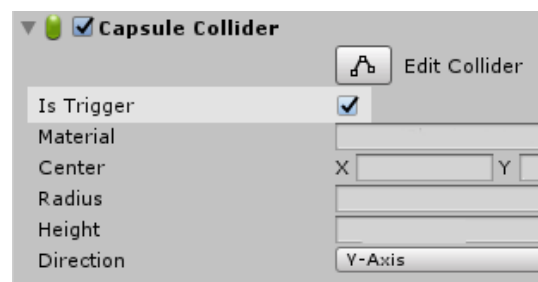
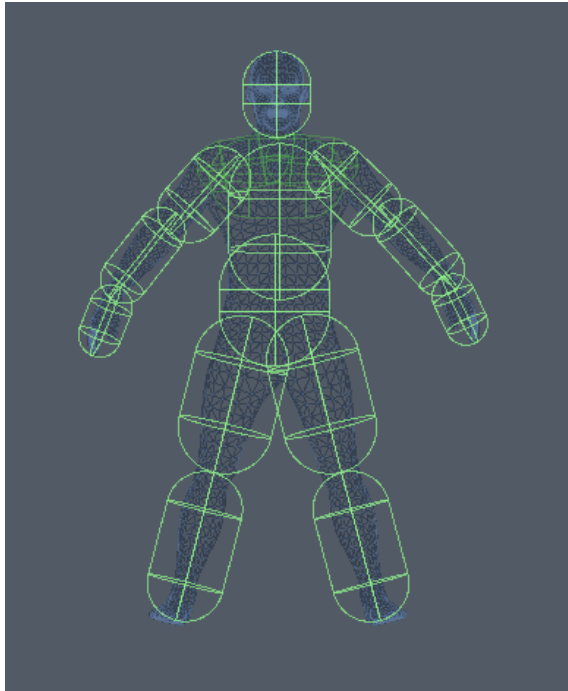


* **Note** - For more info see Demo scene.

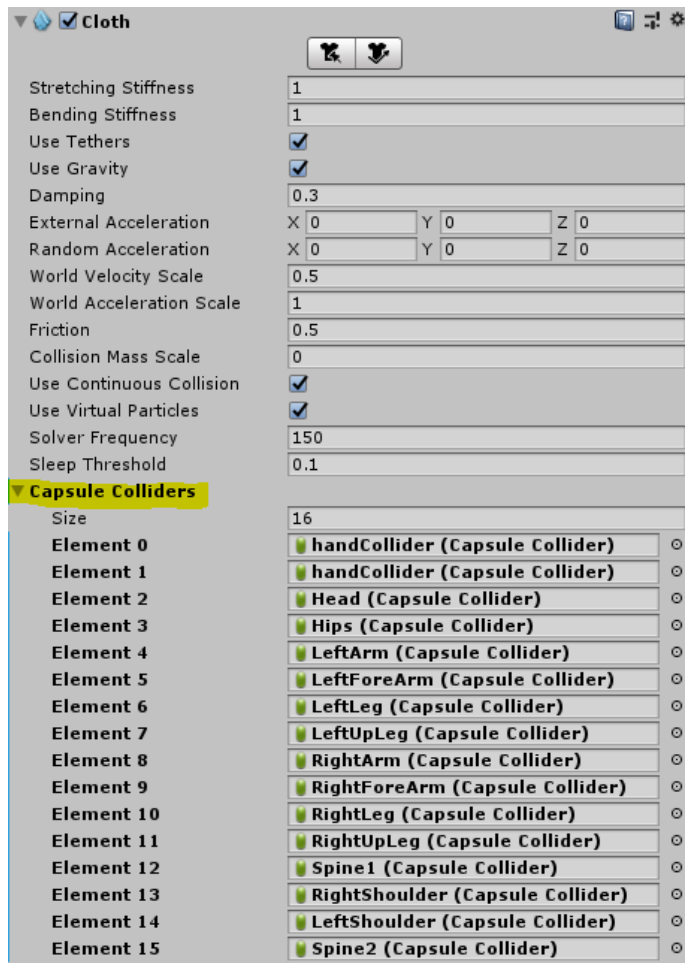
- 1) Place your **Charater** into scene. Attach **Capsuel Collider** to main bones of your charater.
Resize them like in picture. Mark them as **Trigger**.



- 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.

