

MagicaVoxel Tools Free

| | MagicaVoxel Tools Free | MagicaVoxel Tools | |
|------------------------|------------------------|-------------------|-------------------------------------|
| Export Unity Mesh | ✓ | ✓ | Free Limited to 50x50x50 Voxel Size |
| Import Optimized .vox | ✓ | ✓ | |
| Import Materials | ✗ | ✓ | |
| Voxel Particles | ✗ | ✓ | |
| Full Source Code | ✗ | ✓ | |
| Priority Email Support | ✗ | ✓ | |

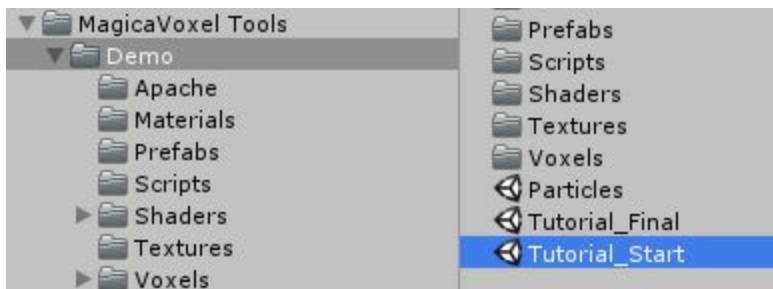
QUICK START



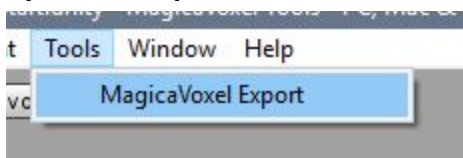
Tutorial Overview:

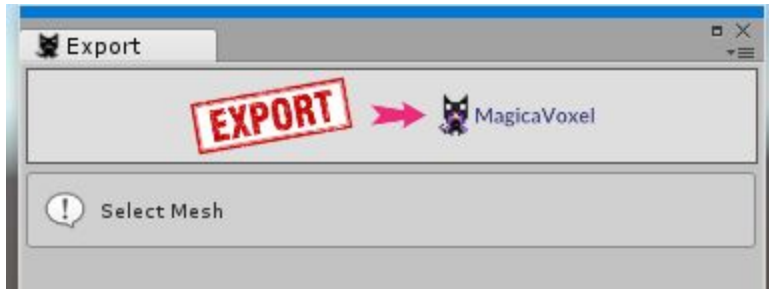
- Bake Multiple Meshes to single Object to be Voxelized
- Export to Magicavoxel
- Import from Magicavoxel
- Create Prefab from Multiple imported Objects

Open the Tutorial Start Scene



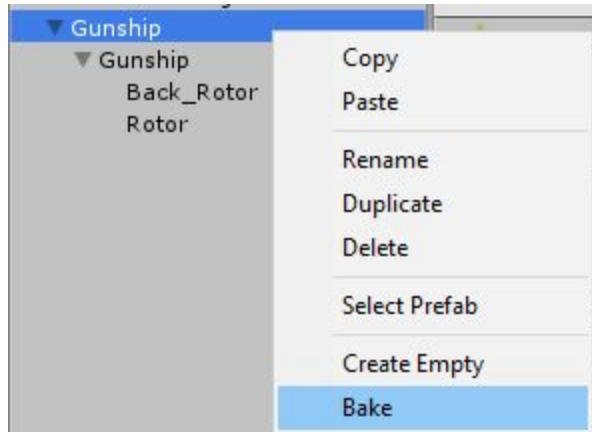
Open the Export Editor Window





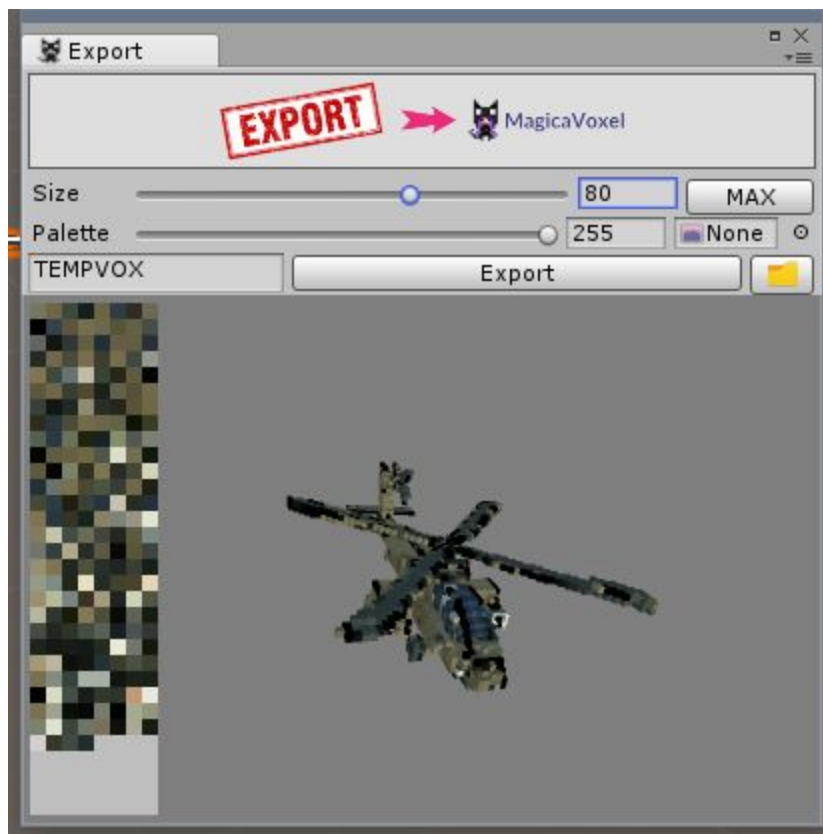
Select Gunship and Right Click Bake

This model has 3 Meshes, so we need to “bake” it into a single Mesh to Voxelize




Select TEMPVOX

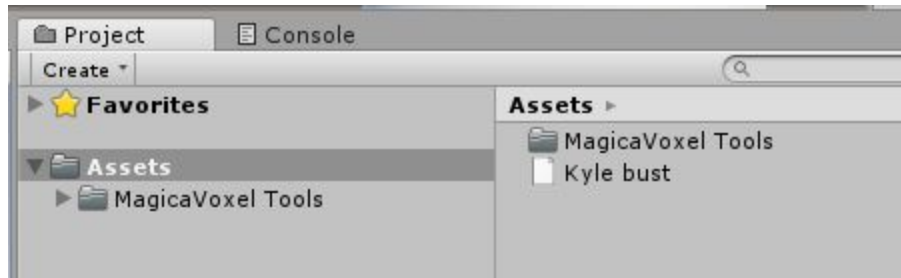
Adjust the Size as needed



Click the Export Button

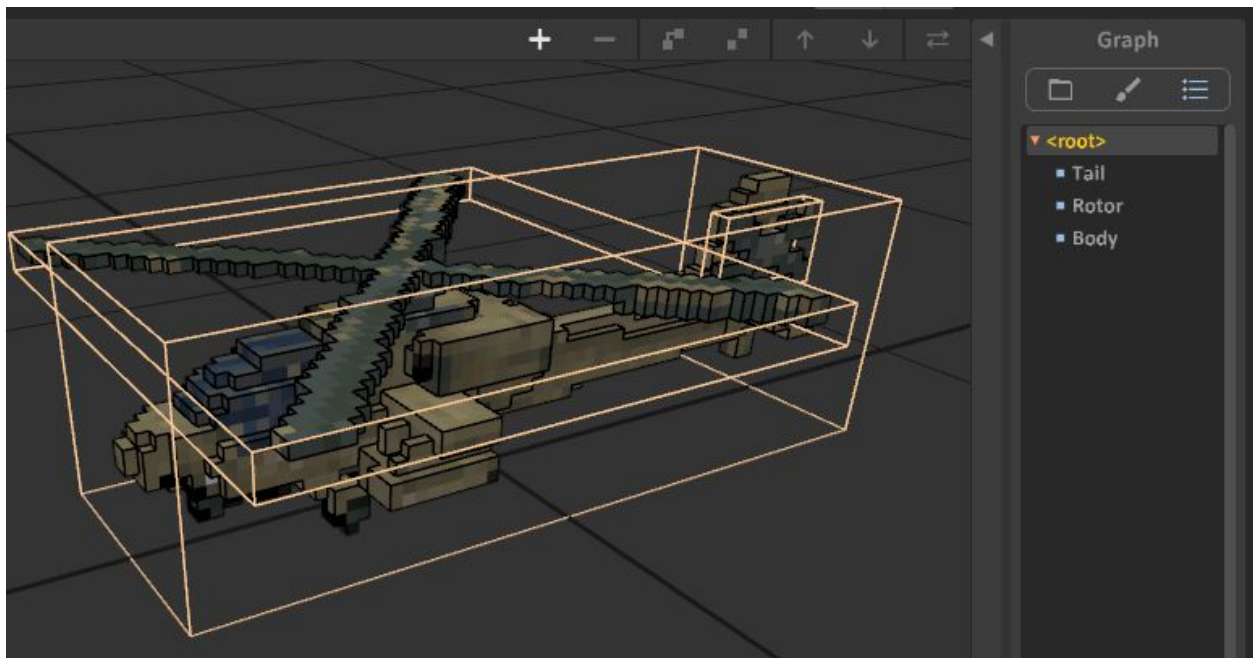
By default Models will be exported the the Asset Folder

**Change output folder if needed using *



Open Model in MagicaVoxel and Edit

We have split the model in 3 Parts



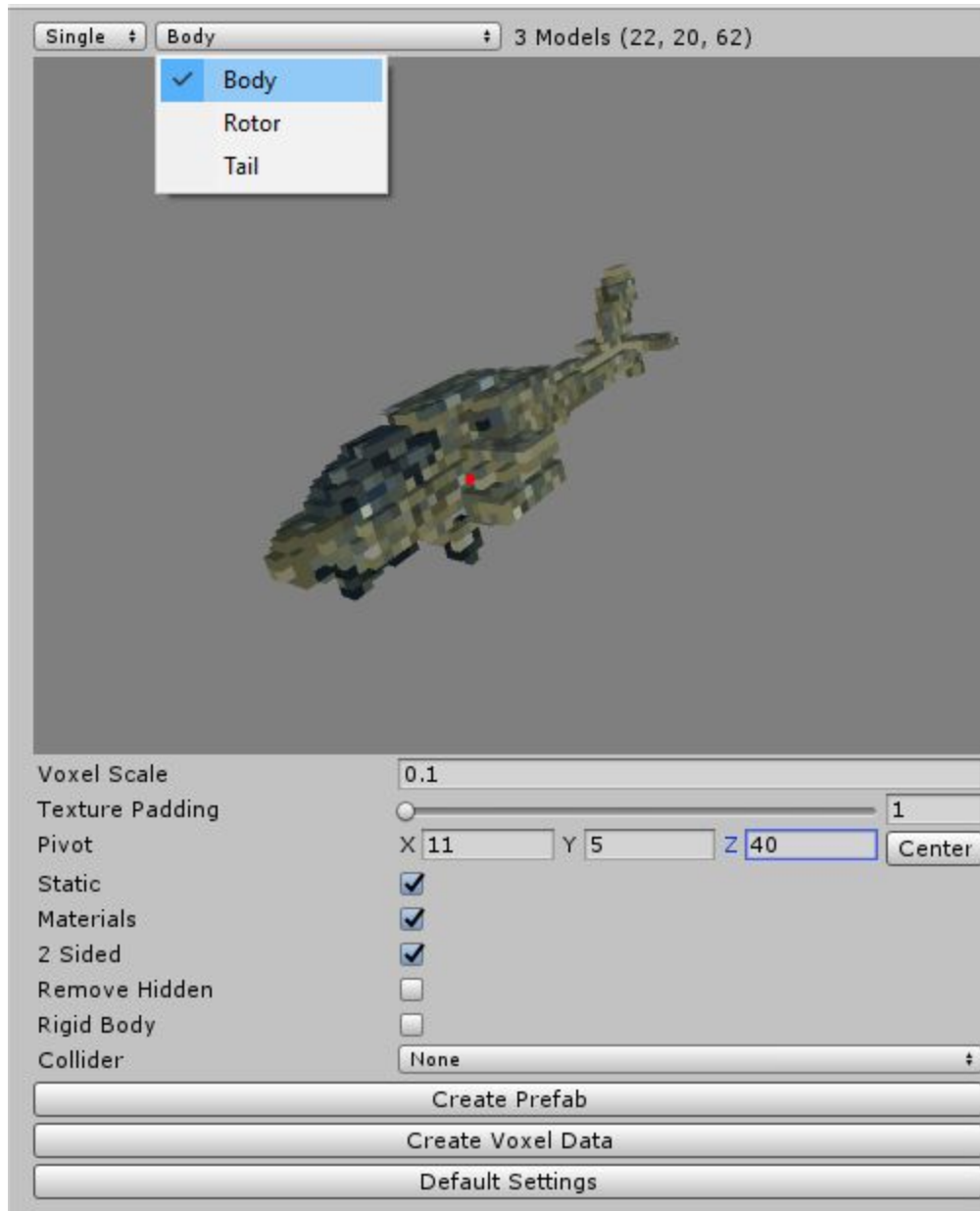
Save your .vox file back to your unity project



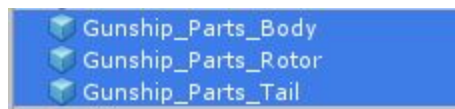
Click on the .vox file in your Unity Project (Gunship_parts.vox)

Select Each Part, and adjust the Pivot Point (red dot)

Click "Create Prefab" for each model



You should have something like this:

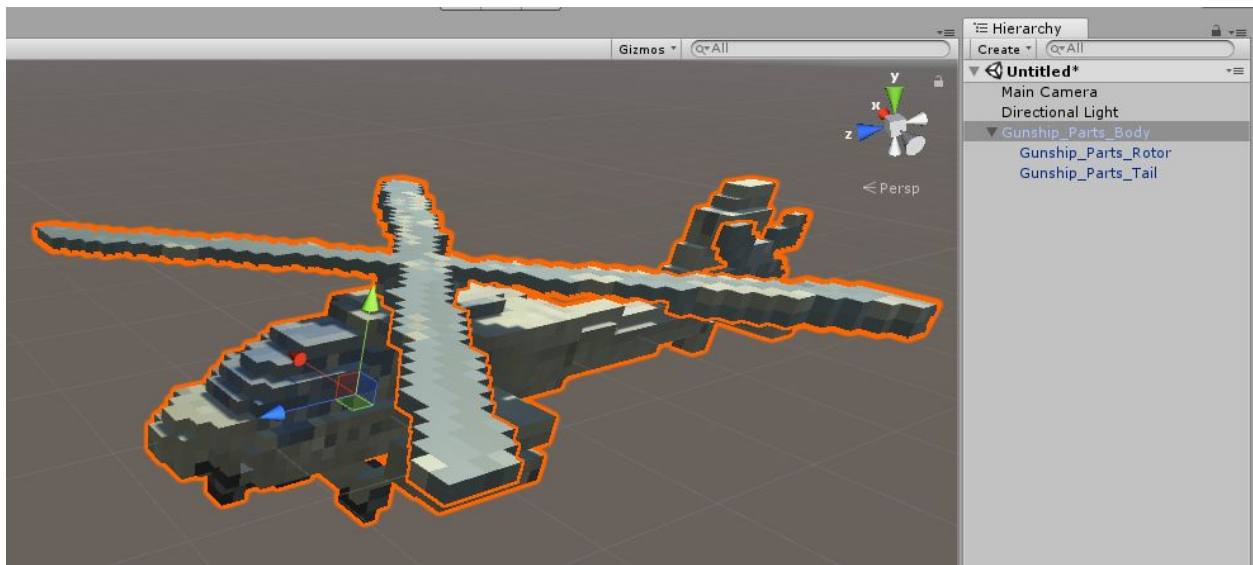


Create a New Scene

Drag the Gunship_Parts_Body to the scene.

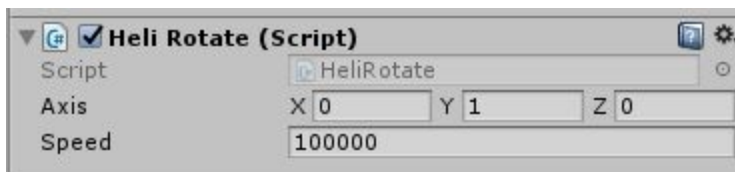
Drag the Rotor and Tail to be children of the body.

*Adjust the position of the Rotor and Tail

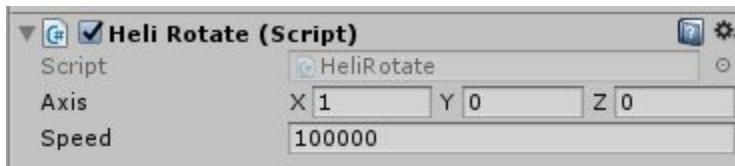


Let's Add a simple Rotate Script (Heli Rotate)

Rotor:



Tail:



Drag Gunship_Parts_Body to your Project window to make it a Prefab

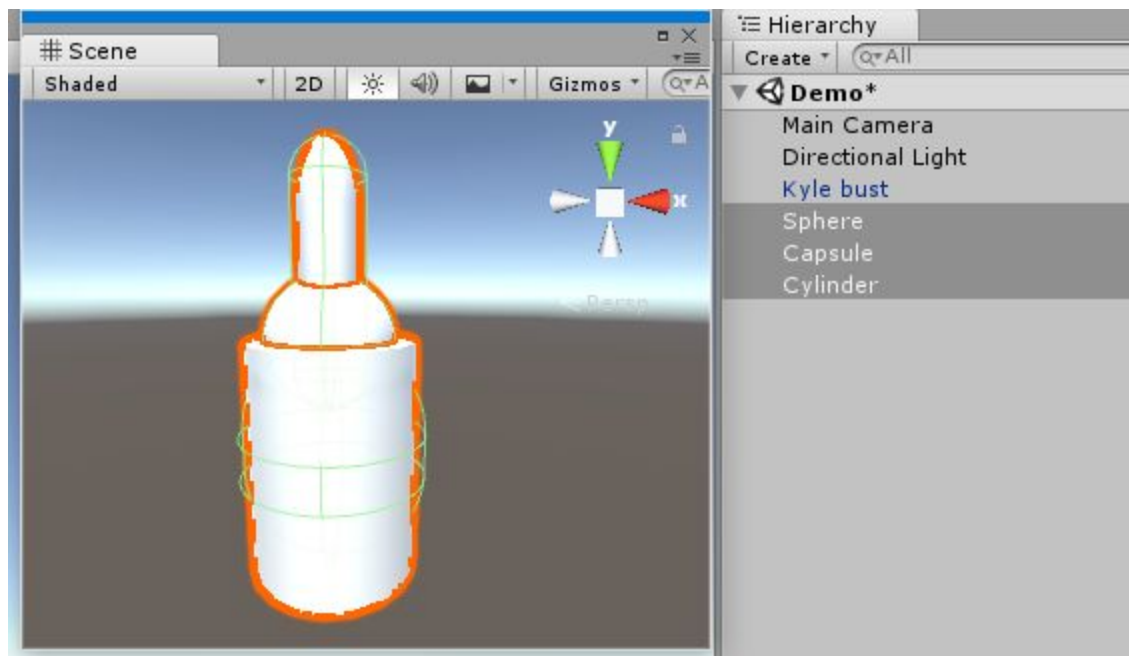
Check out the Sample Tutorial_Final to see the Prefab in a simple scene



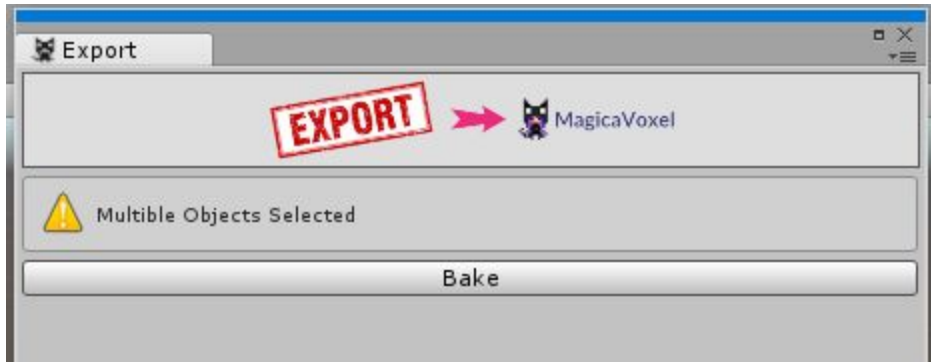
Additional Reference

Multiple Meshes

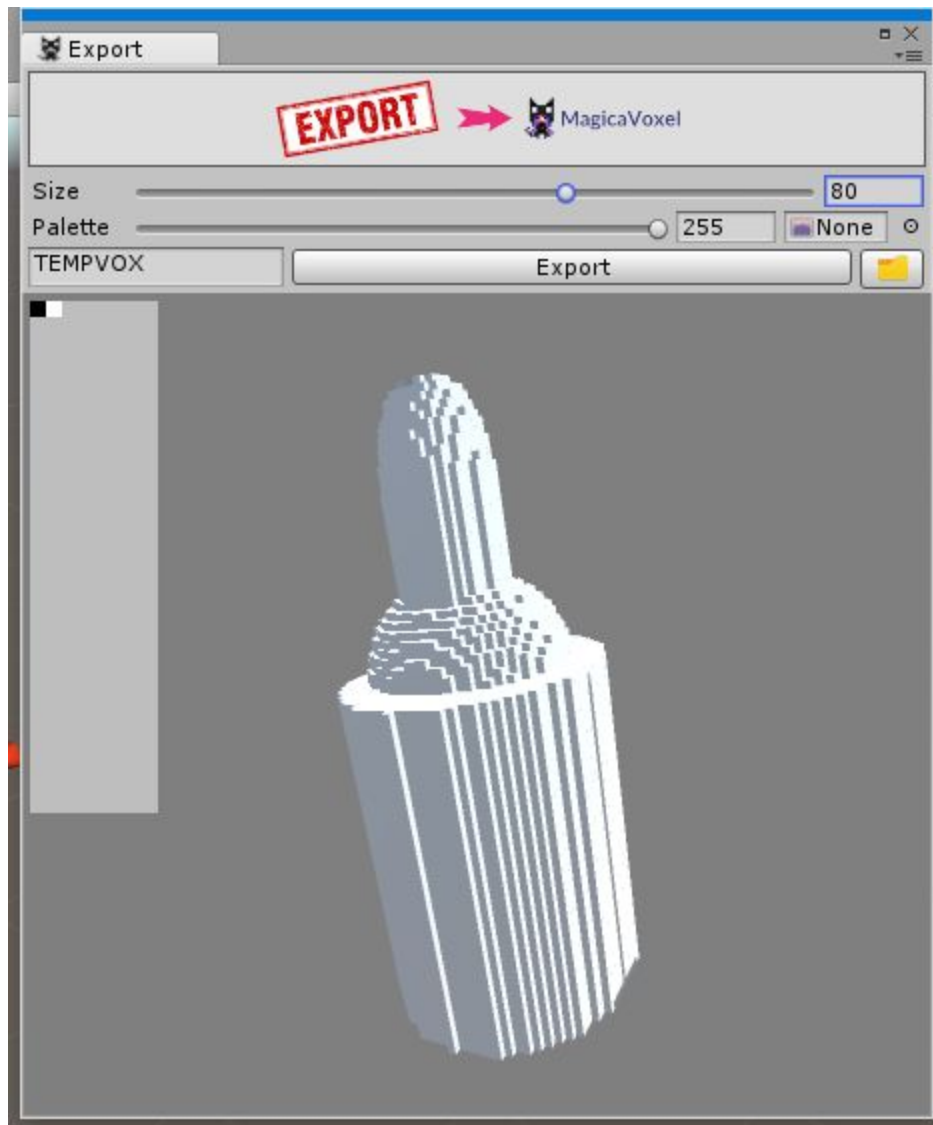
Select objects you want to Voxelize



You will now an option to Bake selected objects to a Temp Mesh
Click Bake

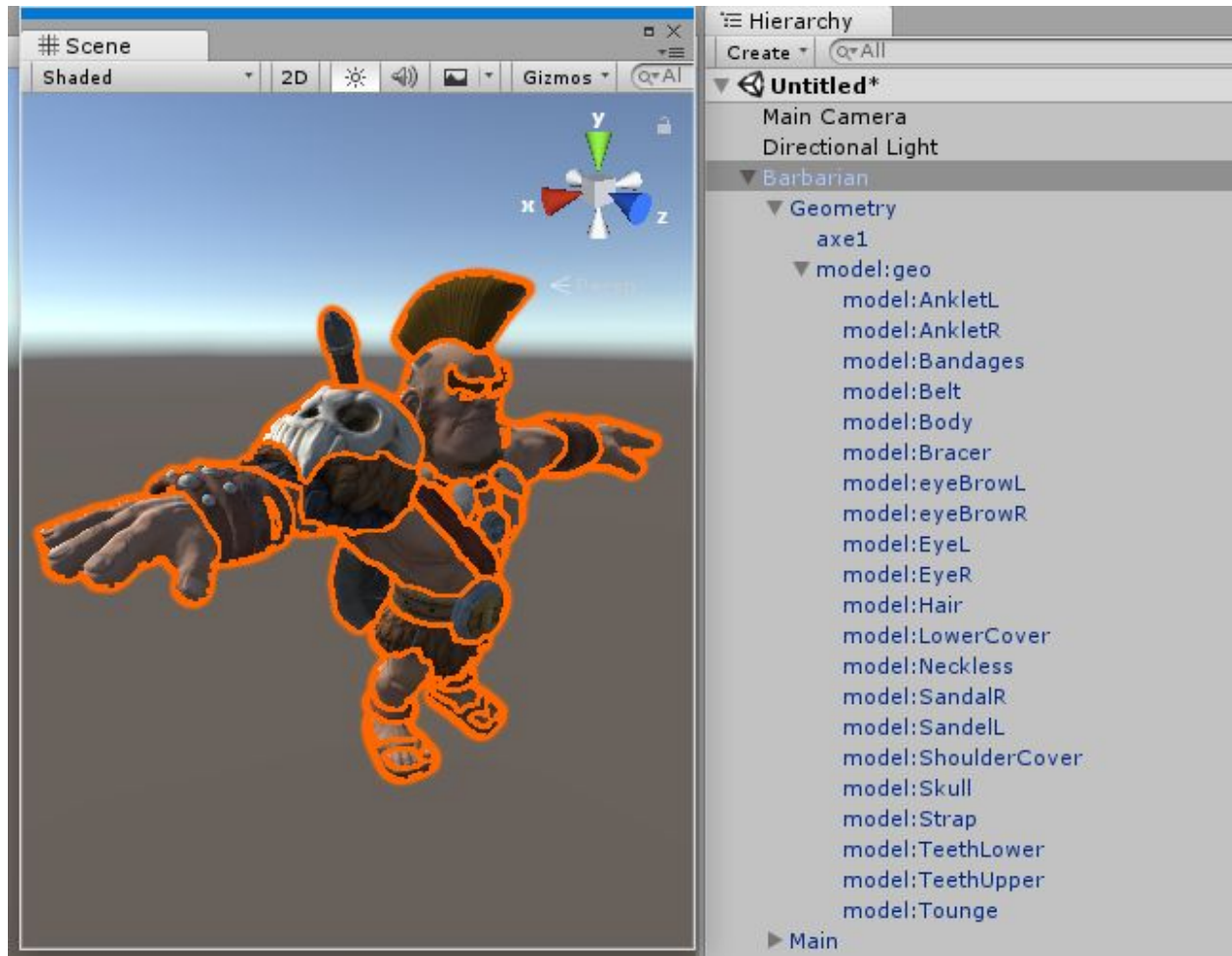


Now objects have been Baked and Voxelized

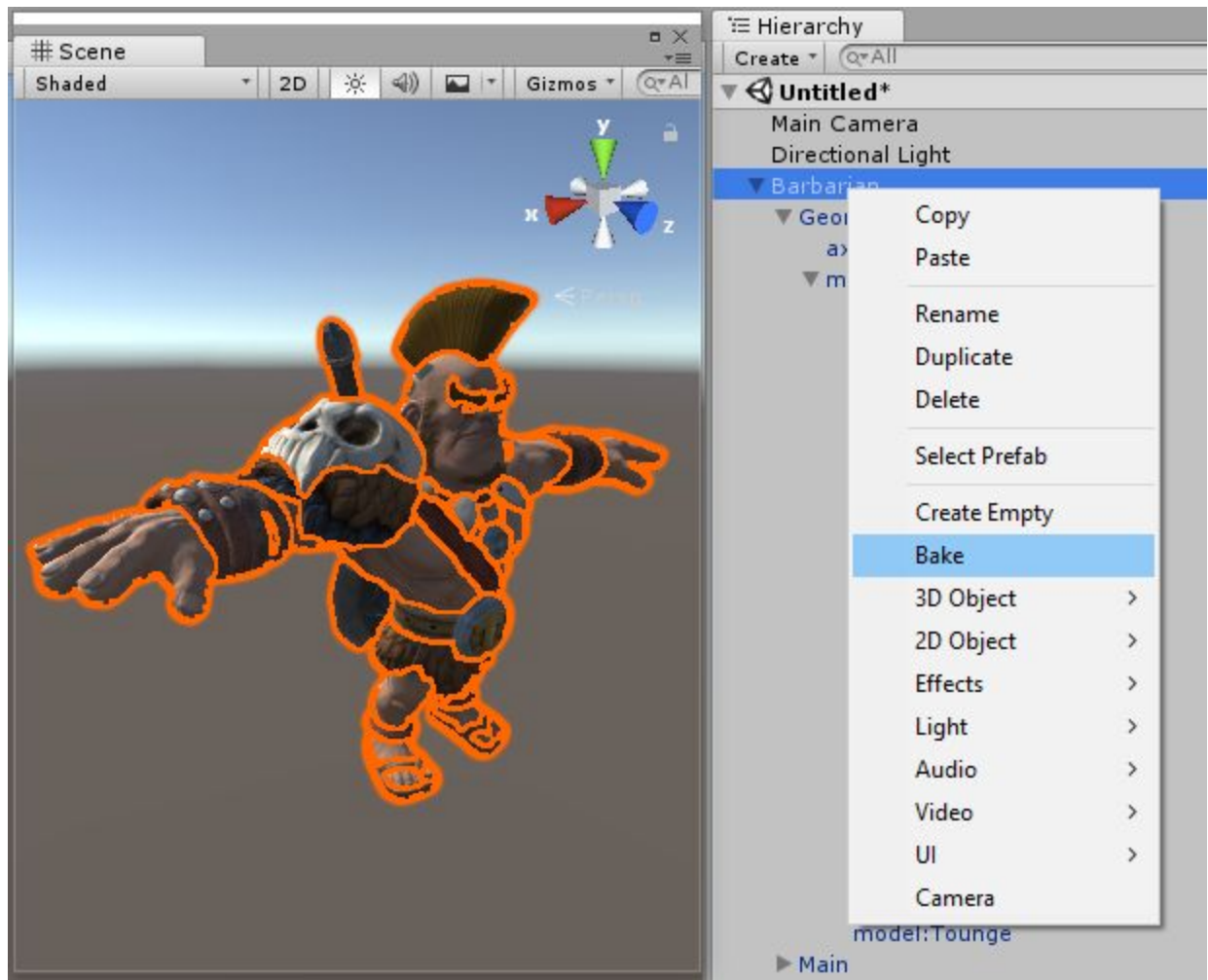


Skinned Mesh

This Skinned mesh has many parts

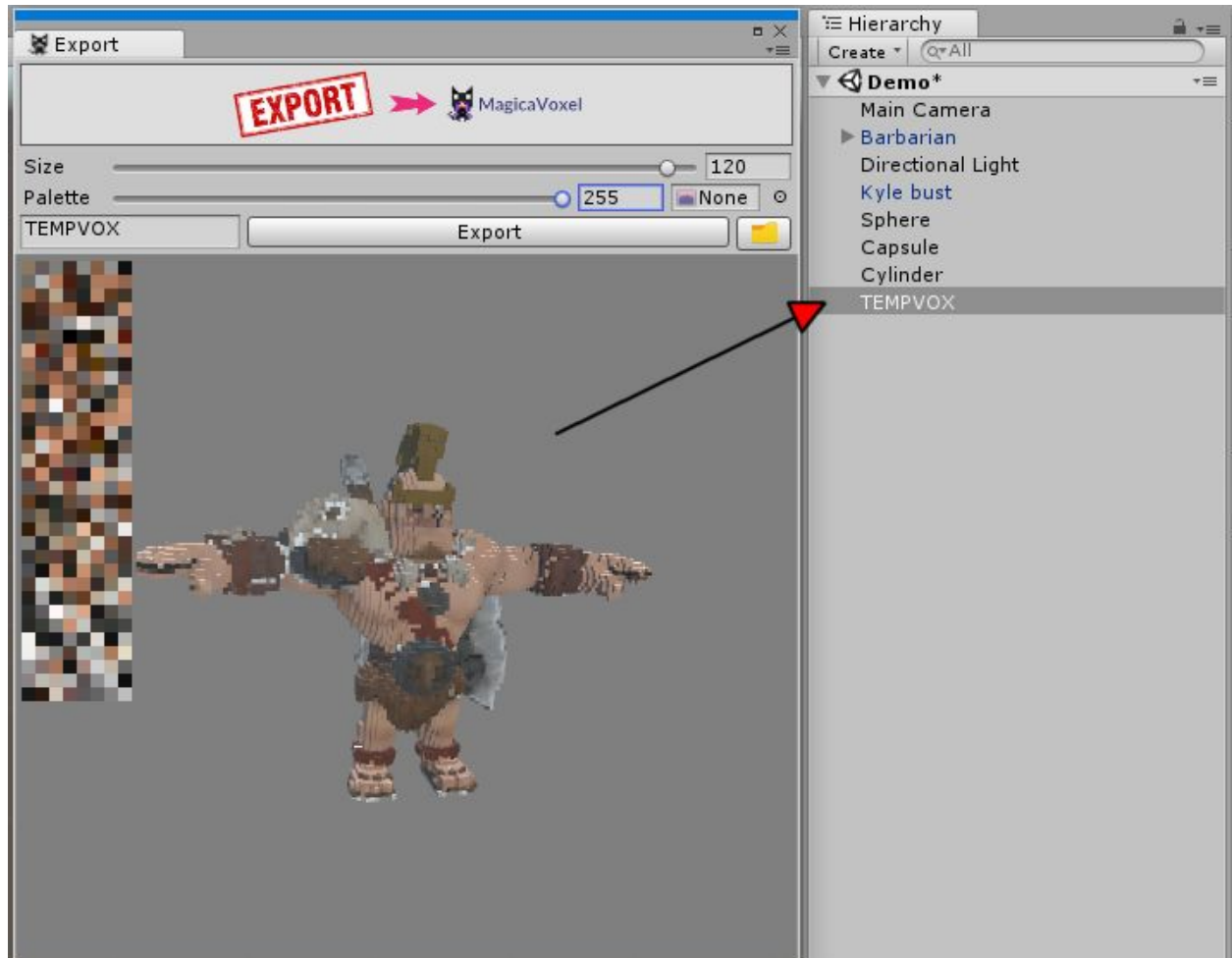


However you may want to Voxelize the entire model instead of each part
Just right click and click bake



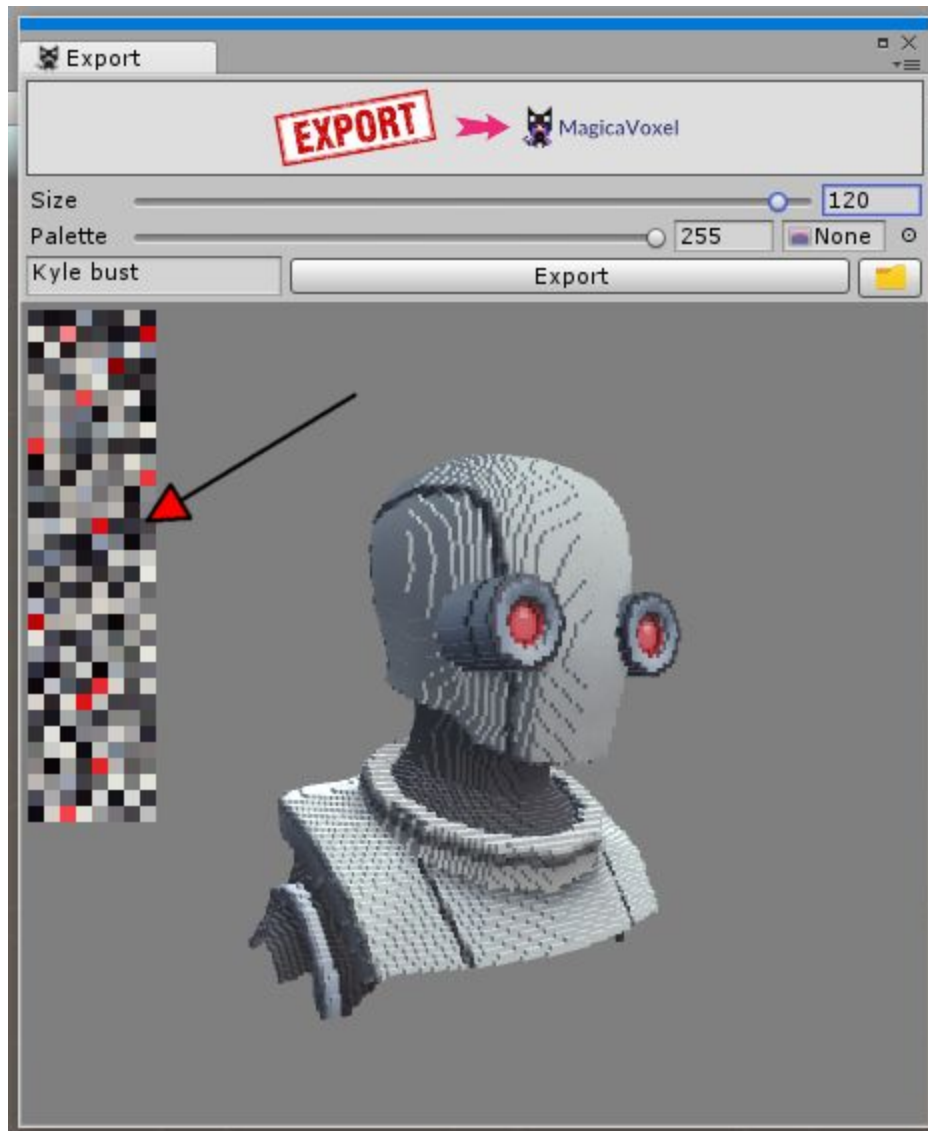
Use this “Baked” mesh to export

*This is a very unoptimized mesh, suggested to only use for export

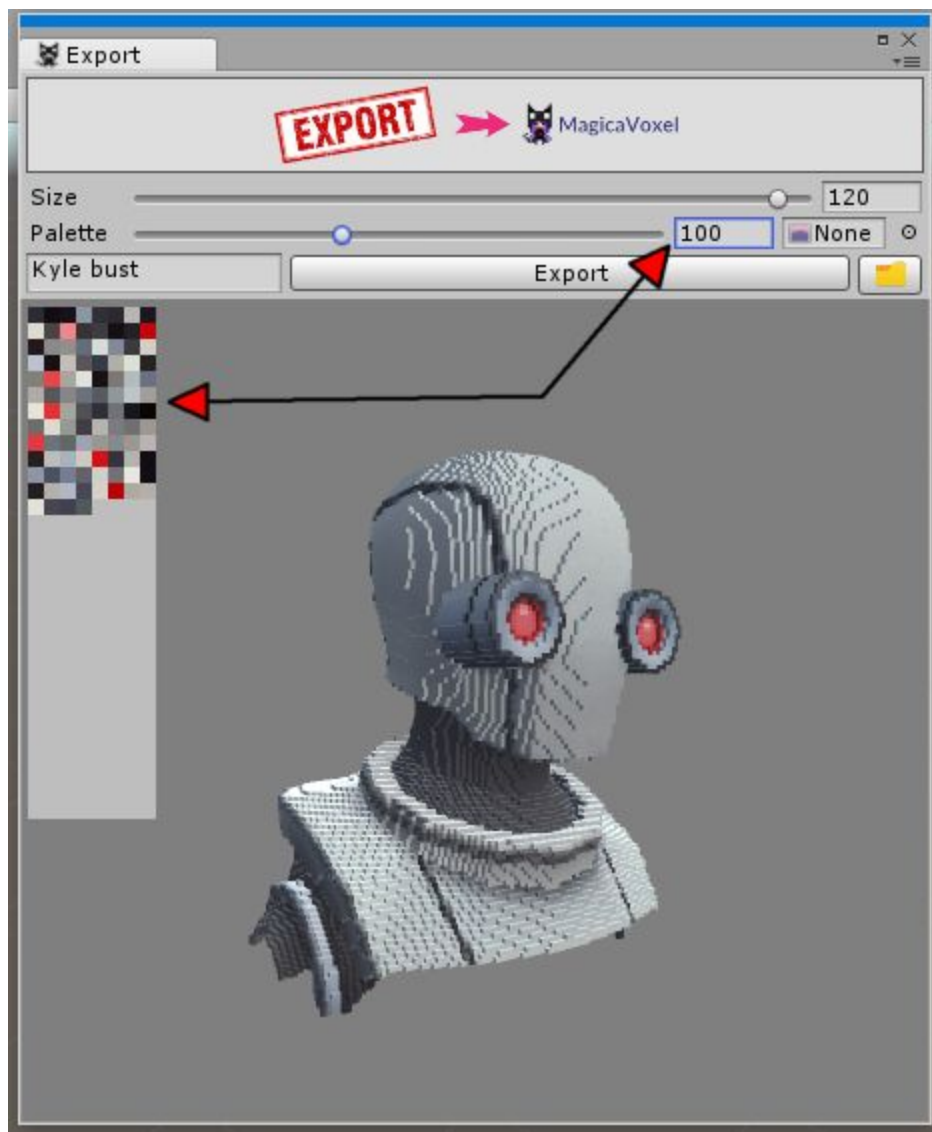


Palettes

Palettes are automatically generated

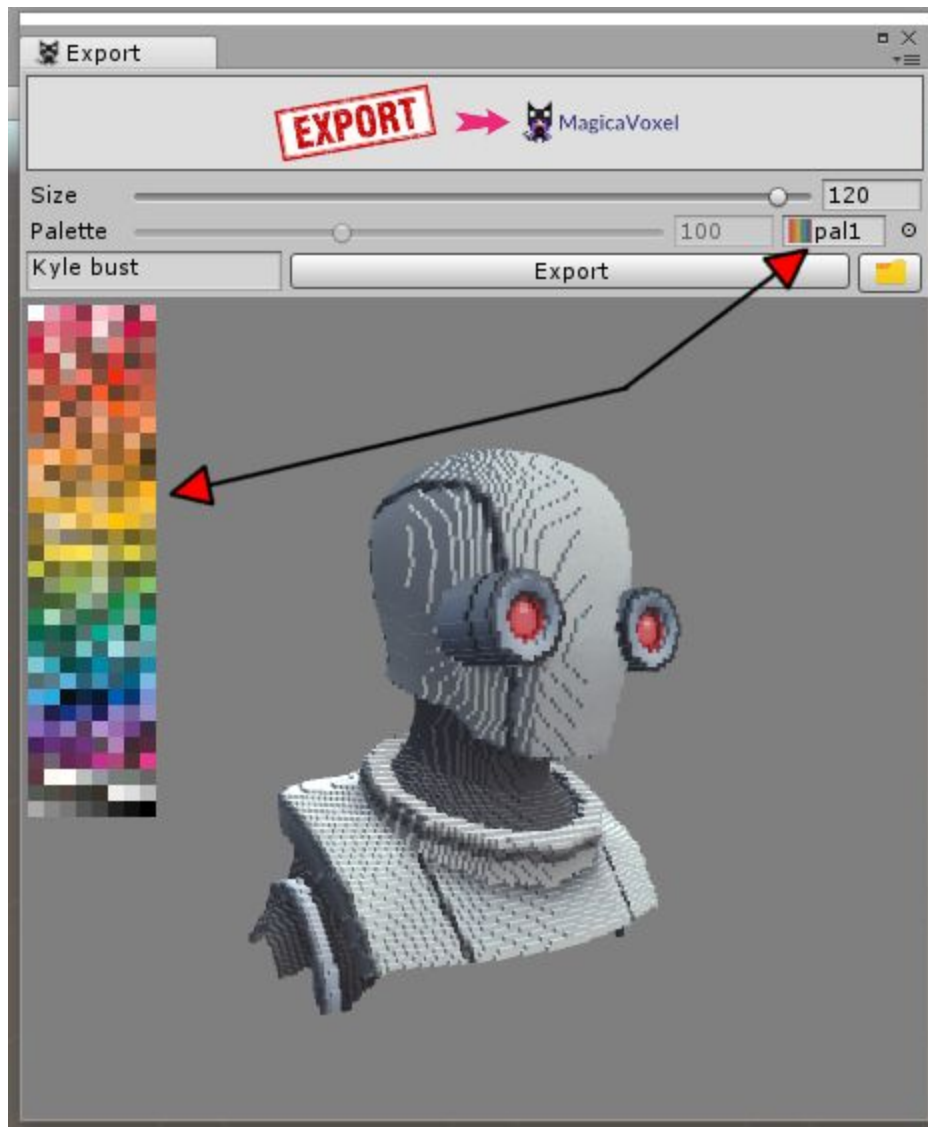


You can limit the amount of colors so you can have empty slots in MagicaVoxel



You can select a palette so model will be forced to match already defined colors

*Default palettes from MagicaVoxel are included, search for Pal0, Pal1, Pal2, or Pal3



FAQ

- Can I make a minecraft clone with this?
 - + No, this Asset just let's you export/import meshes. It is not a voxel system.
 - Why am I limited to a size of 125 voxel? (50 in Free version)
 - + MagicaVoxel max size is 126, the voxelize process may spill over by 1 voxel
 - + So $125 + 1 = 126$...any more and it crashes MagicaVoxel
 - If I export a skinned mesh, will it still be skinned?
 - + No, you will have to skin the new mesh
 - Does this handle importing All MagicaVoxel World objects
 - + Yes, you can import single, multiple or merge them
-

Additional Credits:

Voxelizer

<https://github.com/mattatz/unity-voxel>

Helicopter model

<https://sketchfab.com/3d-models/low-poly-apache-gunship-035ed0b967f848cfa9e0ff0ade53c3dd>

SUPPORT

Support Email: support@bocs.site