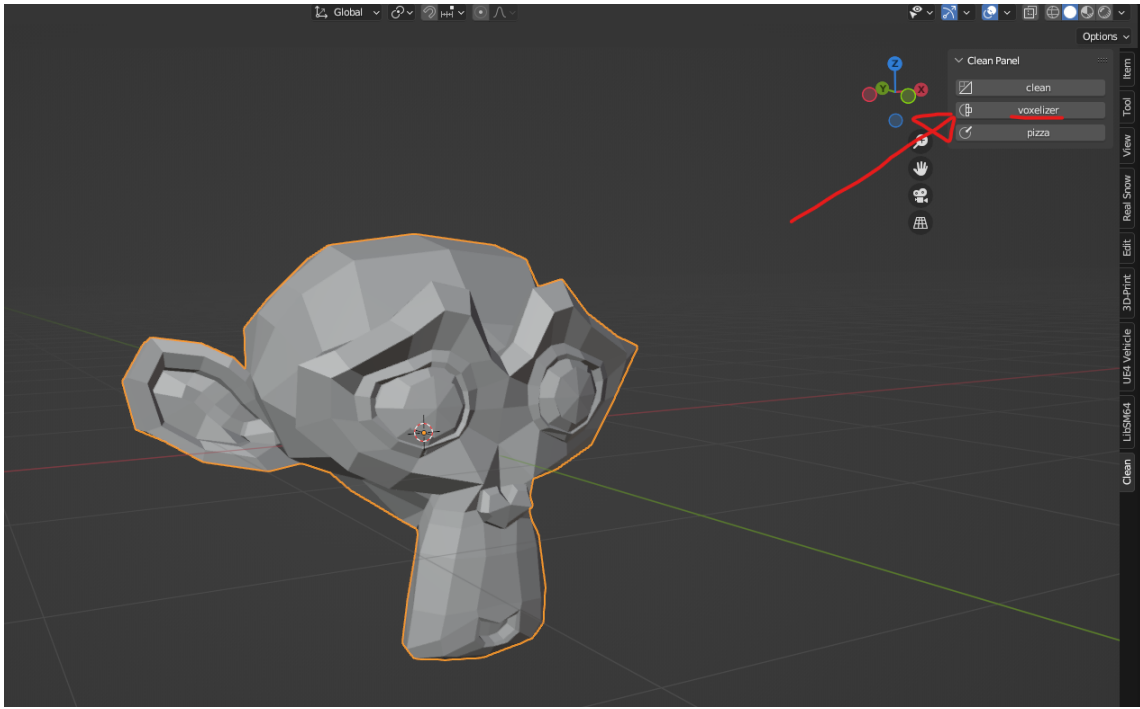
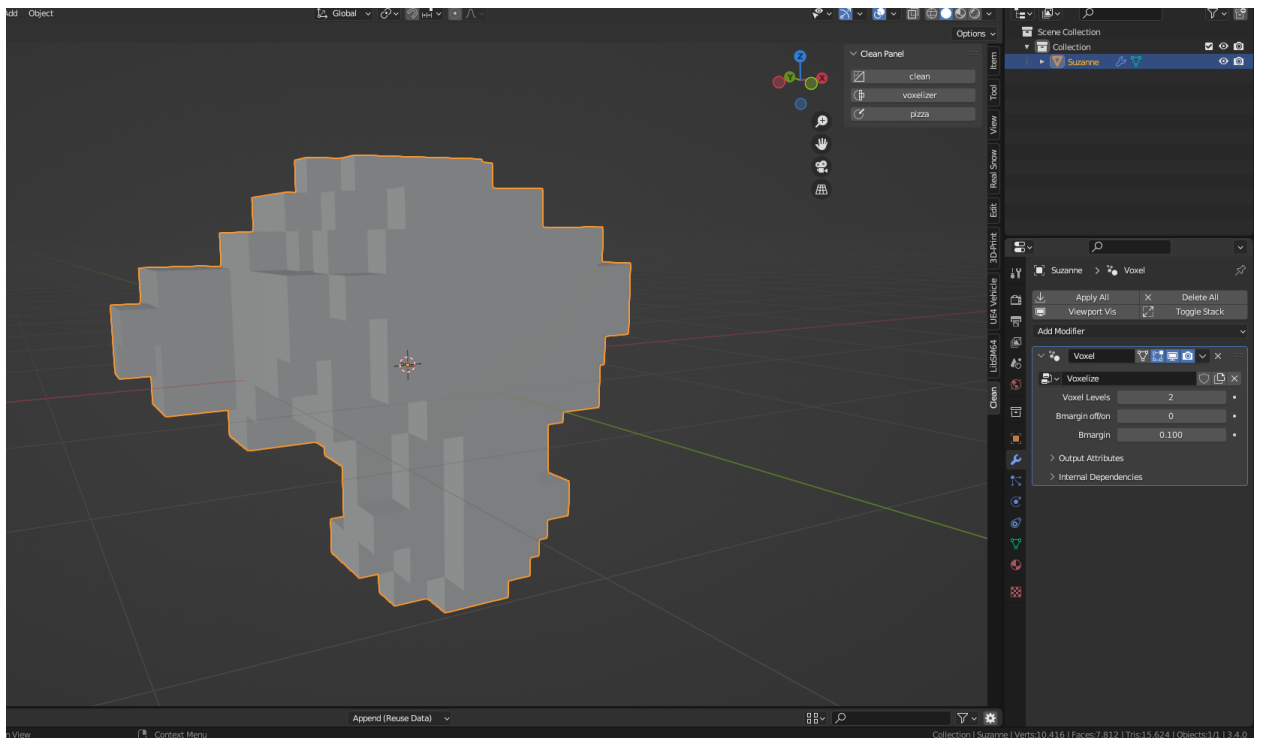


# Asset Pipeline

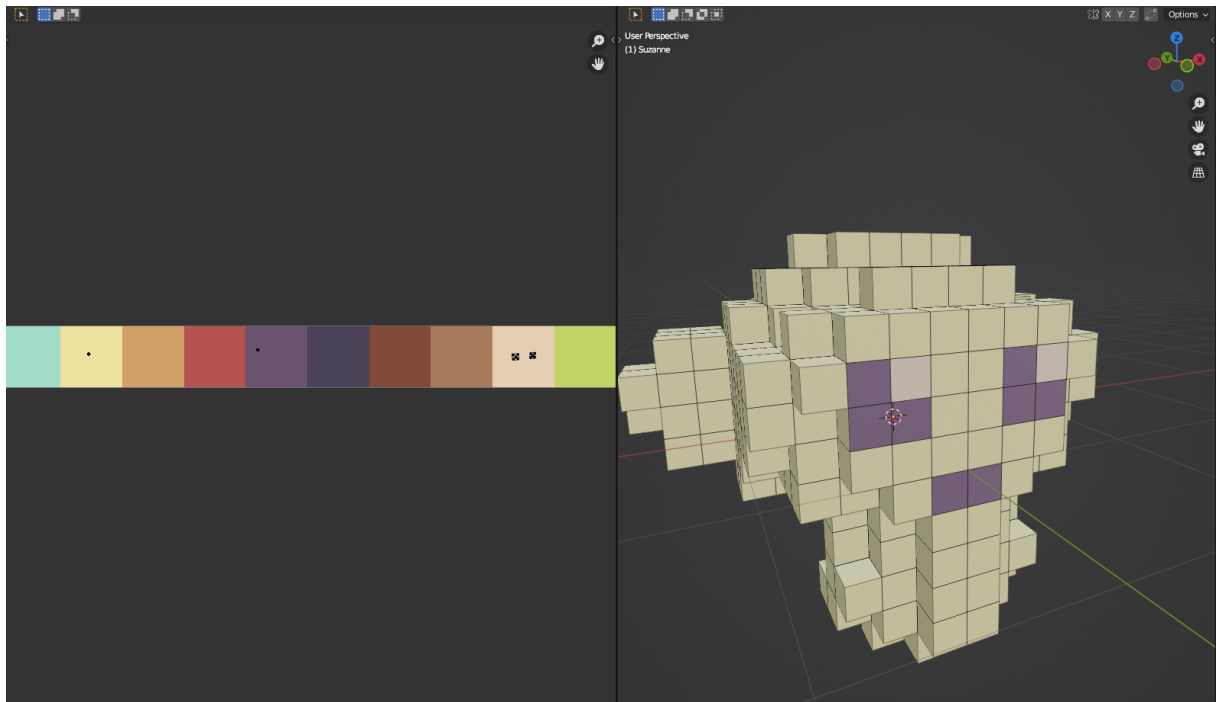
1. Click the voxelizer button to voxelize your model



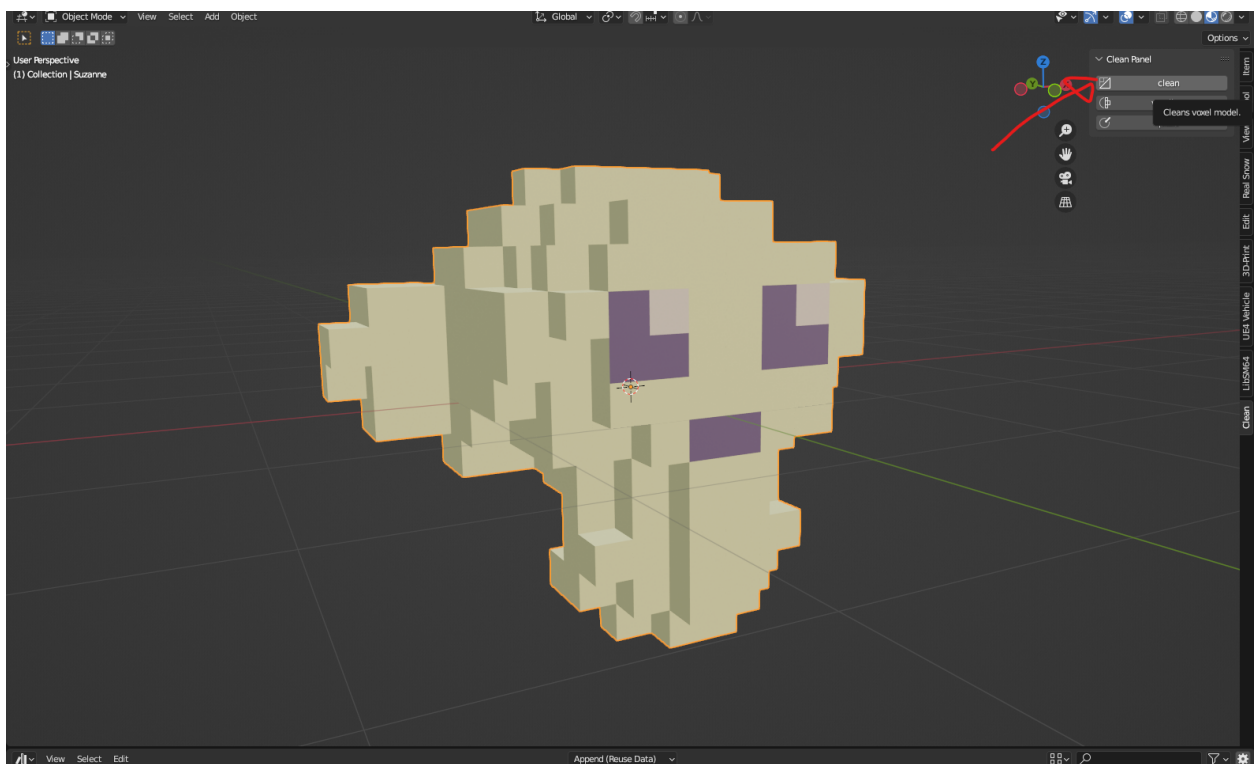
2. Verander de scale en settings van de voxelize nodes



3. Apply de voxel nodes en voeg kleurtjes toe (staat in de asset library blender files github)



4. Klik de clean mesh knop



5. Af

(:

