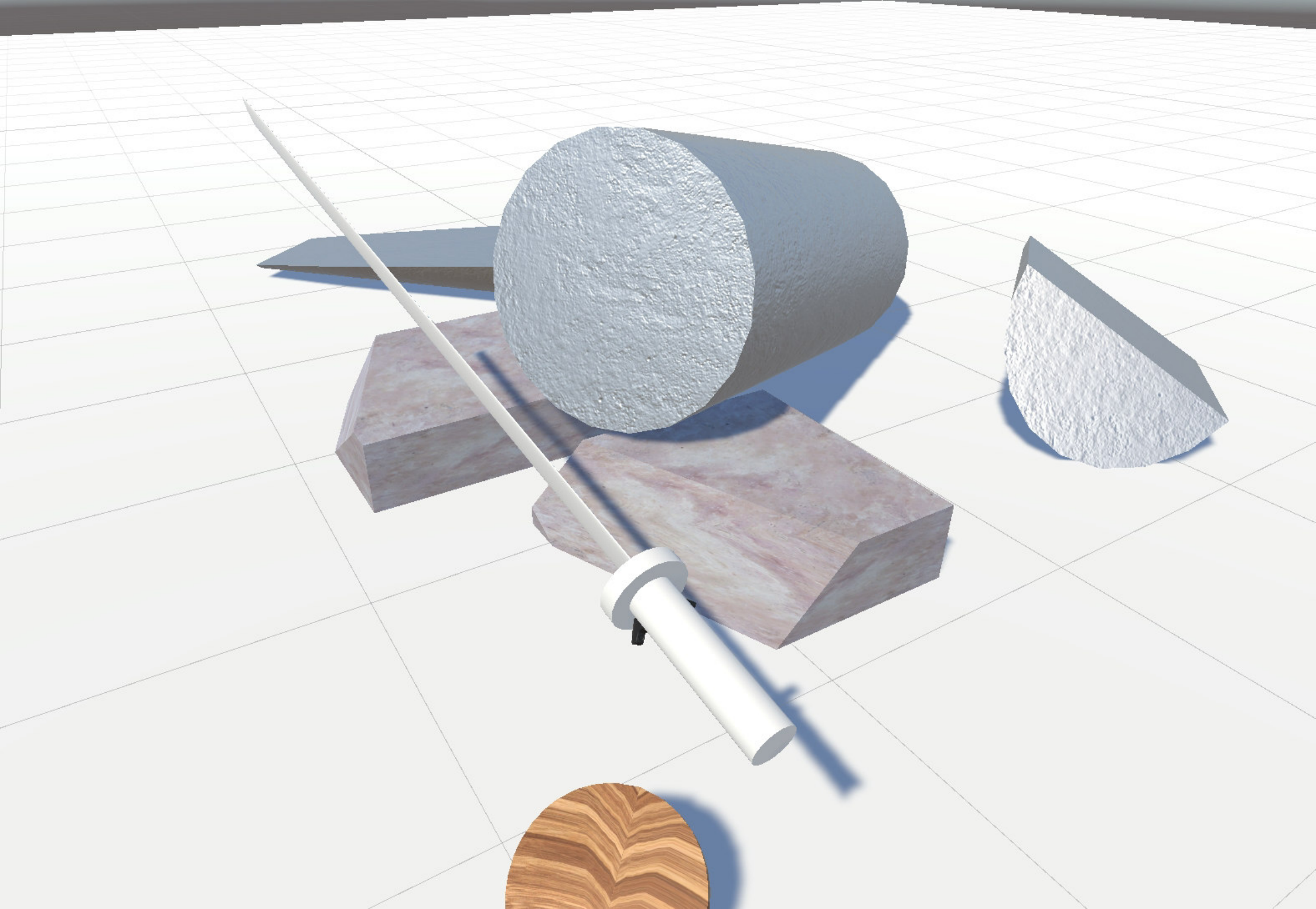

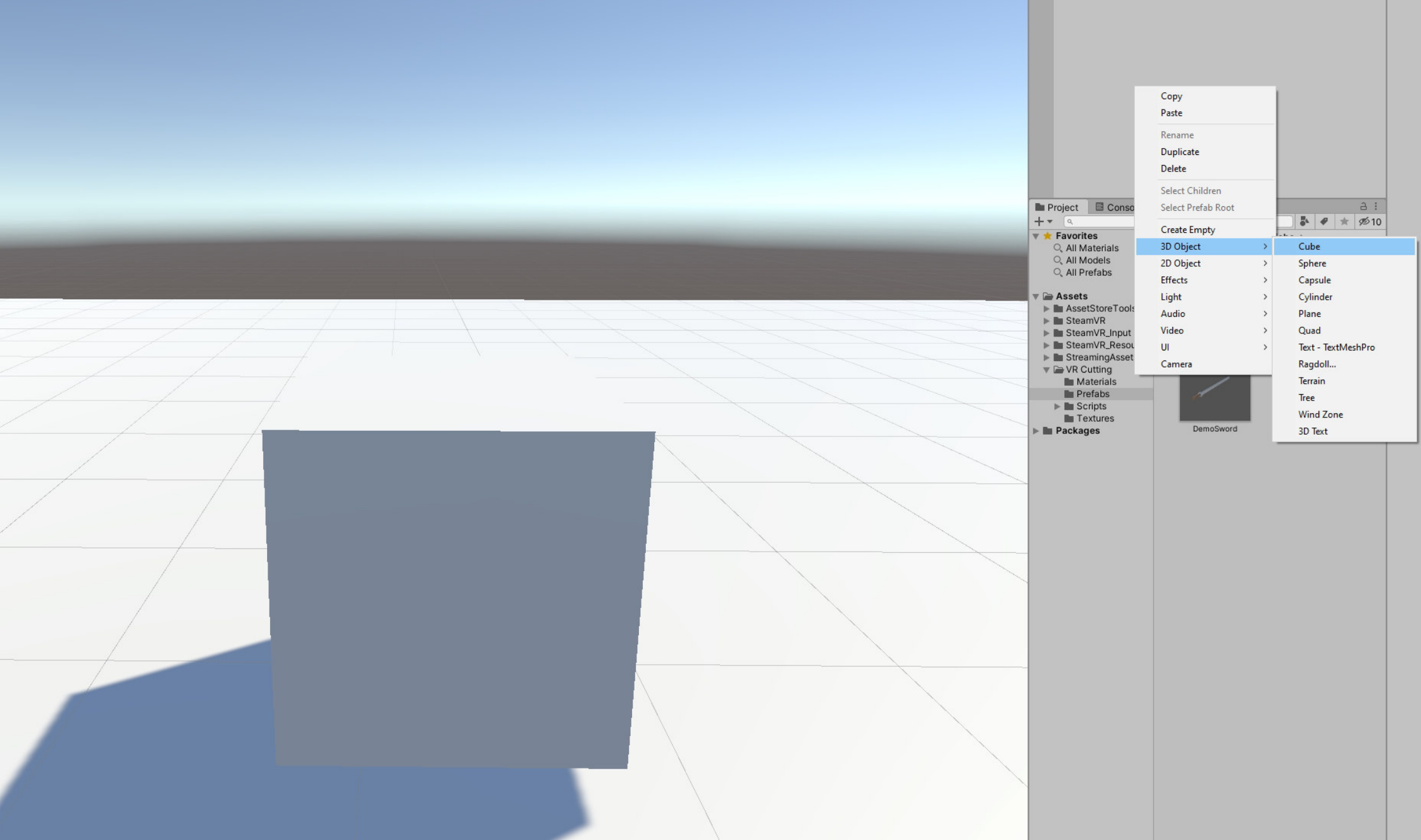
Copy
Paste
Rename
Duplicate
Delete
Select Children
Select Prefab Root
Create Empty
3D Object
2D Object
Effects
Light
Audio
Video
UI
Camera
Cube
Sphere
Capsule
Cylinder
Plane
Quad
Text - TextMeshPro
Ragdoll...
Terrain
Tree
Wind Zone
3D Text
Project
Favorites
All Materials
All Models
All Prefabs
Assets
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Scripts
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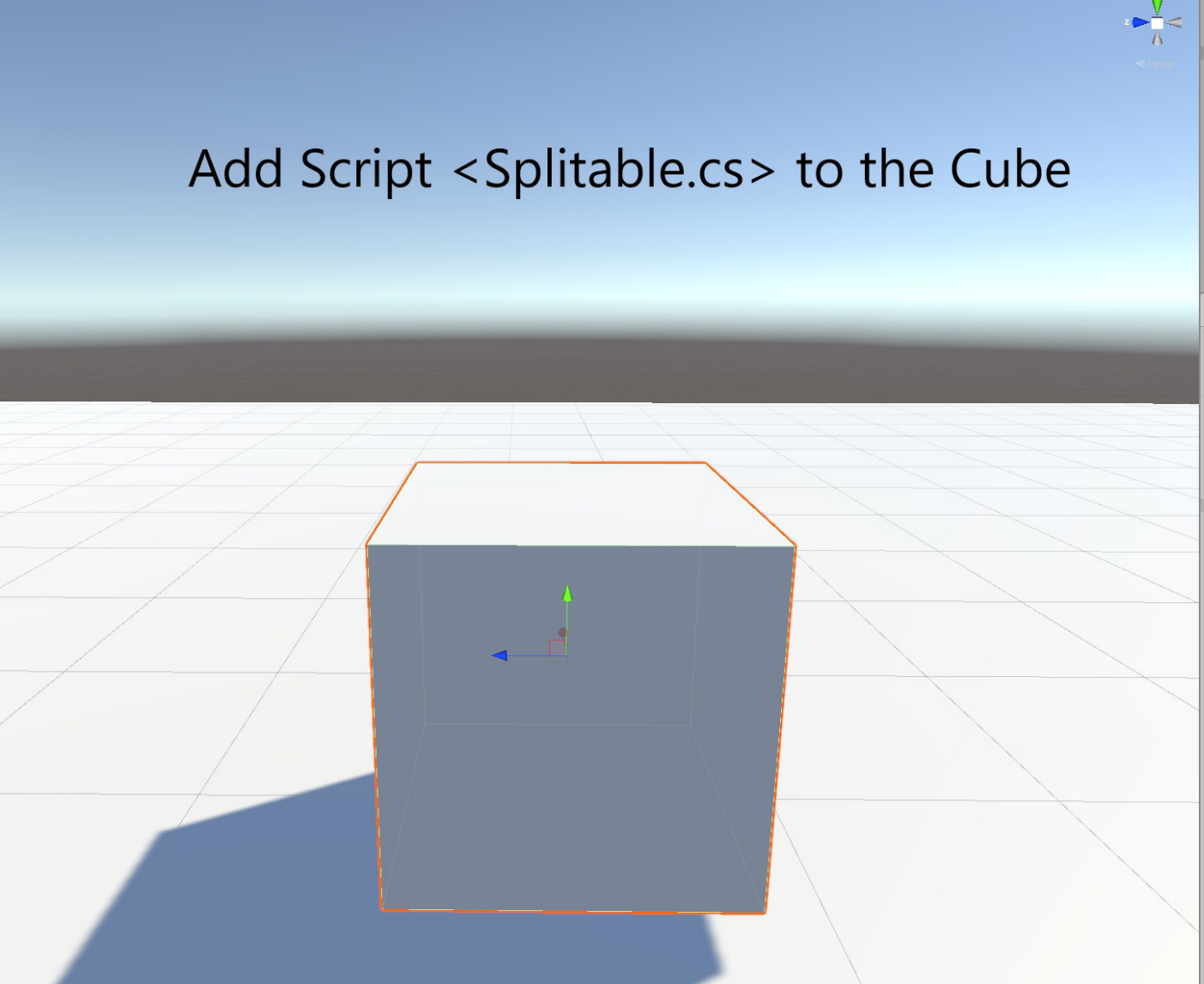
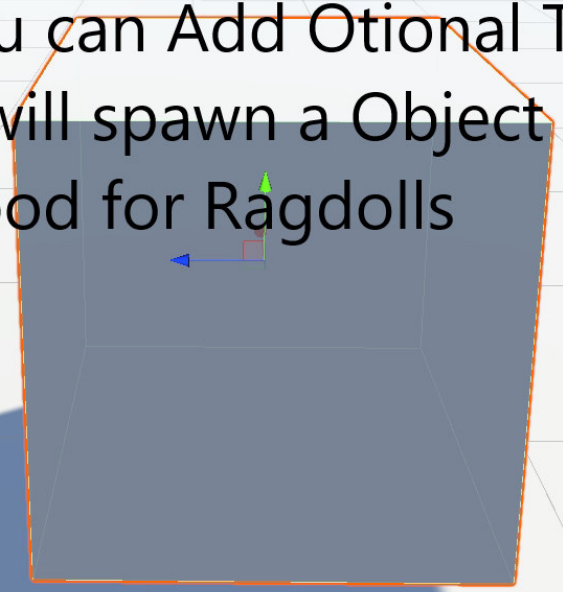
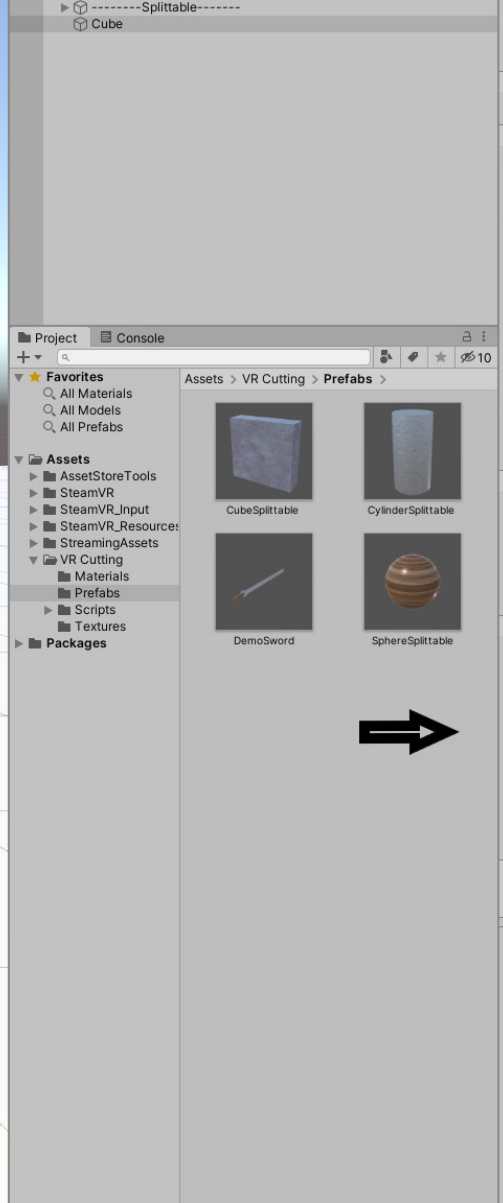
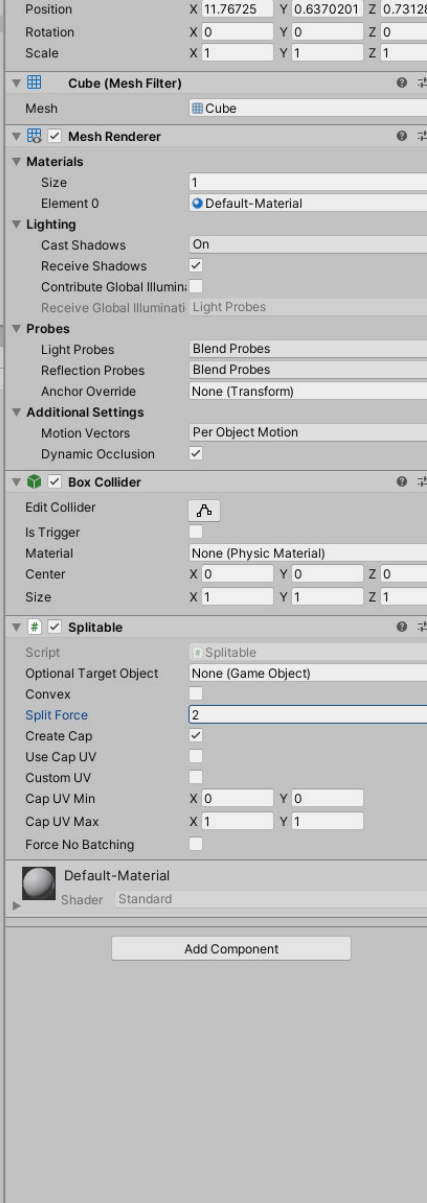

Add Script <Splitable.cs> to the Cube

Add Split Force if you want.
Check Create Cap
Use Custom UV for more Performance

You can Add Otional Target
it will spawn a Object after Slicing
Good for Ragdolls

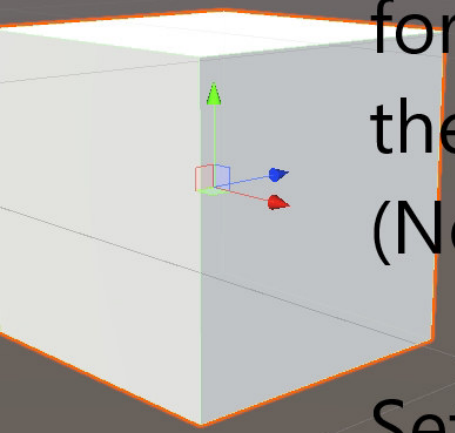


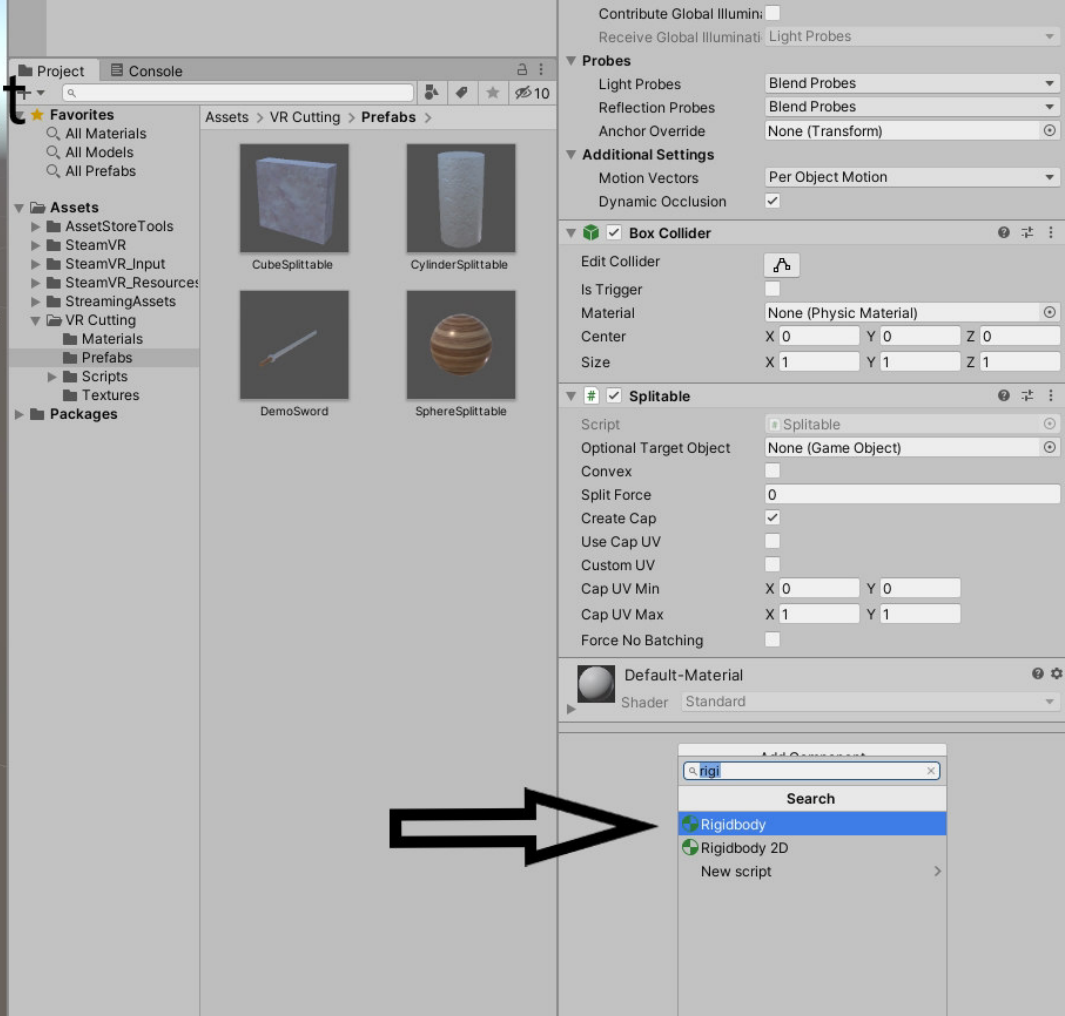


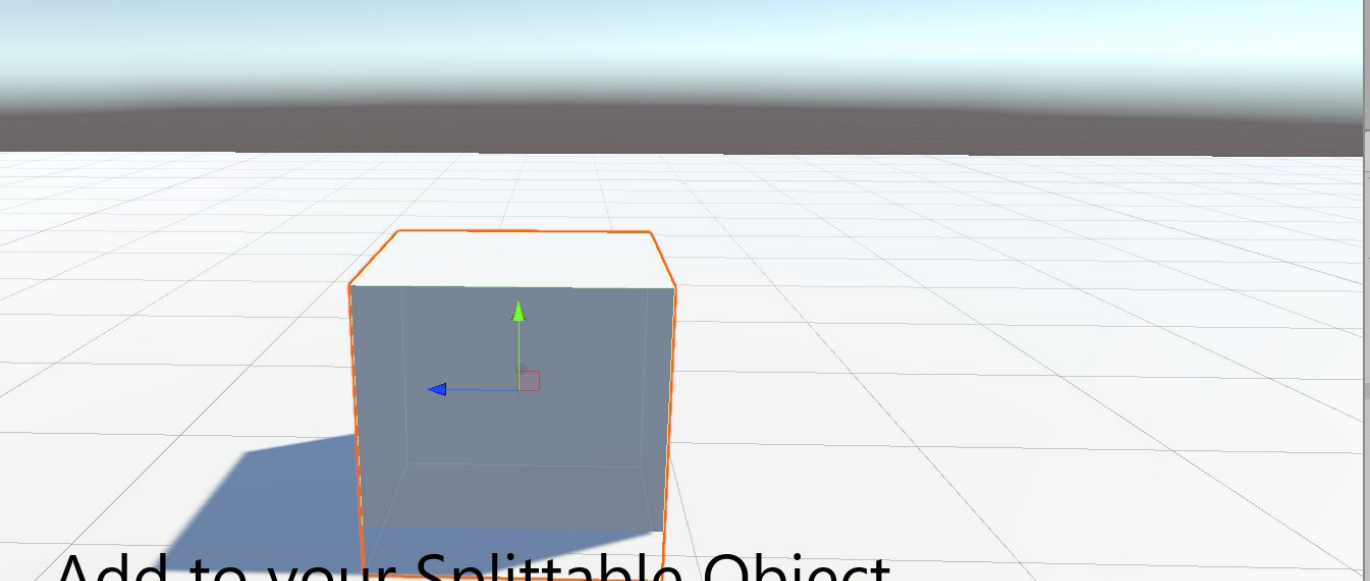


Add Rigibody if you want for the Object to fall to the ground after cutting. (Not Neccesery)

Set The Mass and Drag to you desired Value.





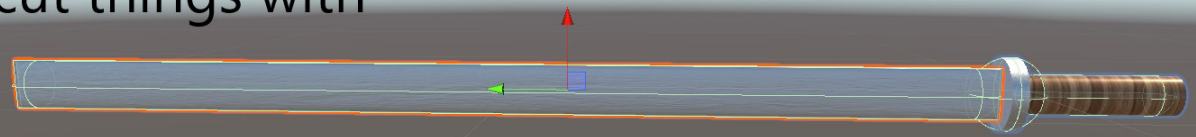


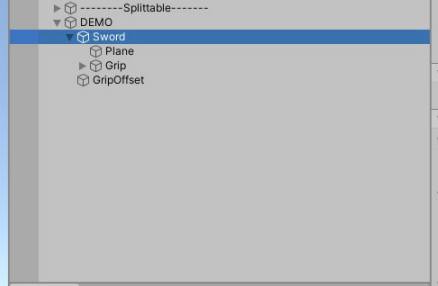
Add to your Splittable Object
<Destroy Limit Y.cs>
so the small objects are getting destroyed
under certain Point.

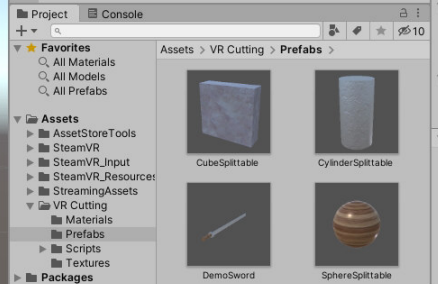
Create your Sword

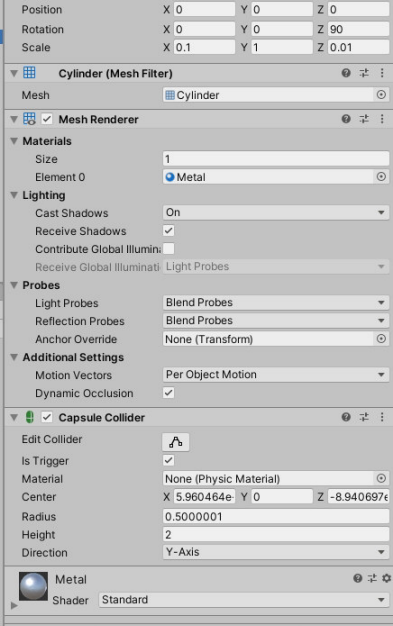
Or use any Sword you like / Axe / Cube / Throwable Ball / Knife / Bullet

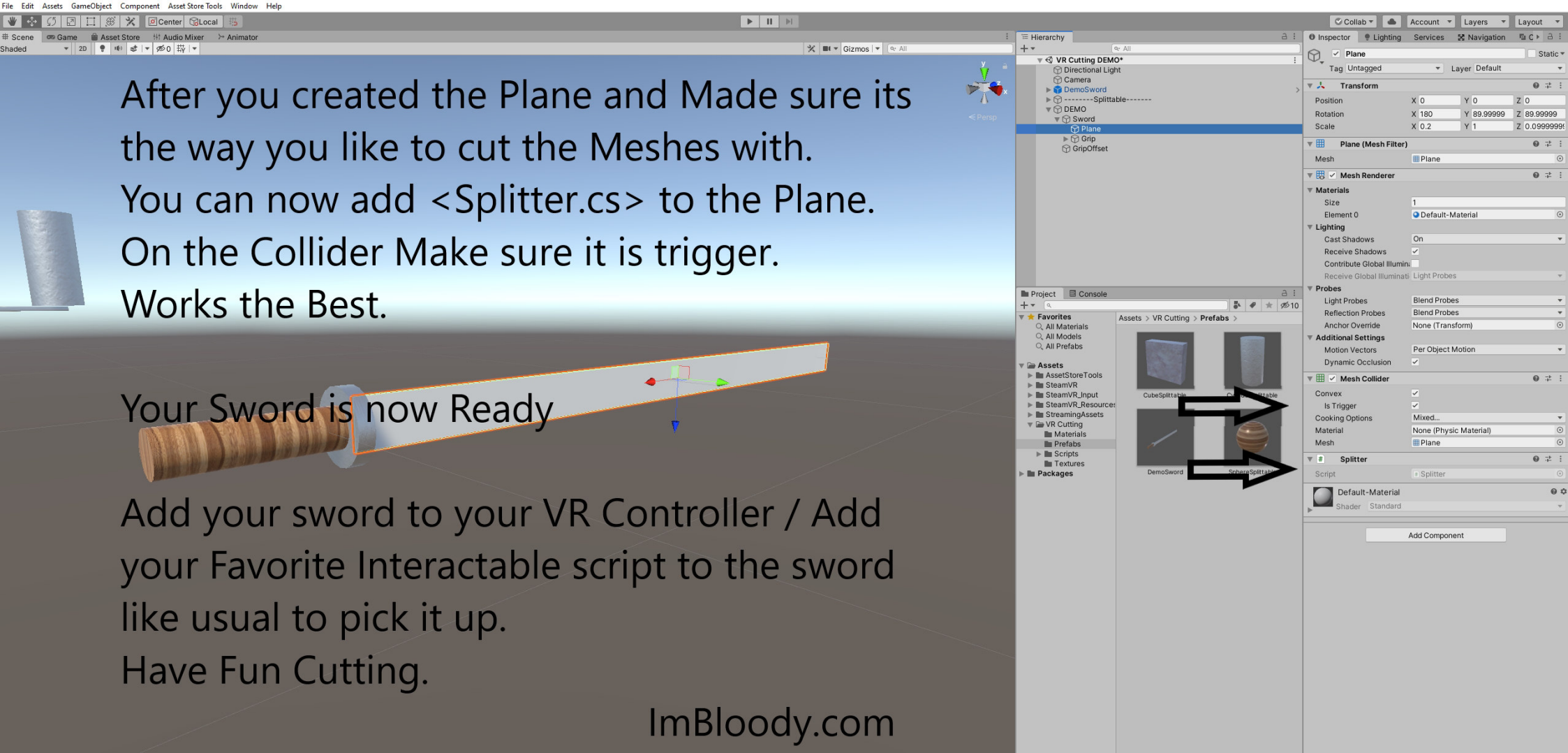
1.Add a Plane to your Cutting Edge you want to cut things with










After you created the Plane and Made sure its the way you like to cut the Meshes with.
You can now add <Splitter.cs> to the Plane.
On the Collider Make sure it is trigger.
Works the Best.
Your Sword is now Ready
Add your sword to your VR Controller / Add your Favorite Interactable script to the sword like usual to pick it up.
Have Fun Cutting.
ImBloody.com