Voxel Importer

Version 1.4

Introduction

Thank you for purchasing "Voxel Importer".
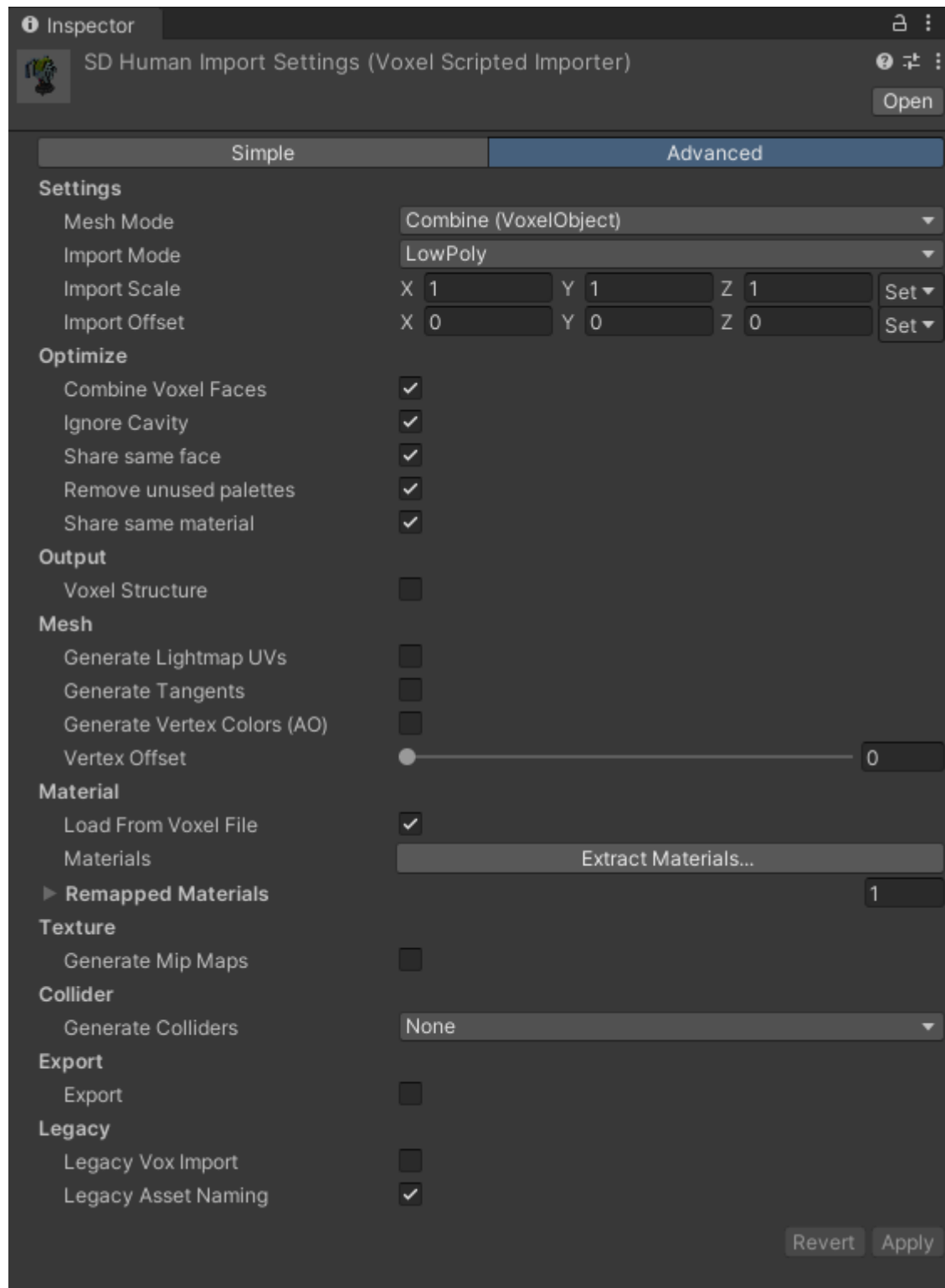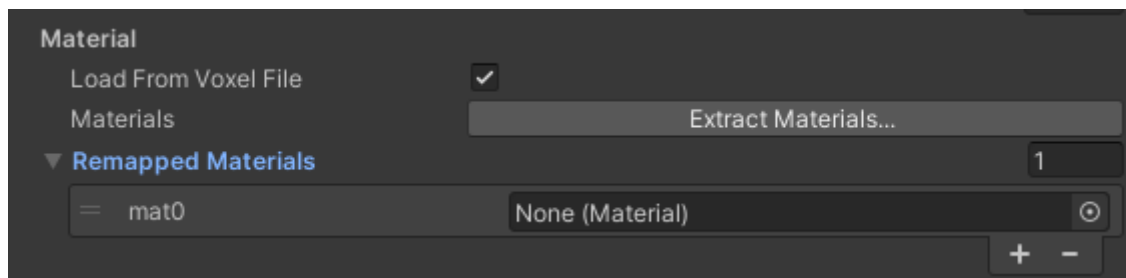
Table of contents

Contents

Scripted Importer

Importing vox and qb files into a Unity project will automatically convert them and use them as Prefabs.
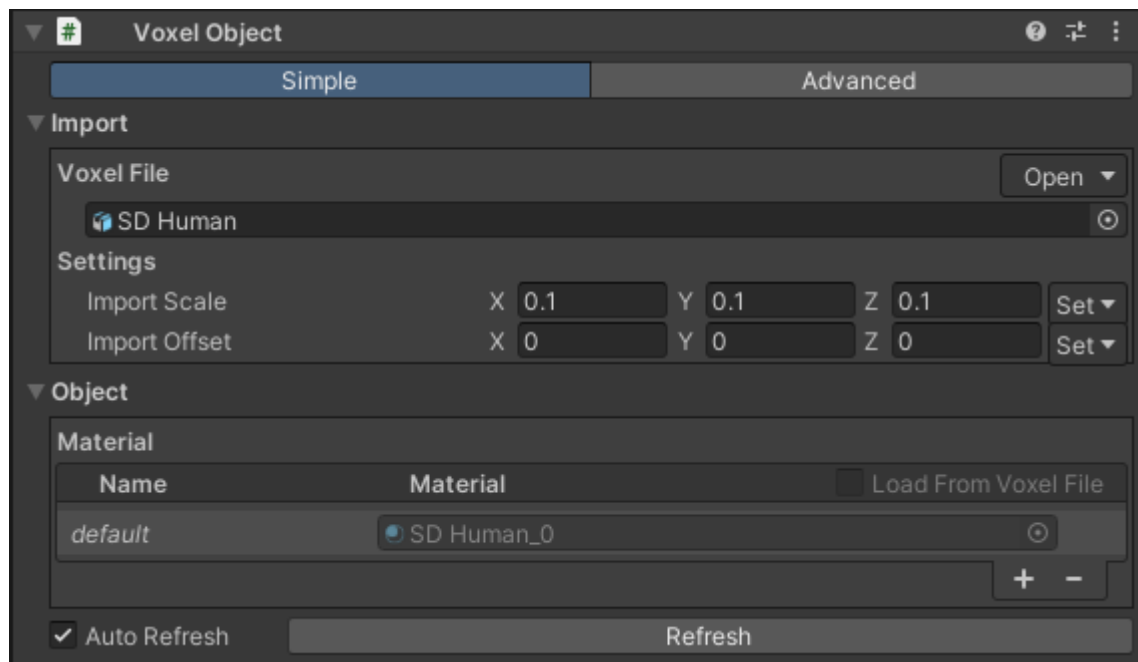
Material change

To change the material, you need to save the material as a single asset by pressing the button.
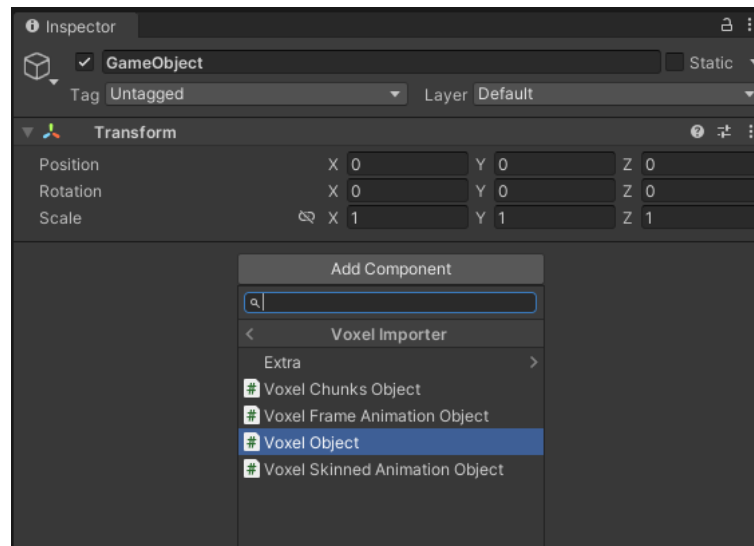
Voxel Object

It applies to the basic fixed object.
And it generates an optimized mesh.

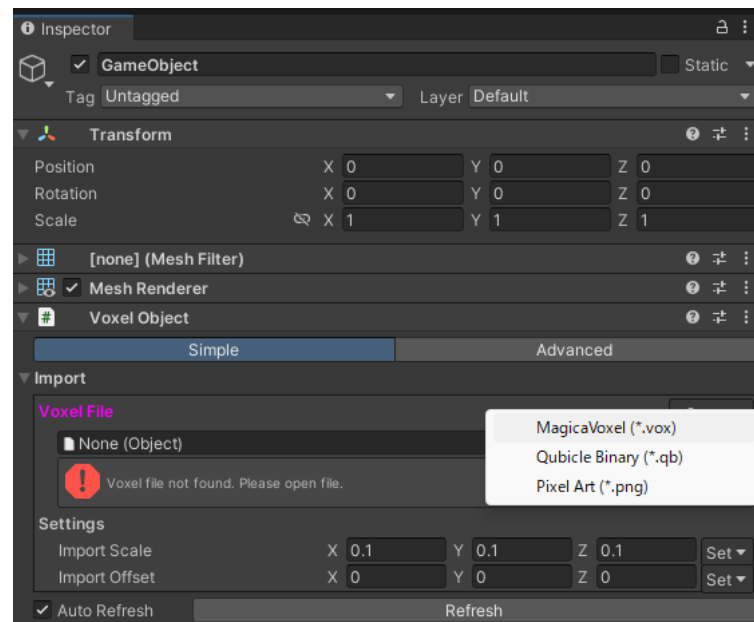Component/Voxel Importer/Voxel Object

Procedure

Create an empty GameObject.

Add the "Voxel Importer / Voxel Object" component.

Opening a voxel file
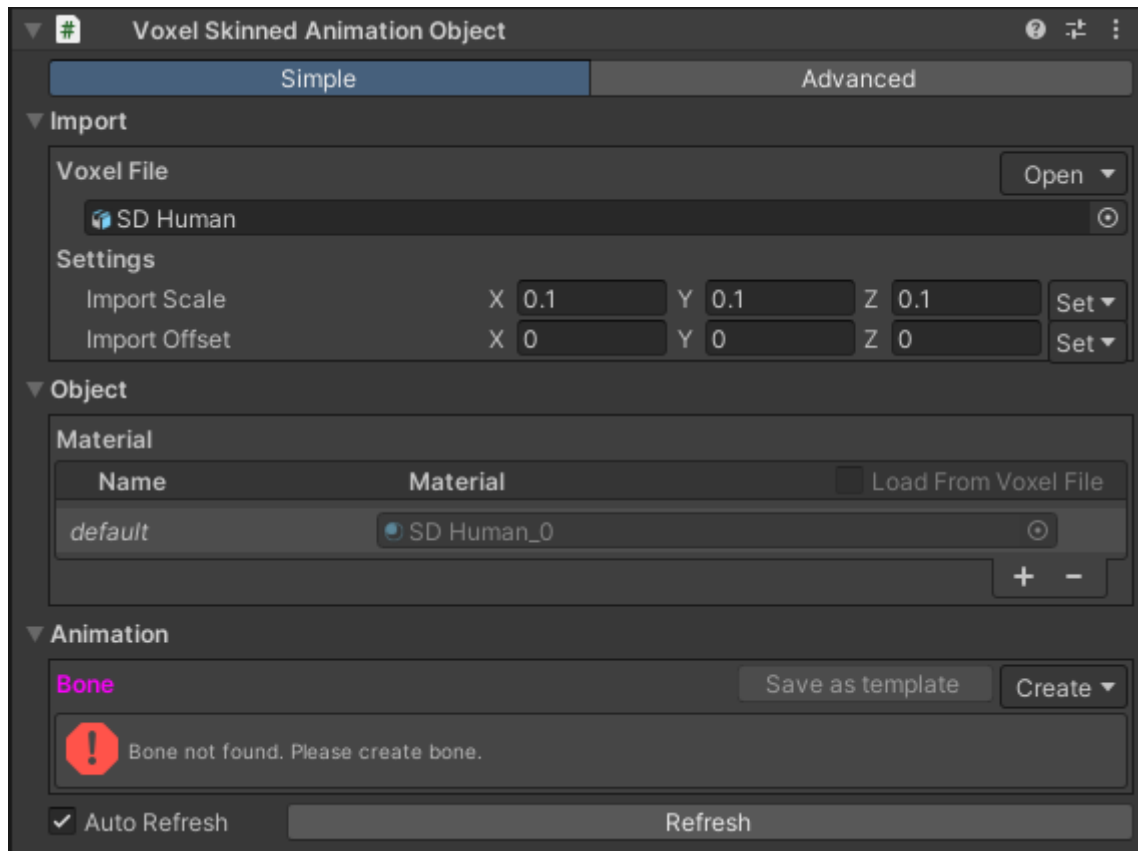

Complete the creation of optimized mesh.

Note

This script only works in the editor.

The mesh is generated pre-build and therefore does not require additional resources at runtime.

In the case of build, it does not retain substantially all of the information.
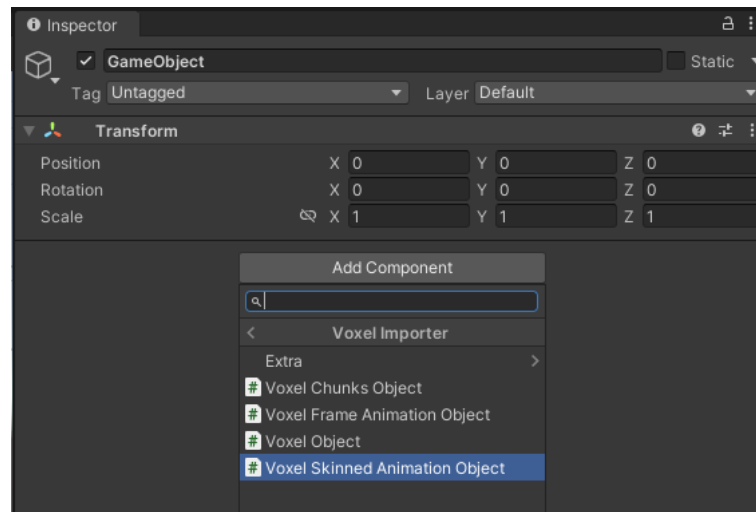
Voxel Skinned Animation Object

Apply to the animation object.
And it generates an optimized mesh.

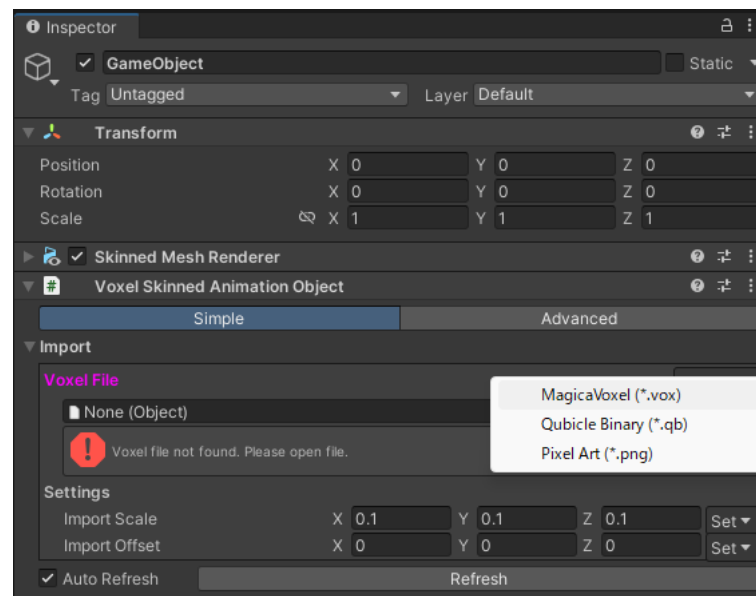Component/Voxel Importer/Voxel Skinned Animation Object

Procedure

Create an empty GameObject.

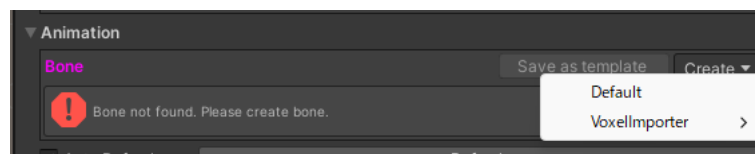Add the "Voxel Importer / Voxel Skinned Animation Object" component.

Opening a voxel file.

If necessary, change the settings to create the desired mesh.

To change the center position "Import Offset" adjustment.
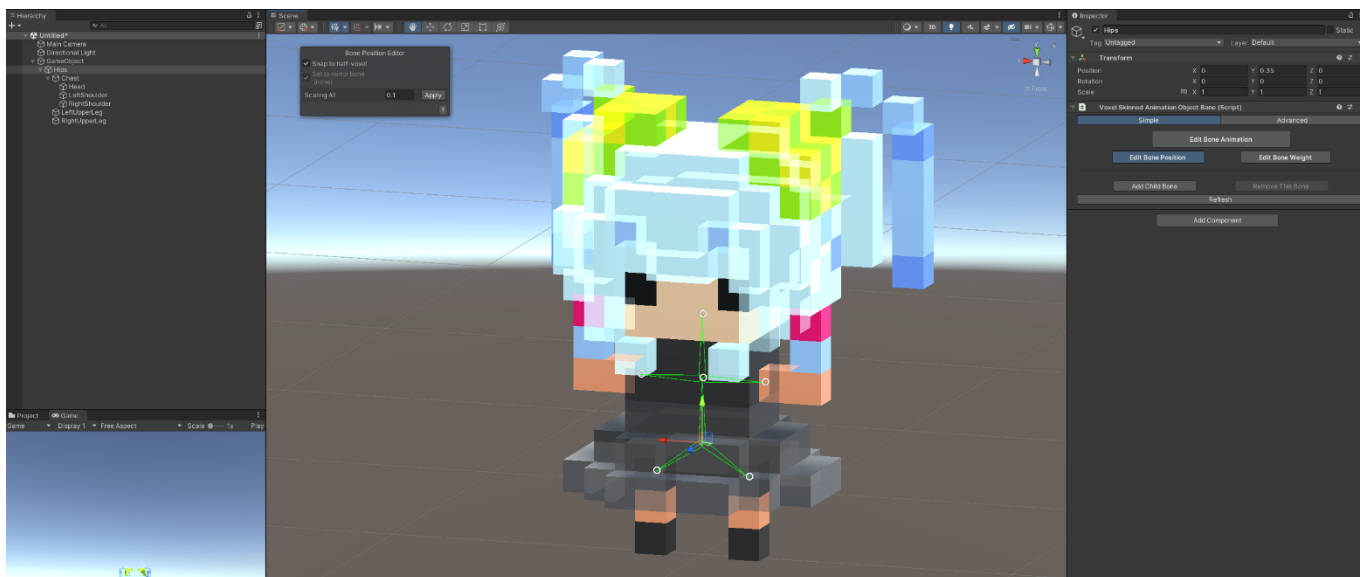
Create bones from a template.

Select the bone.

Press the "Edit Bone Position" button.

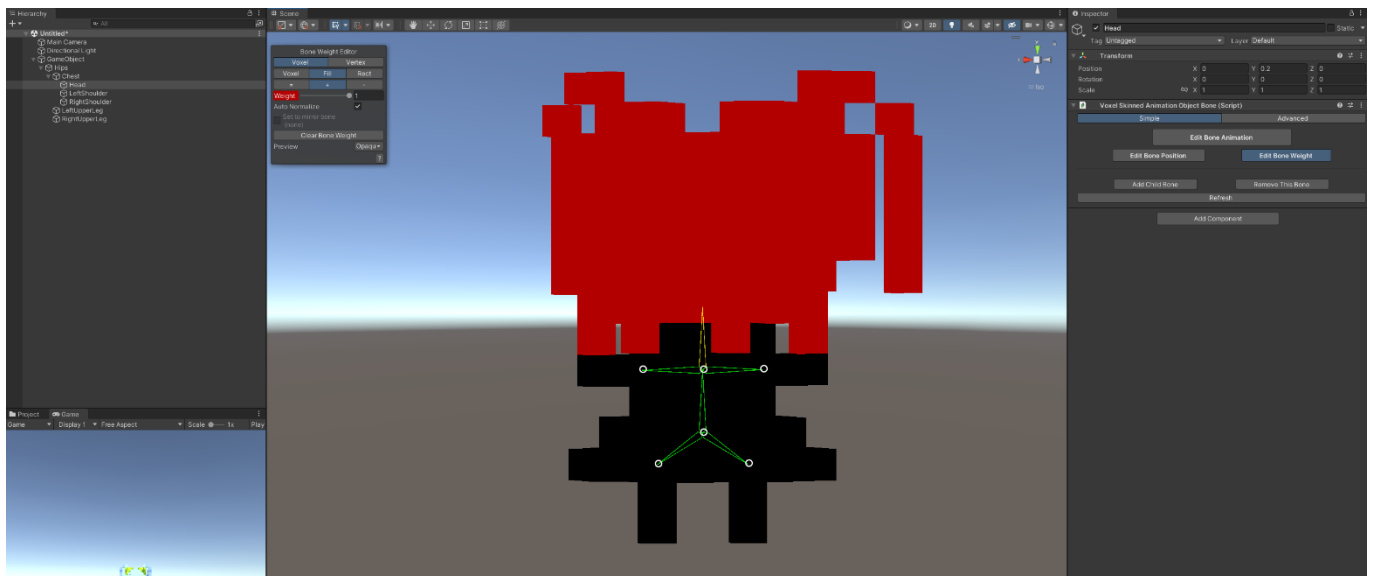Adjust the bone in the proper position.

If necessary, add a bone in the "Add Child Bone" button.

Select the bone.

Press the "Edit Bone Weight" button.

Do the weight painting.

Complete the creation of skinned mesh.

Tutorial

Character setup tutorial

Character setup tutorial2

Non-humanoid setup tutorial

Note

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In the case of build, it does not retain substantially all of the information.

Voxel Chunks Object

To split the voxel to create a mesh.
It splits large voxels into specified chunk sizes and loads them, or splits them into Outline units in MagicaVoxel's World Editor or Matrix units in Qubicle to create a Mesh.
Component/Voxel Importer/Voxel Chunks Object

Procedure

Create an empty GameObject.

Add the "Voxel Importer / Voxel Chunks Object" component.

Opening a voxel file.

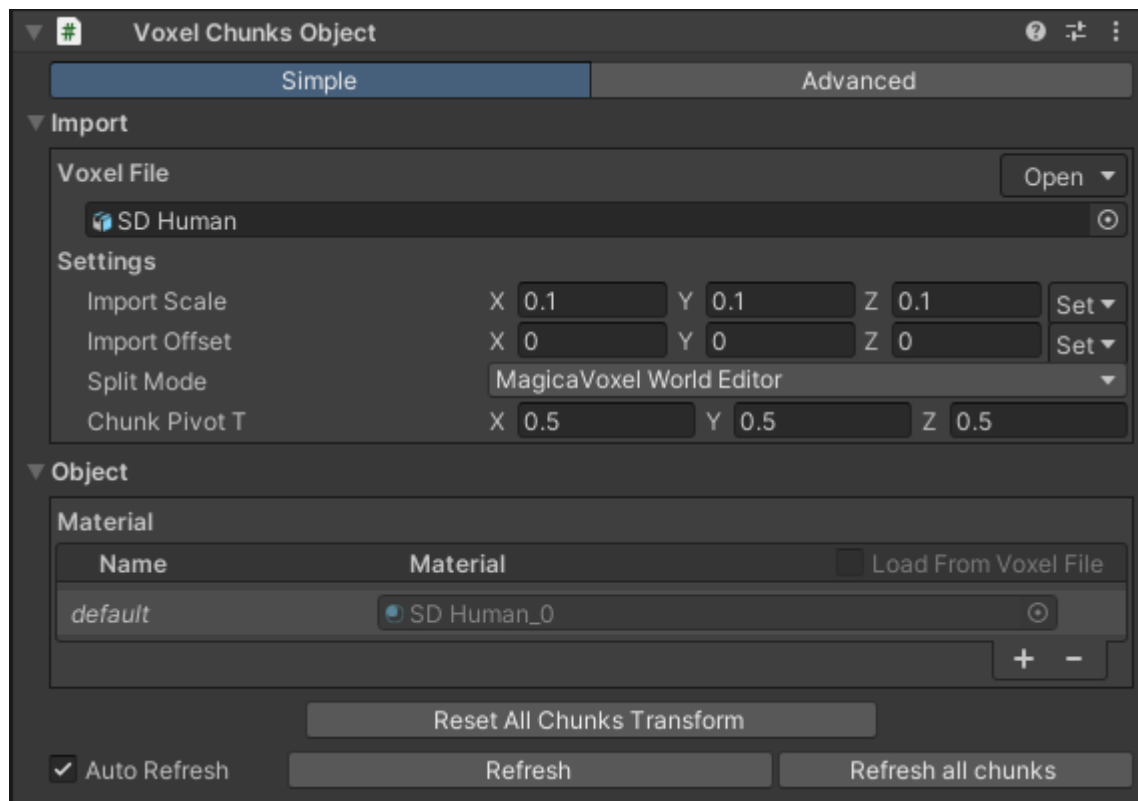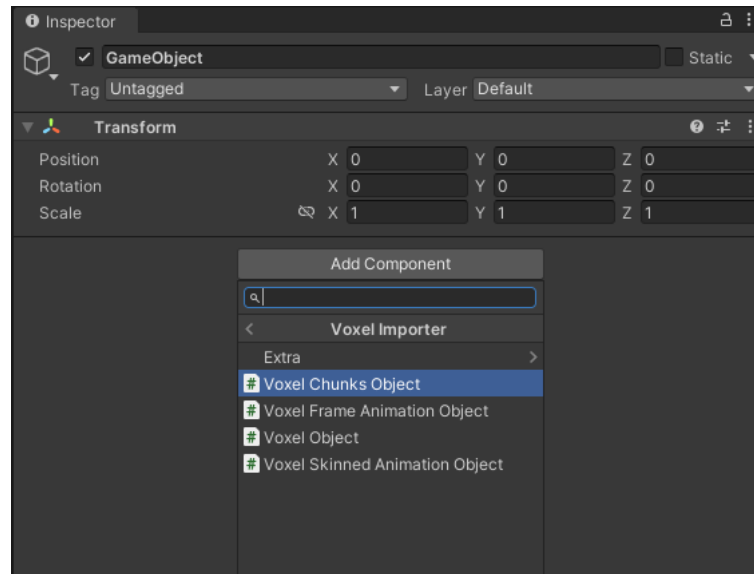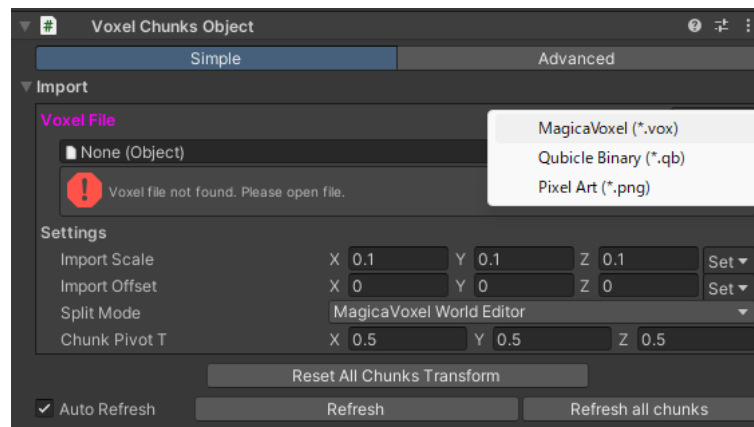
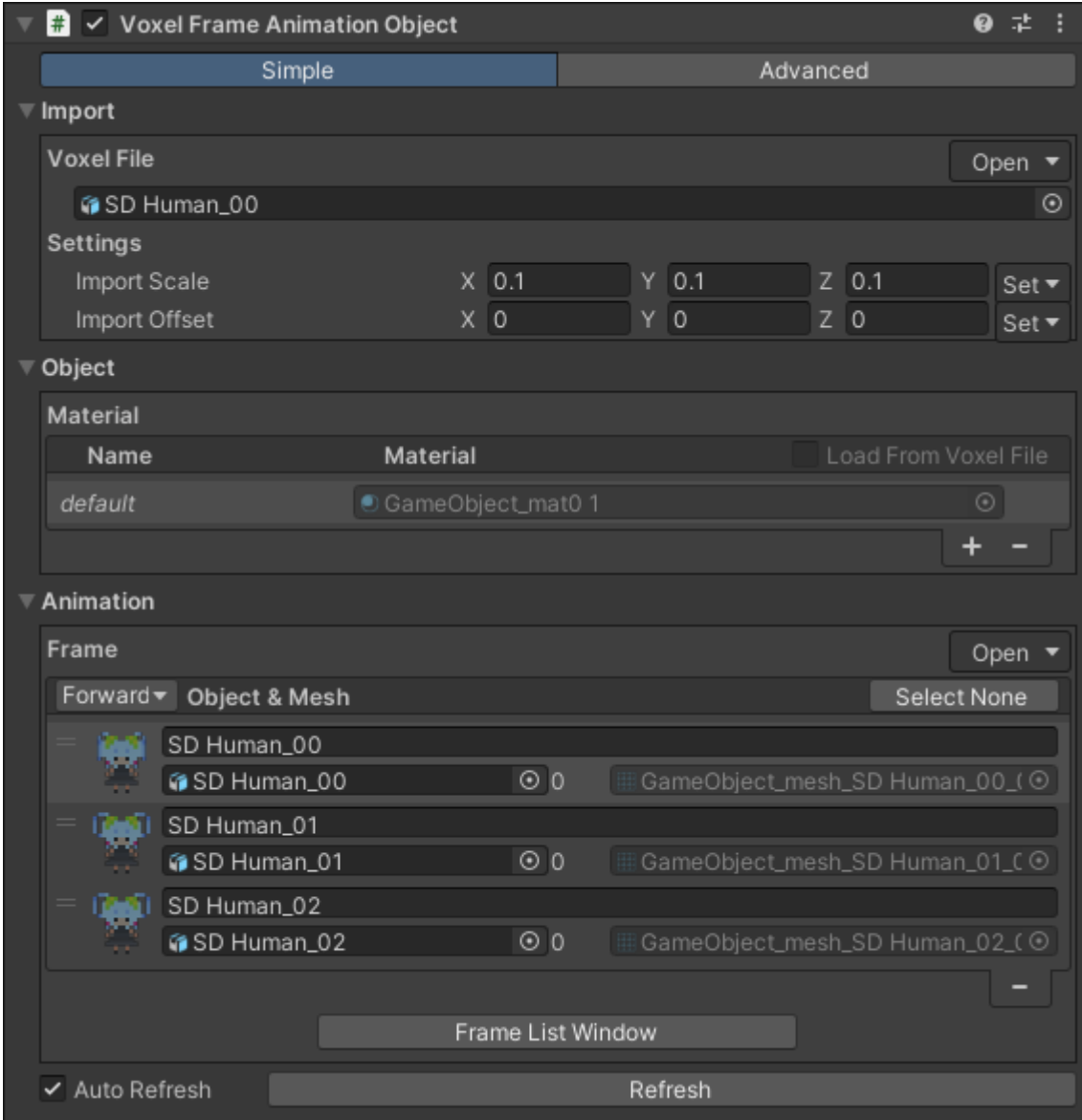Complete the creation of optimized mesh.

Note

This script only works in the editor.

The mesh is generated pre-build and therefore does not require additional resources at runtime.

In the case of build, it does not retain substantially all of the information.
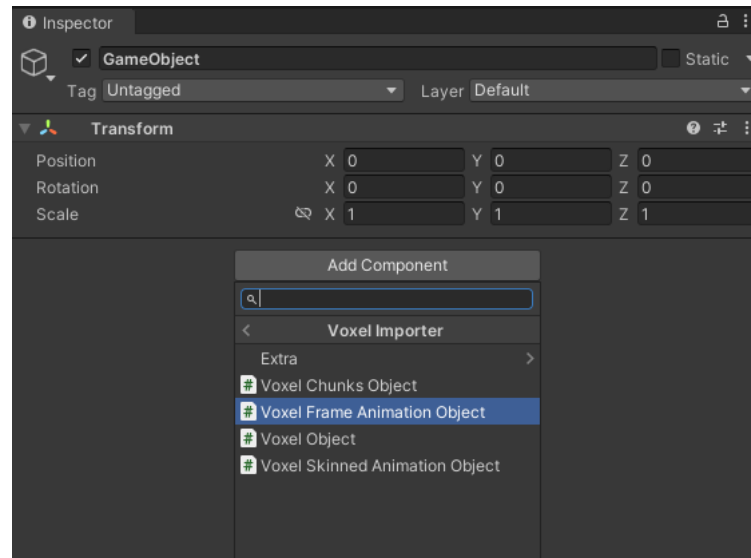
Voxel Frame Animation Object

> Frame animation object.
>
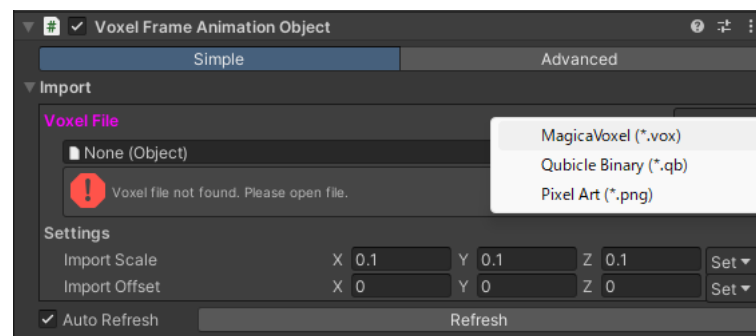> Component/Voxel Importer/Voxel Frame Animation Object

Procedure

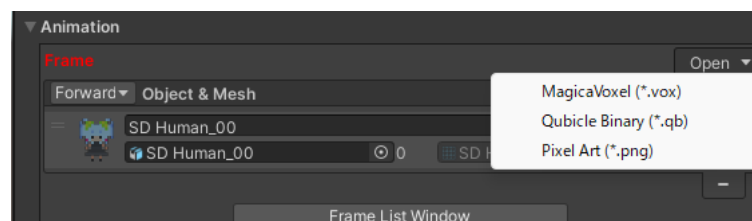Create an empty GameObject.

Add the "Voxel Importer / Voxel Frame Animation Object" component.

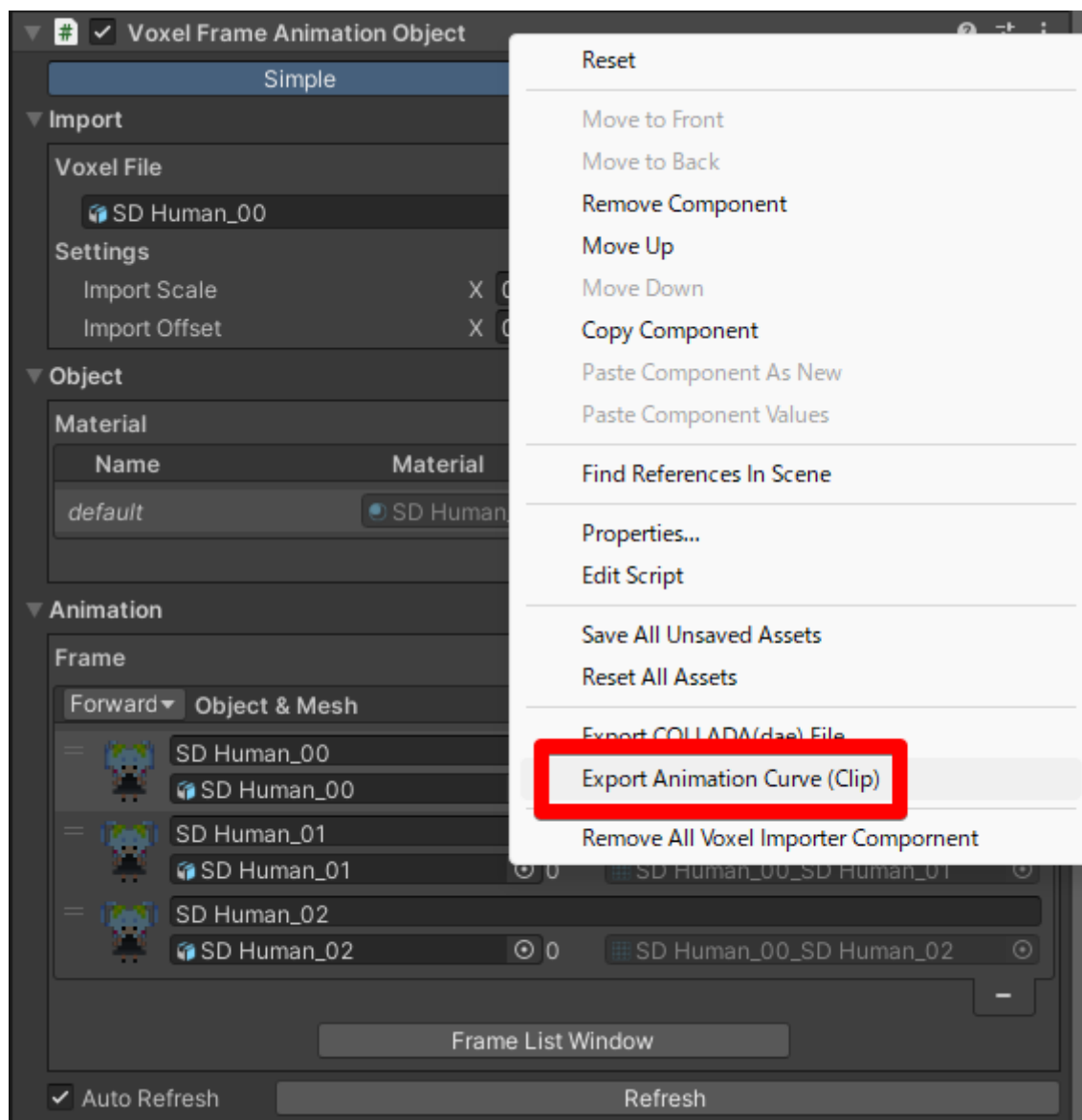

Opening a voxel file.

To add all of the voxel files necessary to Frame.

It creates an Animator to create the animation.

Export AnimationClip

You can create an AnimationClip from the menu that simply cycles through all the frames.

Tutorial

Frame animation tutorial

Note

This script only works in the editor.

The mesh is generated pre-build and therefore does not require additional resources at runtime.

In the build done only switching of Mesh and Material.
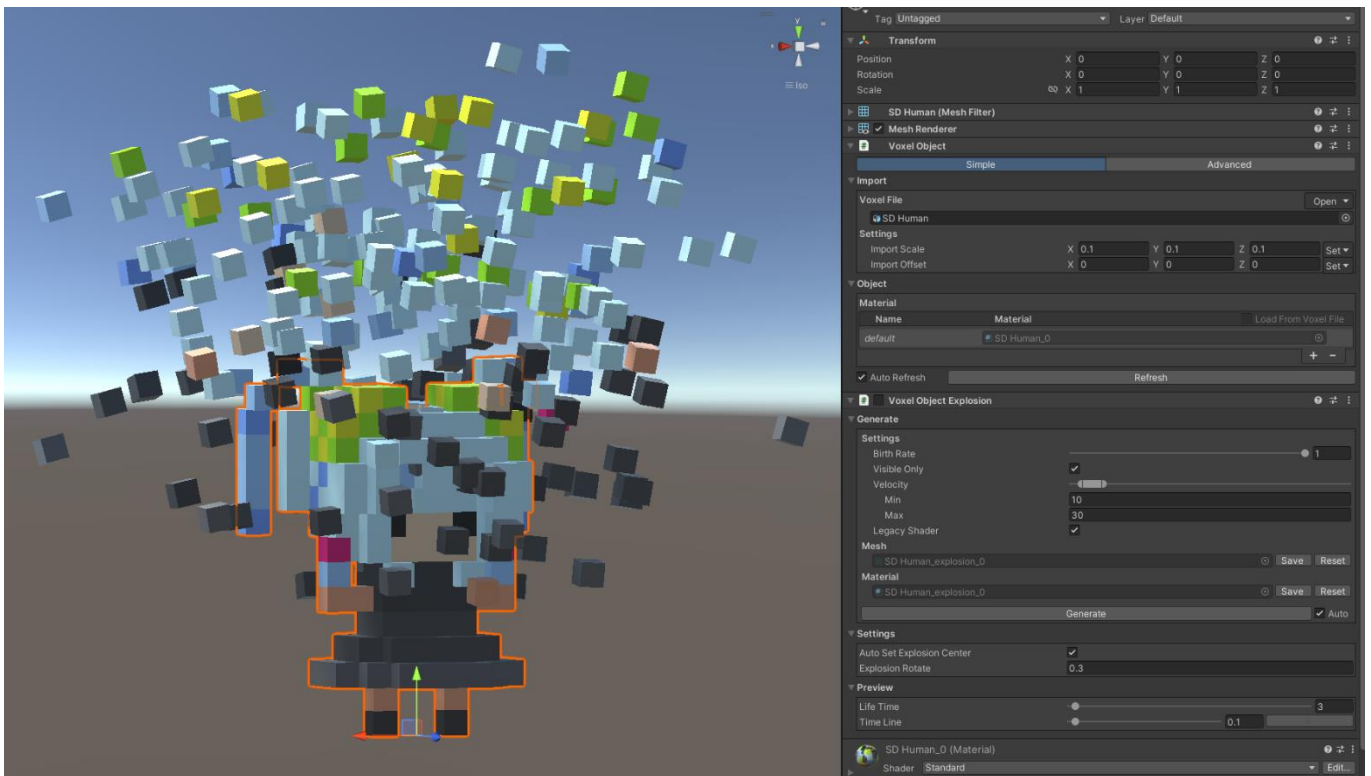
Extra
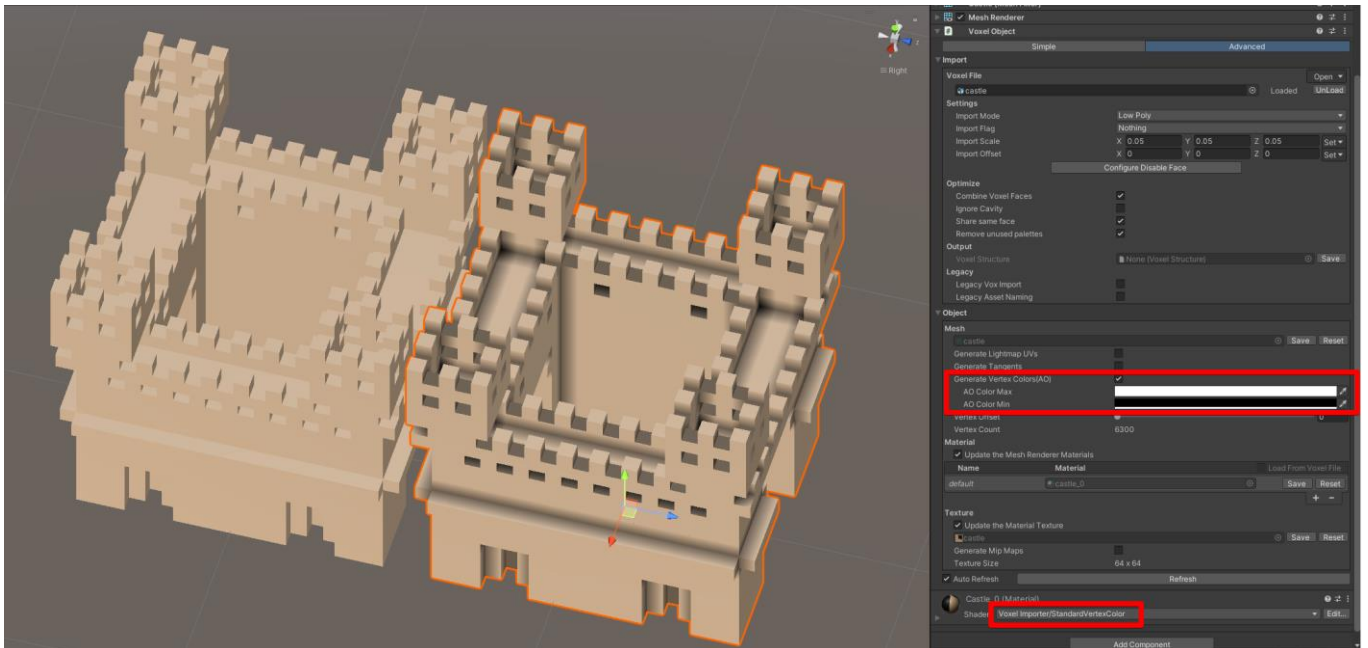
"Voxel Importer/Extra"

Expansion feature.

Explosion

"Voxel Importer/Extra/Explosion"

To represent the explosion production by adding to each object.

Exsample Path : "Voxel Importer/Exsample/VoxelExplosion"

Ambient Occlusion

You can achieve a pseudo-ambient occlusion effect by creating AO information in VertexColor and displaying it with a shader that corresponds to the vertex color.
Enabling this function will affect mesh optimization and increase the number of vertices.

Exporter
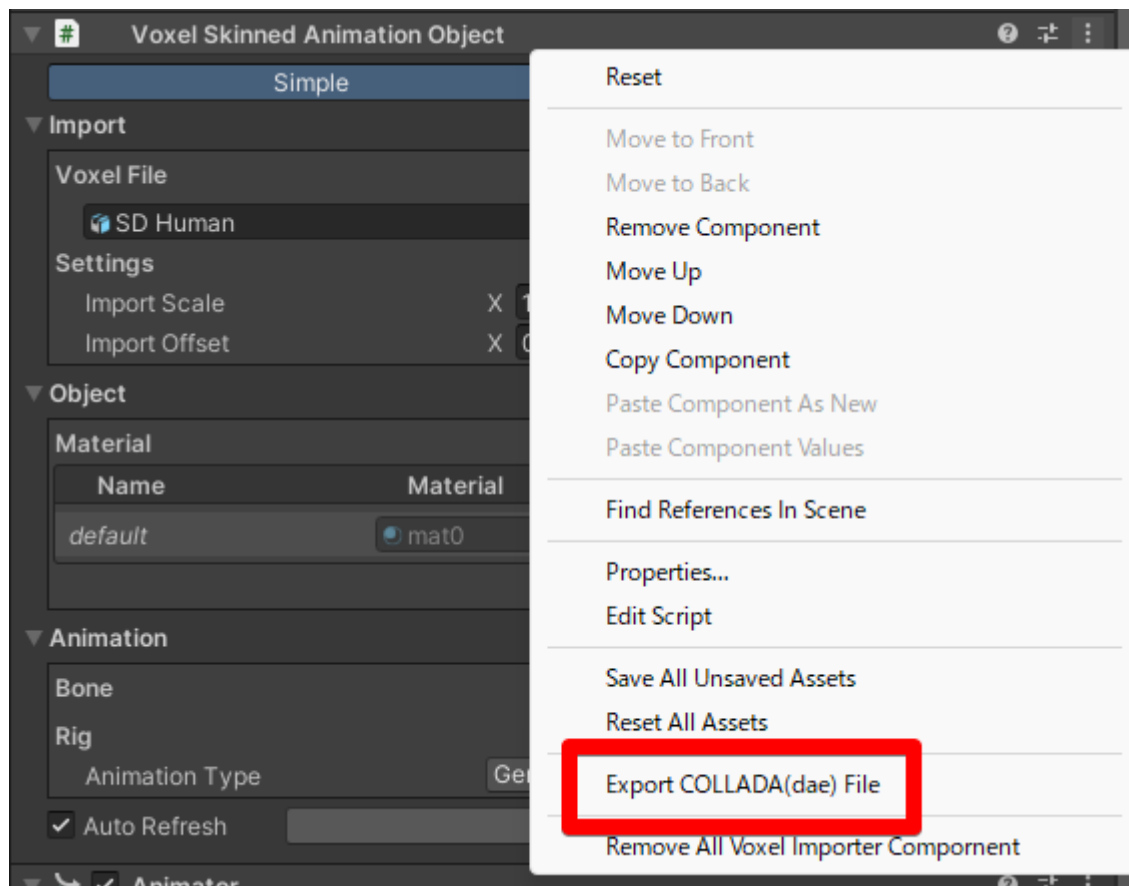
 Export the Collada file.
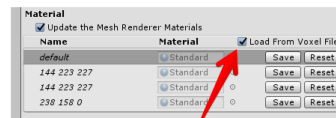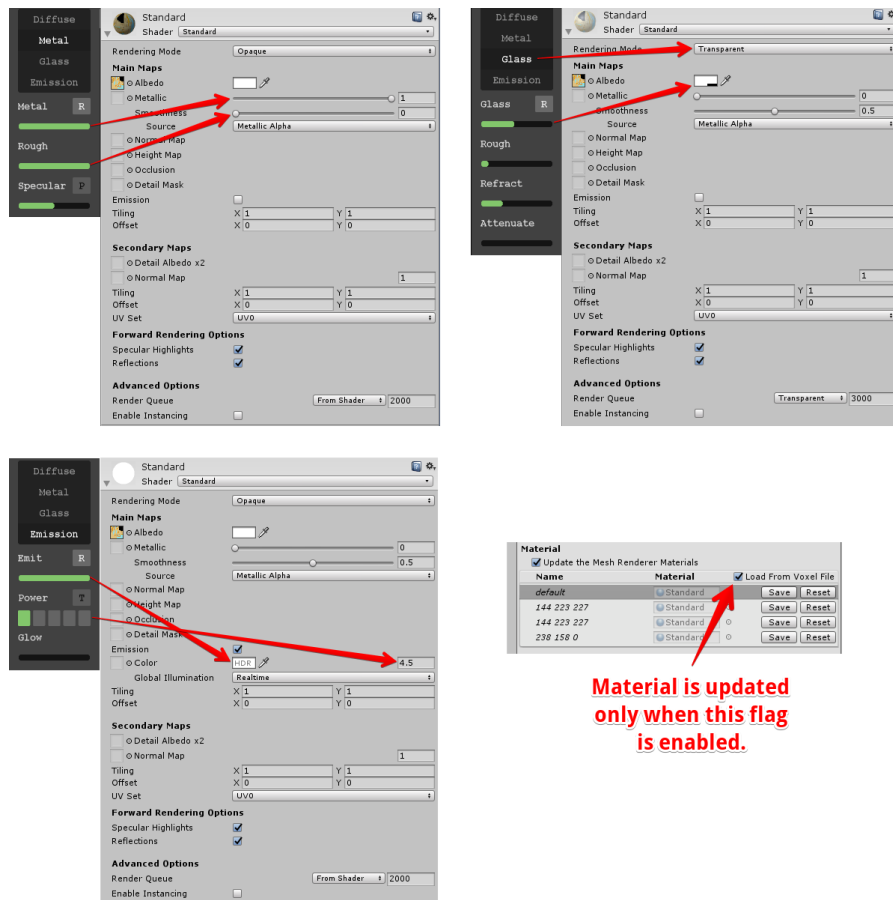
We are checking the import on Unity, Blender.

You can import it in Blender and export it in another format (such as fbx).

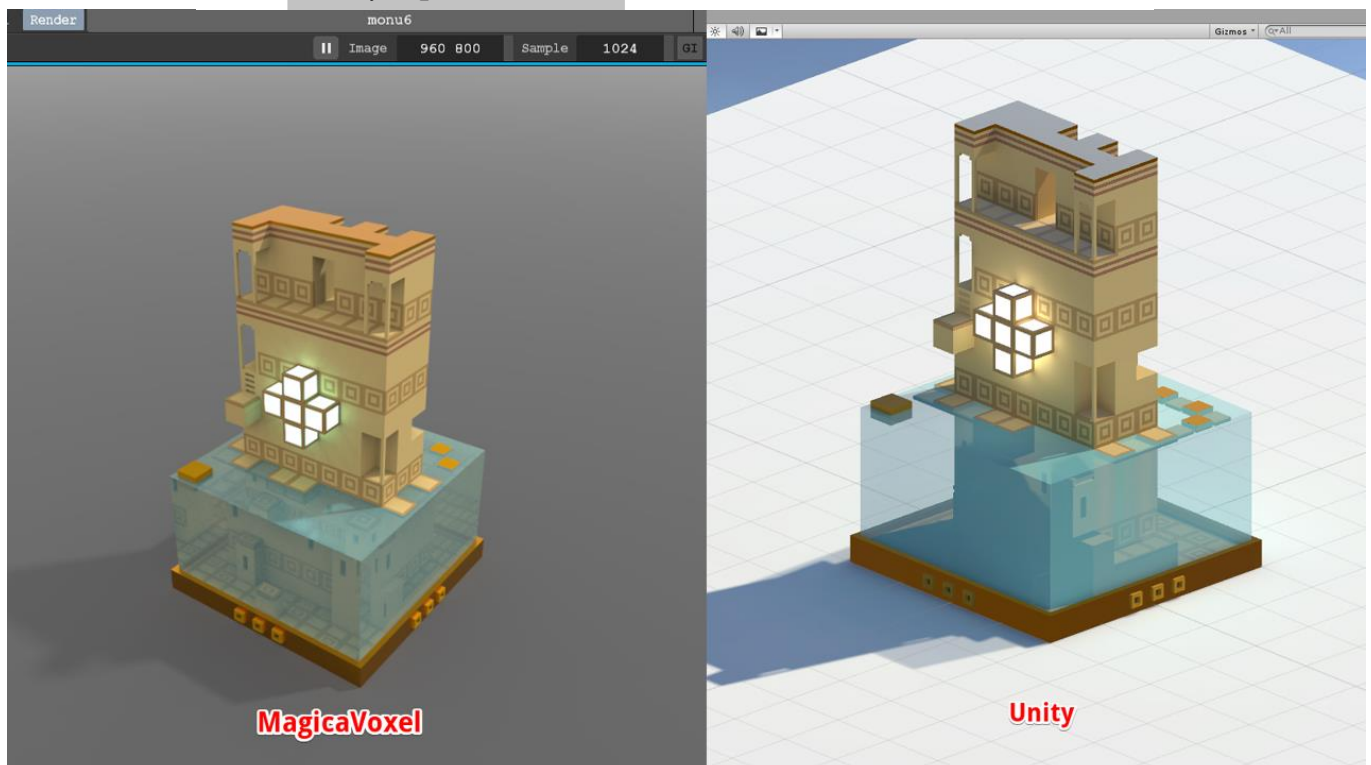https://youtu.be/-CAMlLxhd_E

Import material stored in MagicaVoxel file

It will not be exactly the same, but you can import the material so that it is as equal as possible.

The following applies:

Material is updated only when this flag is enabled.

MagicaVoxel

Unity

Video

Mecanim Quick Start

https://youtu.be/hkudVsxtxn4

Sample of optimization

https://youtu.be/4MXL7StGkgI

Voxel Chunks Object

https://youtu.be/9Fh5WRbrIGE

Frame Animation

https://youtu.be/rg6KhqDq-bU

Support

Forum

https://discussions.unity.com/t/voxel-importer/702864

Twitter

https://twitter.com/AlSoSupport

Mail

support@alonesoft.sakura.ne.jp