Voxel Importer

Version 1.1.12

Introduction

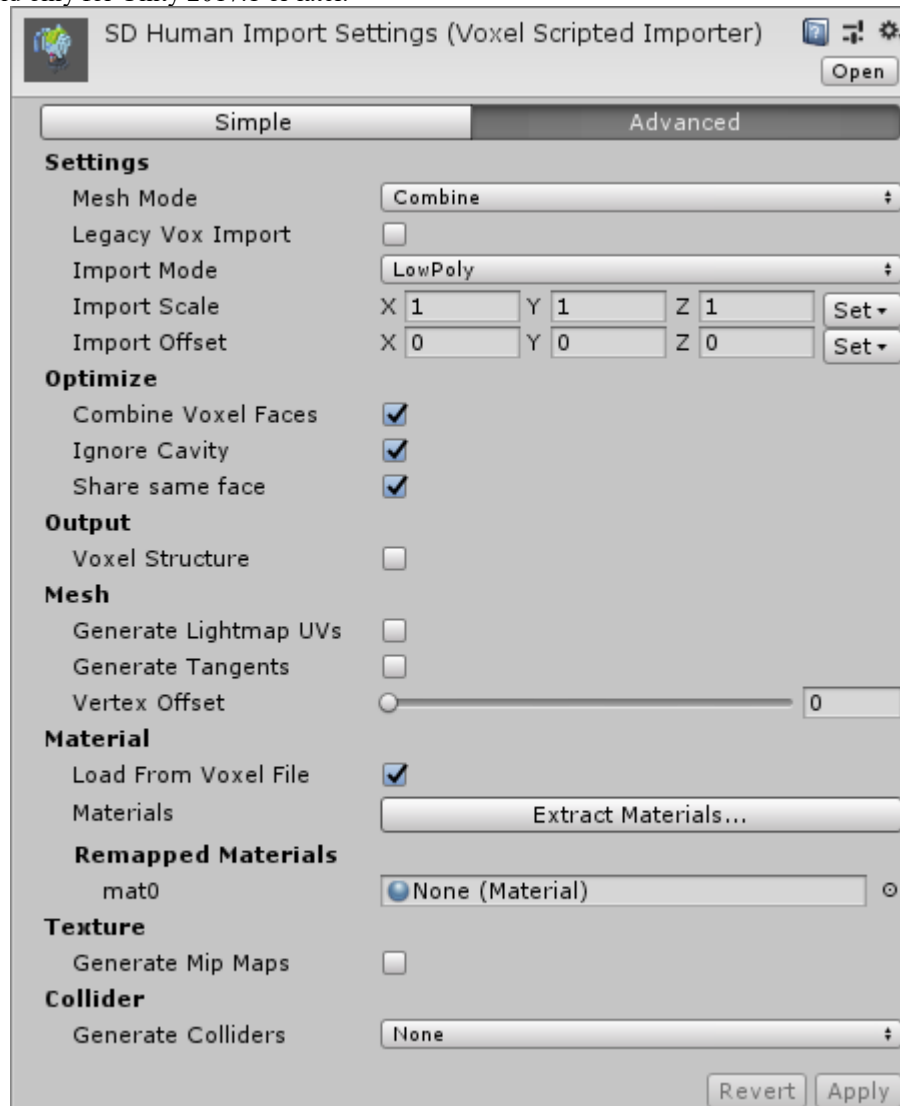Thank you for purchasing "Voxel Importer".

Table of contents

Scripted Importer

Importing vox and qb files into a Unity project will automatically convert them and use them as Prefabs.
This function is valid only for Unity 2017.1 or later.

Material change

To change the material, you need to save the material as a single asset by pressing the button.
This function is available in Unity 2017.4.1 and later with bug (Issue ID 1012200) fixed.
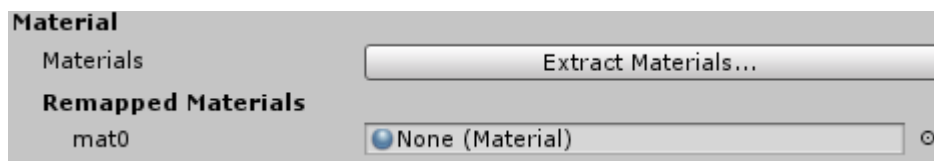
Voxel Object

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.
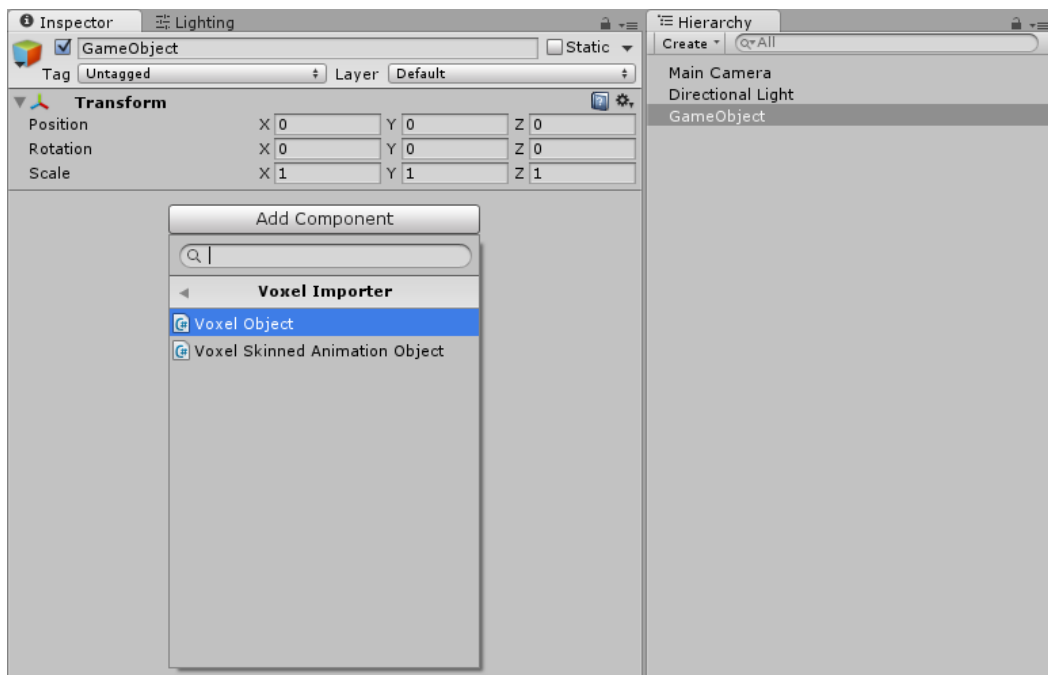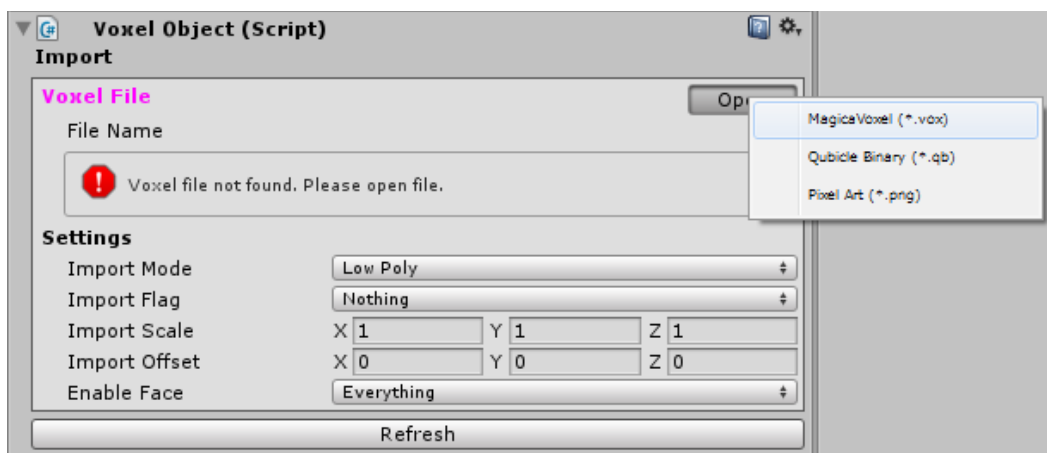
Opening a voxel file

Complete the creation of optimized mesh.
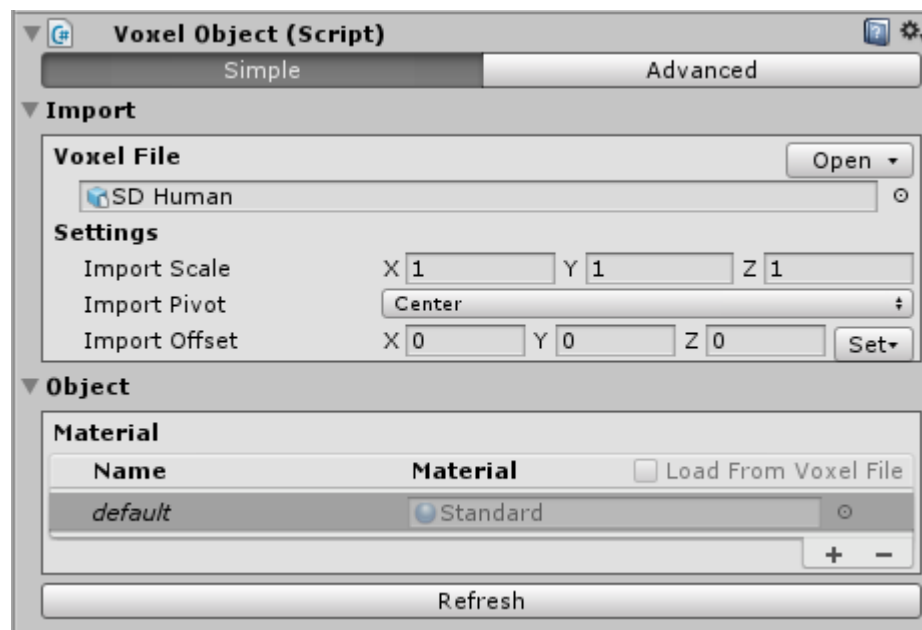
Note

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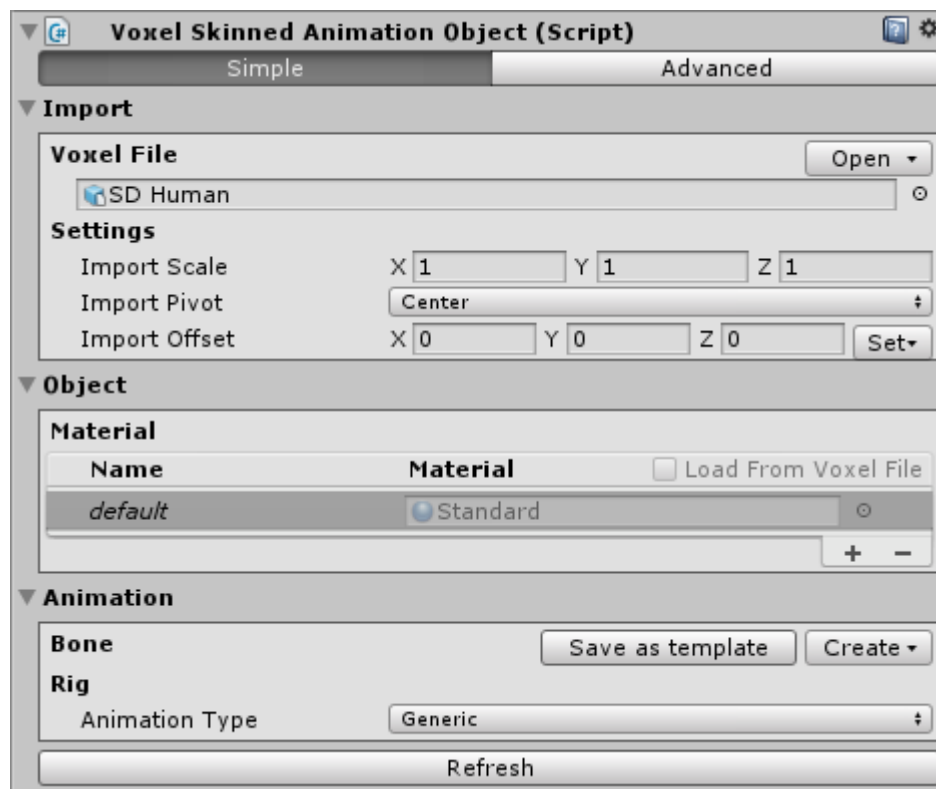
Apply to the animation object.
And it generates an optimized mesh.

Component/Voxel Importer/Voxel Skinned Animation Object

Procedure

Create an empty GameObject.

Add the "Voxel Importer / Voxel Skinned Animation Object" component.
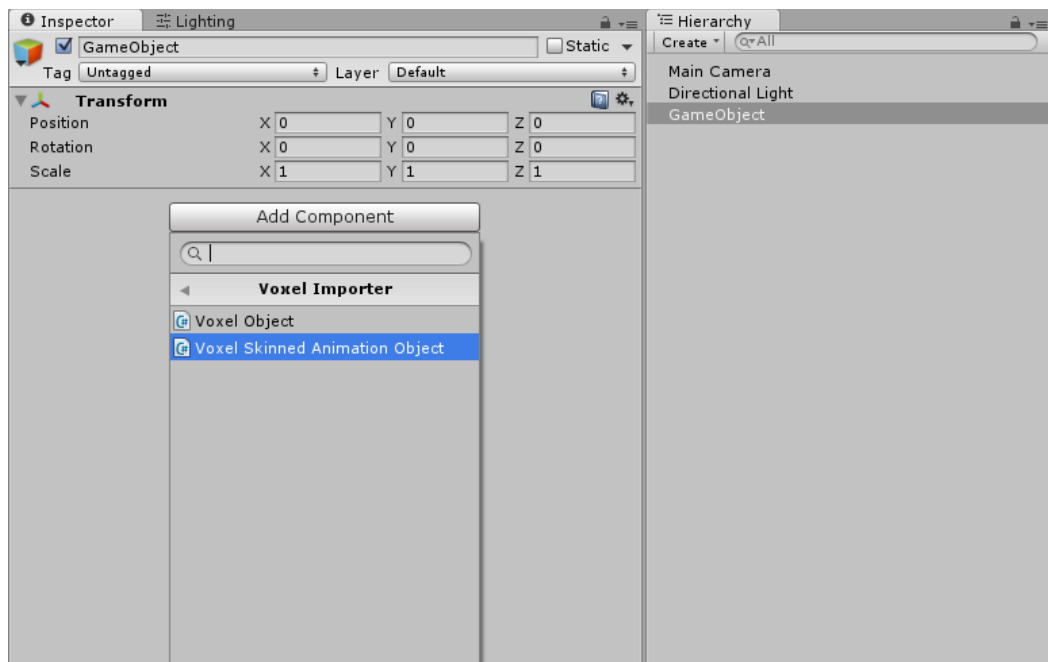
Opening a voxel file.
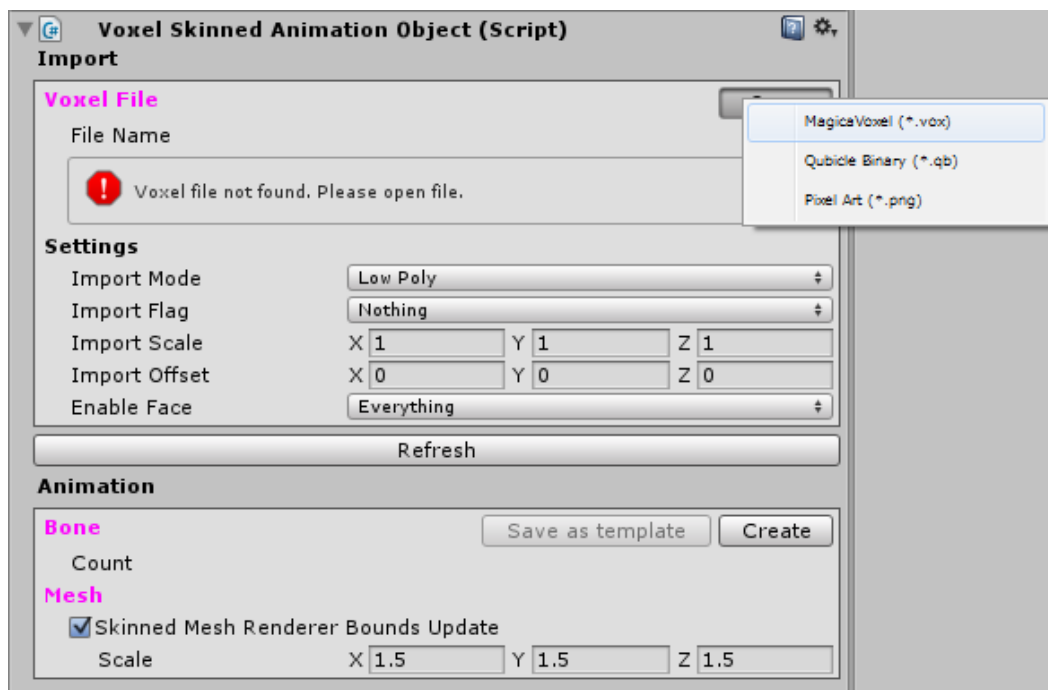
To change the center position "Import Offset" adjustment.

Create bones from a template.
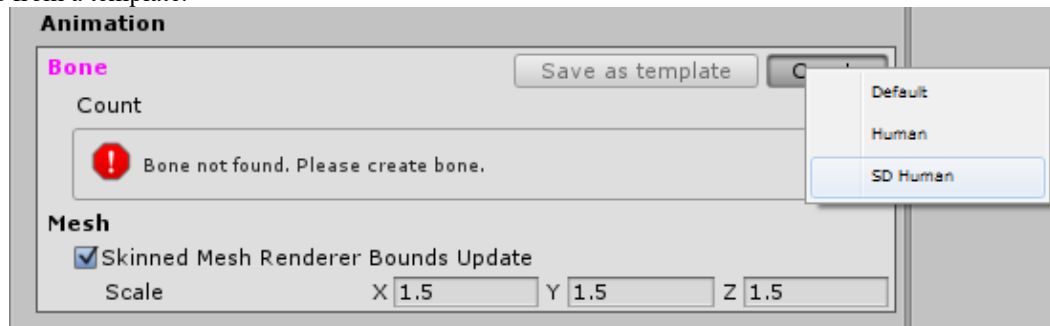
Select the bone.

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.
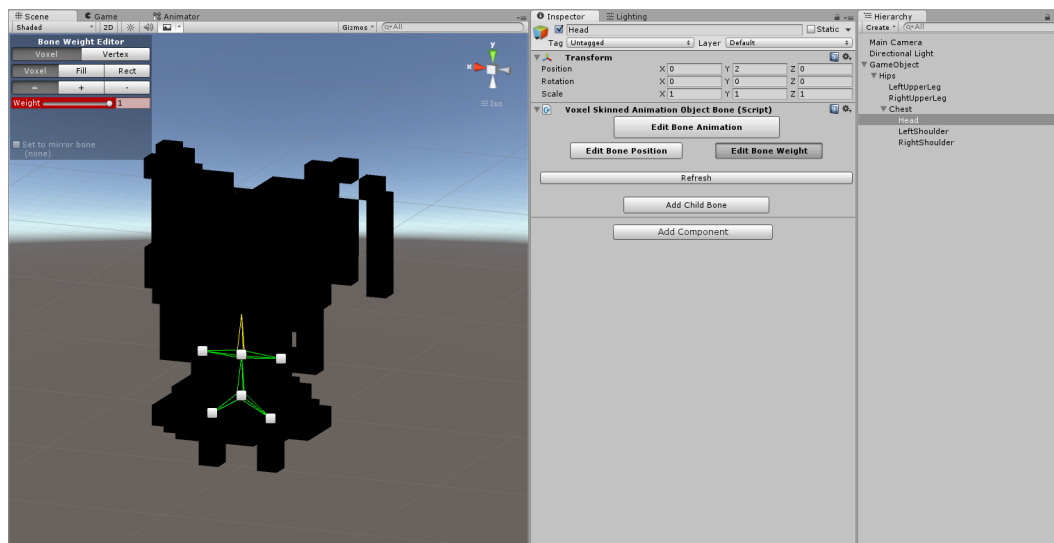
Complete the creation of skinned mesh.

Tutorial

[Character setup tutorial](#)

[Character setup tutorial2](#)

[Non-humanoid setup tutorial](#)

Note

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.
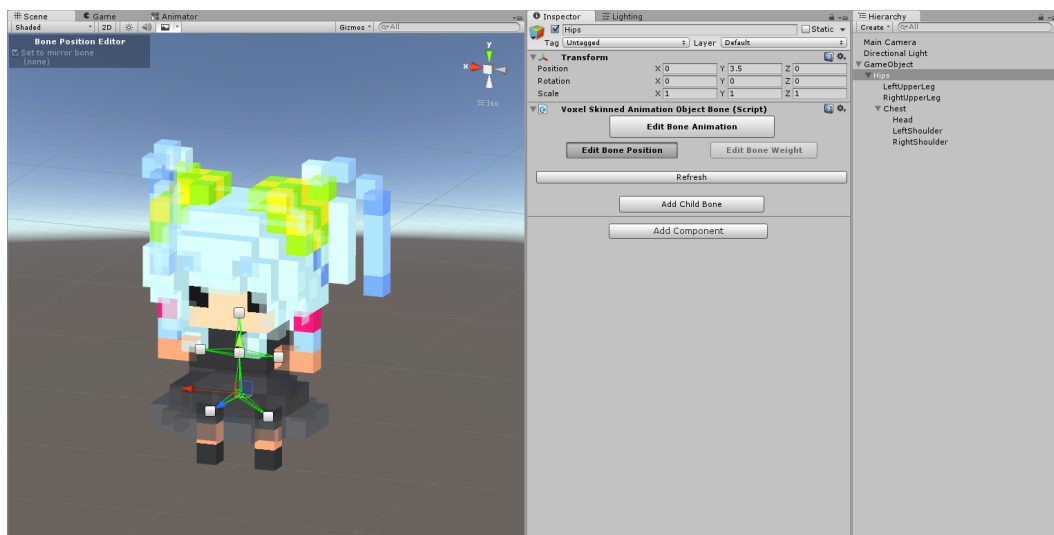
Voxel Chunks Object

To split the voxel to create a mesh.
It is used for cases such as exceeding a huge 65,000 vertex.
In addition, you can split in Qubicle Matrix.

Component/Voxel Importer/Voxel Chunks Object

Create an empty GameObject.

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

Opening a voxel file.

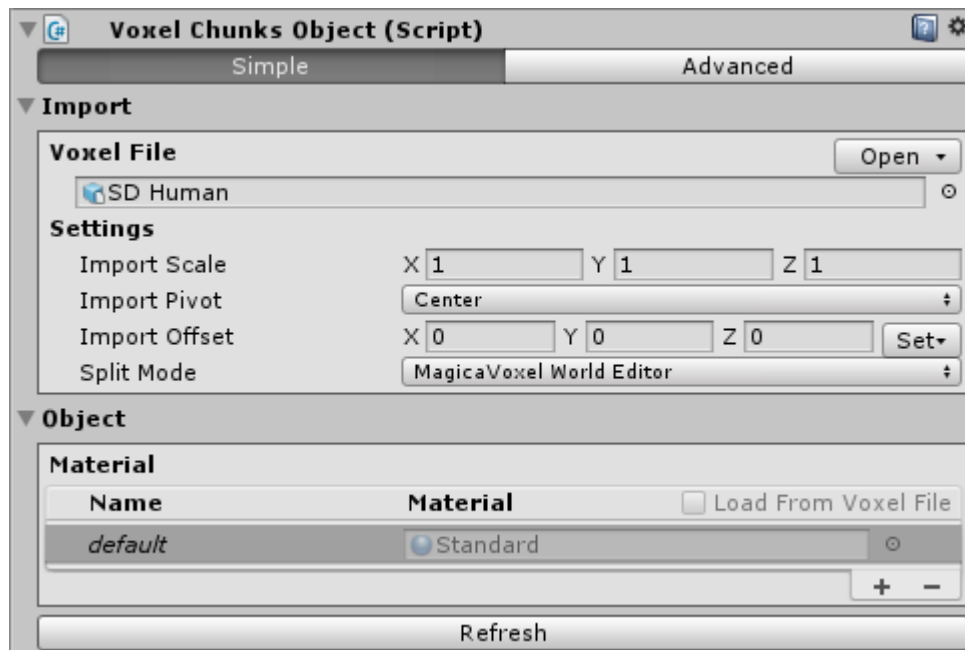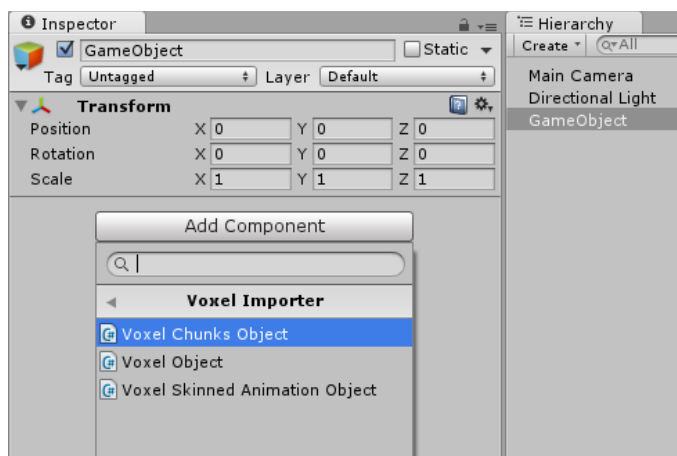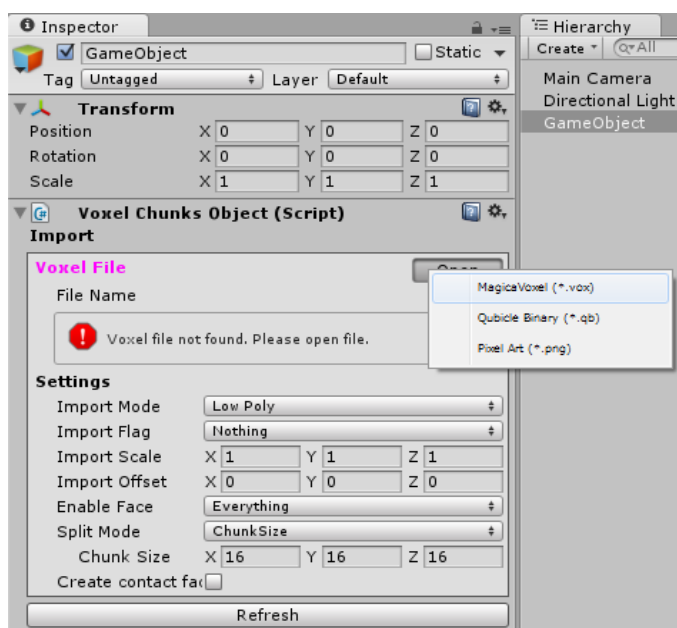**Complete the creation of optimized mesh.**

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.
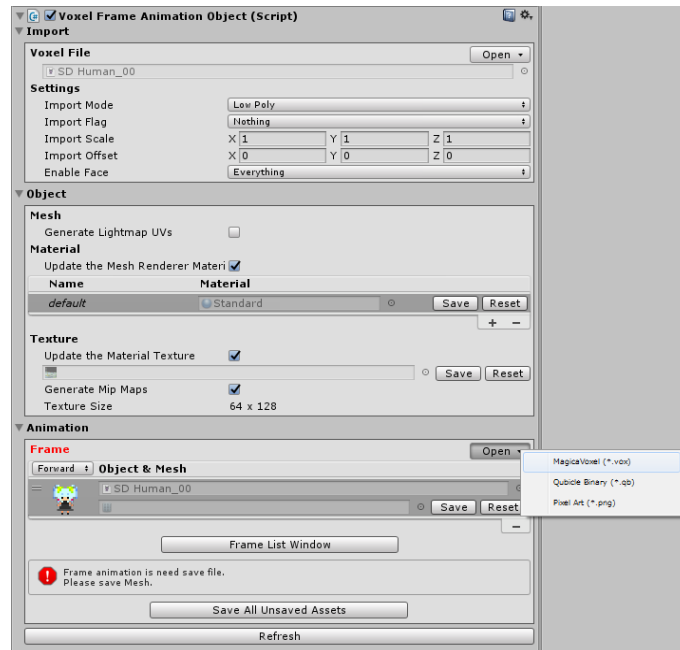
It creates an Animator to create the animation.
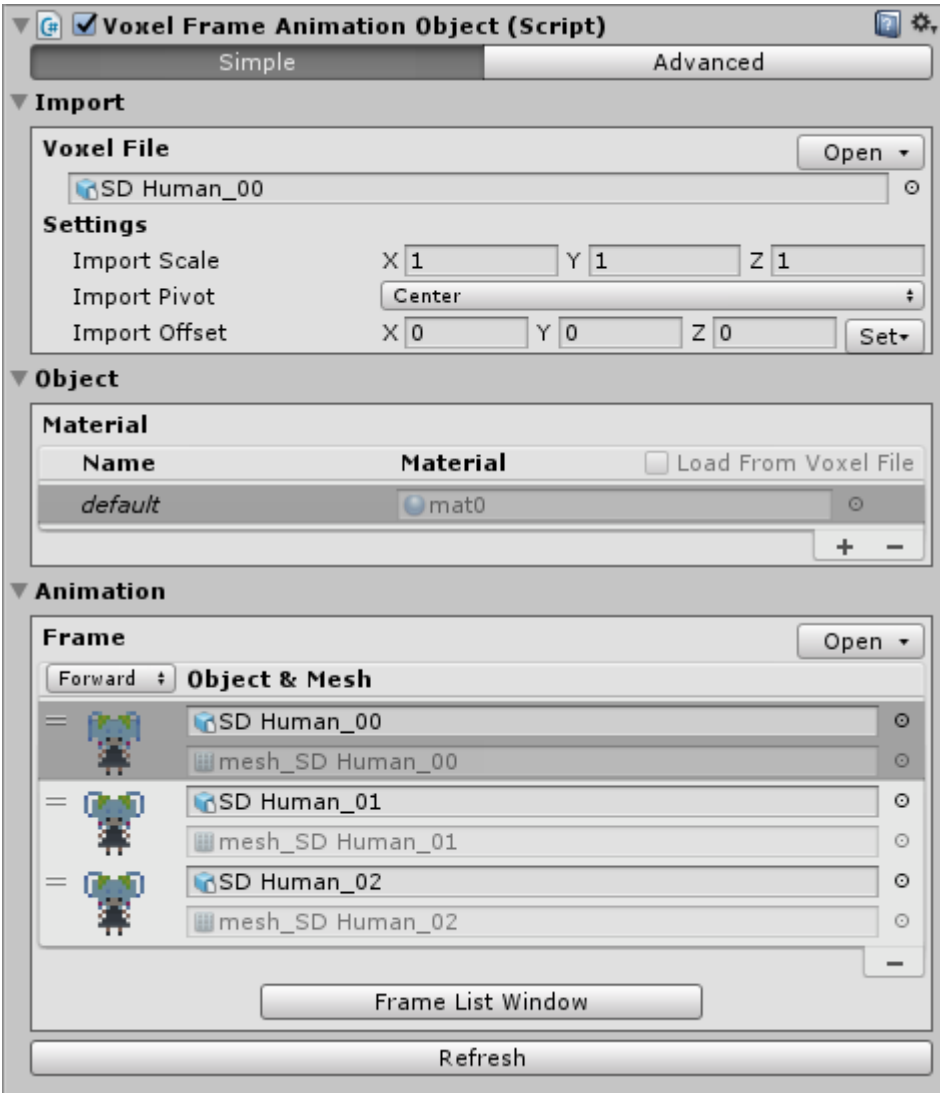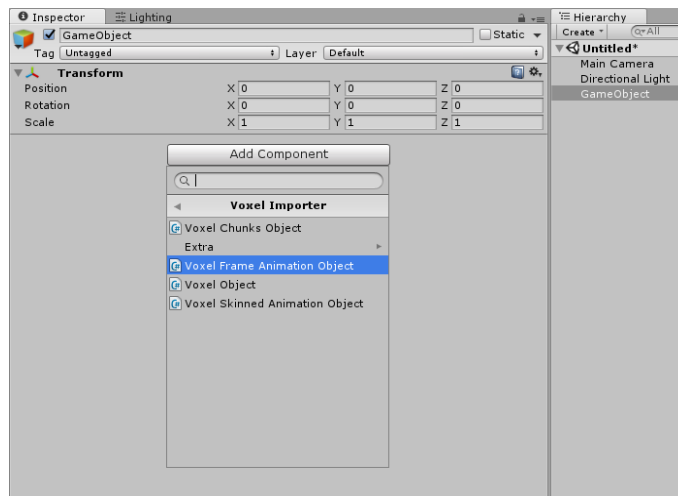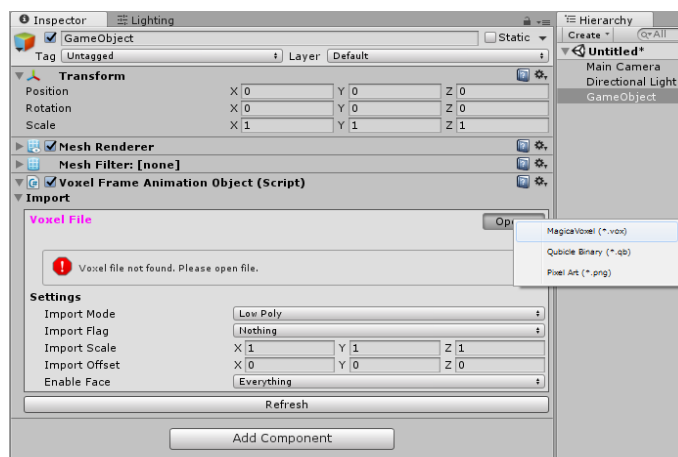
Tutorial

[**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

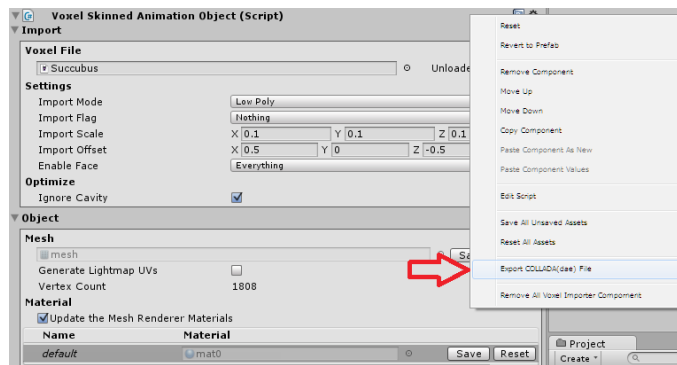"**Voxel Importer/Extra/Explosion**"

To represent the explosion production by adding to each object.

Exsample Path : "Voxel Importer/Exsample/VoxelExplosion"

Exporter

Export the Collada file.

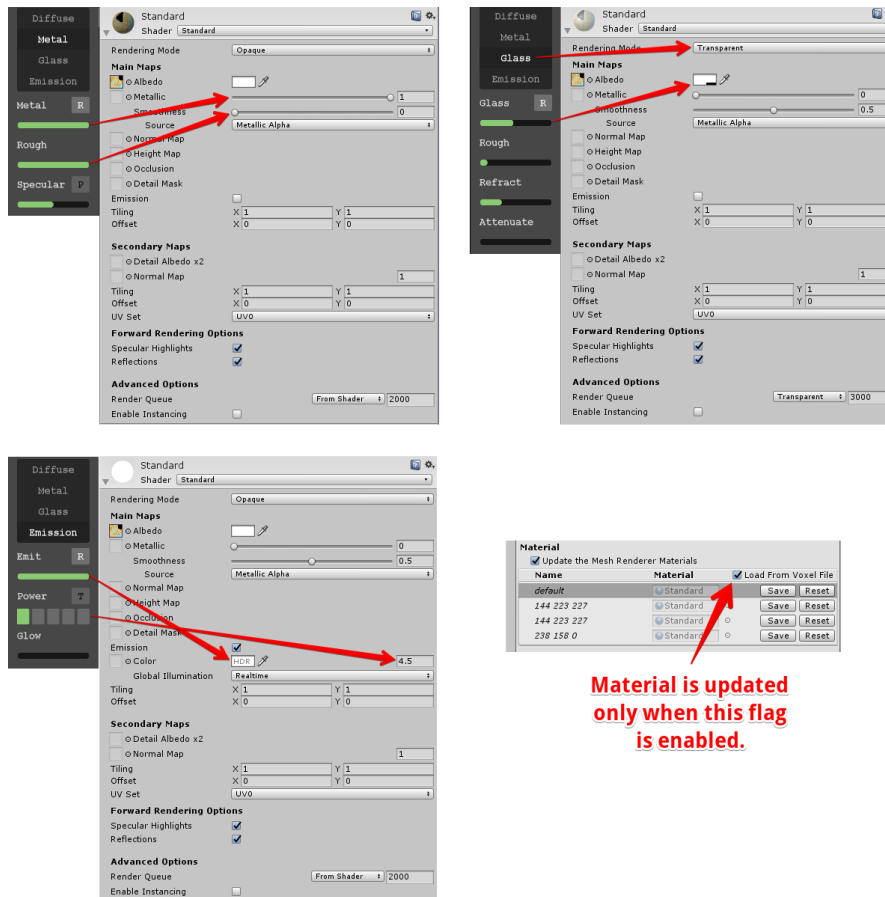**We are checking the import on Unity, Blender.**

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.

It is reflected only in Standard Shader. The following contents are reflected.

**Material is updated
only when this flag
is enabled.**

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

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