

MagicaVoxel to Unity

Convert vox/qb file as prefab or obj file, also allows you to rig your model with a well designed workflow.
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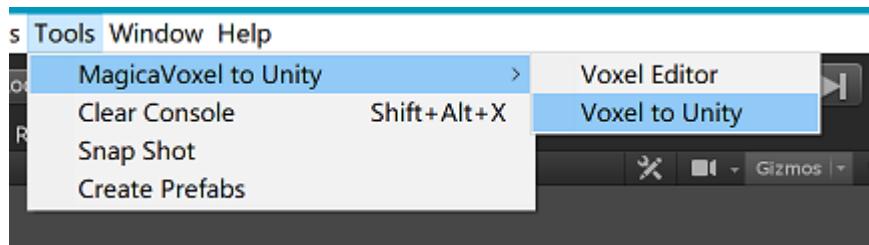
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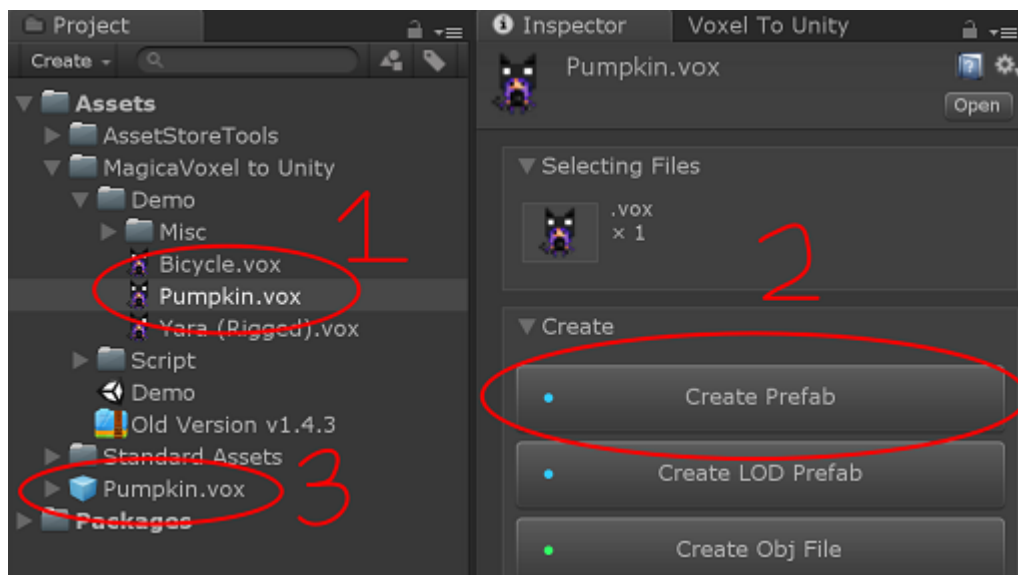
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How to Use

- Click "Tools >> MagicaVoxel to Unity >> Voxel to Unity" to open the editor window (if the inspector don't work)



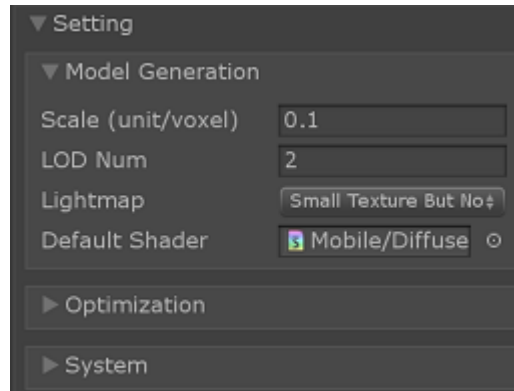
- To create prefab from vox file, select the vox file in project view, then click the "Create Prefab" button in Inspector. The prefab will be created to the "Export To" path below. Similarly with create obj and LOD prefab.



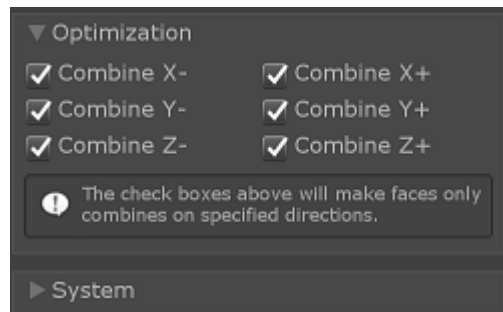
- In Setting >> Model Generation,
"Scale" means the size of a voxel in unit. 0.1 means 10 voxels in MagicaVoxel will be 1 unit in Unity.
"LOD Num" is the lod level for the lod prefab.

"Lightmap" switch between two types of texture, small texture and lightmap supported texture. If the model need lightmapping, this setting must set to "Support Lightmap but Large texture".

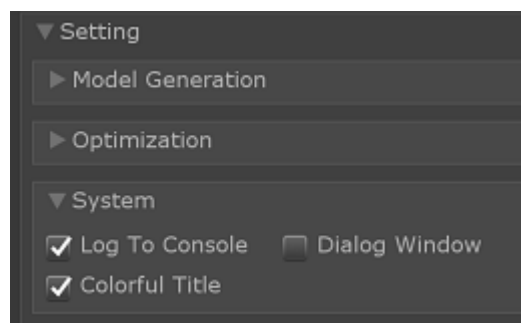
"Default Shader" is the shader linked to the renderer when create models. You still can change the material and shader after create the prefab.



- In Setting >> Optimization, you can choose the voxels in which direction will be combined for optimize triangle count. Some shader like Modular Bricks requires no combine in up direction. This setting is prepared for this kind of need.



- In Setting >> System, you can set whether to log a message after generated a model. Also if the title will be colorful.



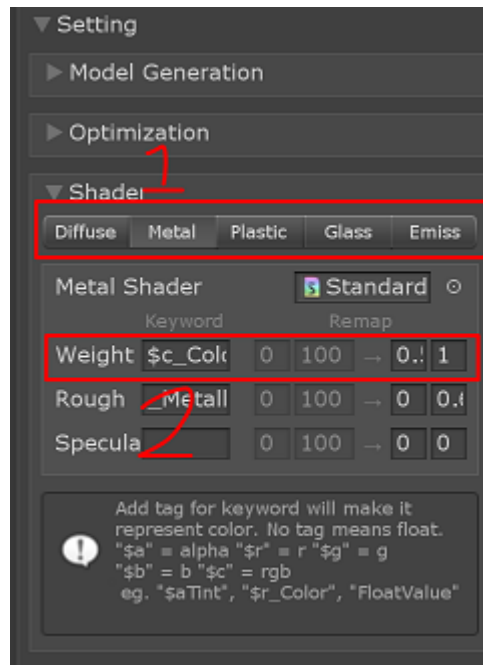
- In Setting >> Shader. You can customize the shaders for "Material Prefab".
 - ① material type. Corresponding to the supported materials in MagicaVoxel. The panel below will only affect the type of material being selected.
 - ② to use your own shader, you need to tell this plugin which keyword represents the param. The exact value here depends on how you design your shader.
 - Float value: Just write the float param name in the "Keyword" field. (eg. _MyFloat) (eg. _TestNumber).

- Color value: add a two-letters prefix before that param name, and write in the color(float4) param name in the "Keyword" field. The prefix can be \$a (alpha), \$r (red), \$g (green), \$b (blue), \$c (red green blue).

eg. "\$a_MyAlpha" (for param _MyAlpha float4, only set the alpha for thar color)

eg. "\$c_MyColor" (for param _MyColor float4, set both red green blue for that color)

- ② Remap determines the range of values of variables. The left disabled two fields are the value range from vox file data. Right two fields are the result range you will get.



- In Tools panel, you can open the Rigging Editor which allows you to rig voxel models. Check out **Rigging Tutorial.pdf** for more information.
- Also a Sprite Editor and Voxel Generator. Check out **Generator Tutorial.pdf** for more information.

