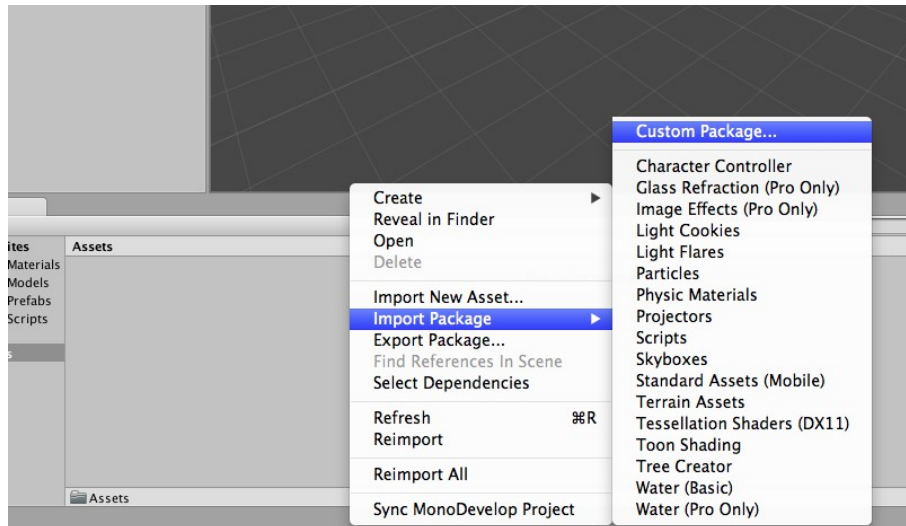




Quickstart Guide

1.- Include the Obi package in your project. Right click in the project window, "Import Package" "Custom Package", then select ObiSoftbody.unitypackage.



2.- Generate a blueprint asset for the mesh you want to simulate. Right click on your assets folder, Create->Obi->Softbody Surface Blueprint. In the inspector, assign the desired mesh to the "Input" property and click "Generate". Note: you might need to tweak softbody generation parameters for your particular mesh, please refer to the [Manual](#).

3.- Go to GameObject->3D object->Obi->Obi Softbody. This will create an Obi Softbody object and a solver, all properly set up. Select the Obi Softbody object and drag the blueprint asset you just created to its "Blueprint" slot. Then, assign the same mesh used to generate the blueprint to the skinned mesh renderer's mesh slot.

4.- Click the "Bind" button in the ObiSoftbodySkinner inspector. You're done!

For further information, please refer to the [Manual](#).

Support / Contact

If you have any suggestions, questions or issues, visit our webpage:

<http://obi.virtualmethodstudio.com>