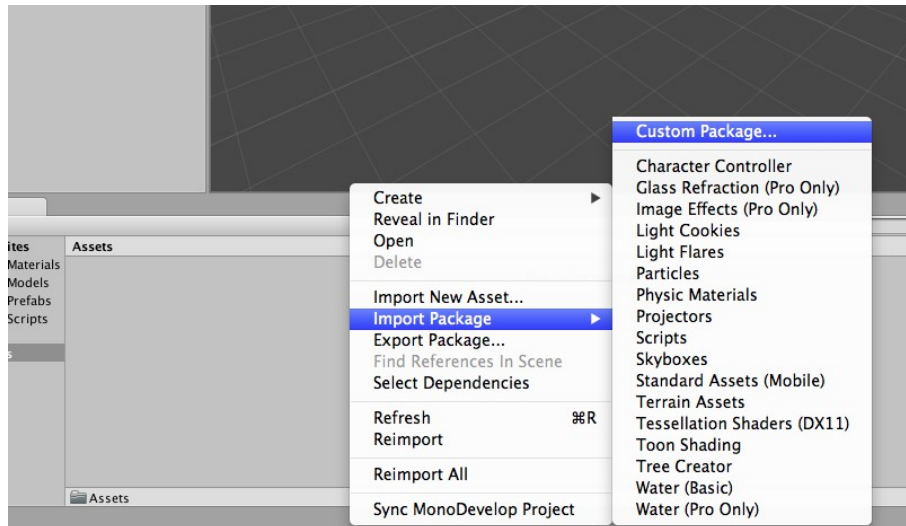




Quickstart Guide

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



2.- Go to GameObject->3D object->Obi->Obi Softbody (fully set up). This will create an Obi Softbody object, a SkinnedMeshRenderer and a solver, all properly set up. Add a mesh to the "input mesh" slot in the softbody, and to the SkinnedMeshRenderer's "mesh" slot.

3.- Click the "Initialize" button in the ObiSoftbody 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>