

Voxel Importer



Version 1.0.4

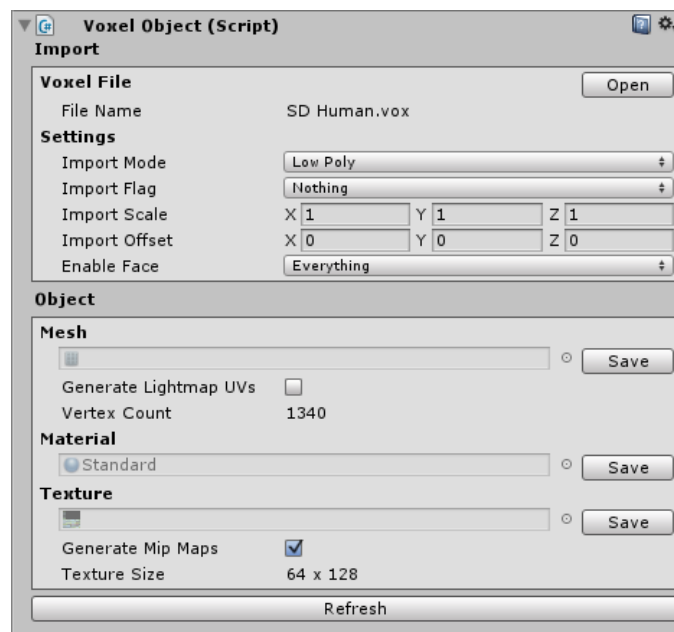
Introduction

Thank you for purchasing "Voxel Importer".

Table of contents

- [Voxel Importer.....1](#)
- [Introduction.....2](#)
- [Table of contents.....2](#)
- [Voxel Object.....3](#)
 - [Procedure.....4](#)
 - [Note.....4](#)
- [Voxel Skinned Animation Object.....5](#)
 - [Procedure.....6](#)
 - [Note.....8](#)
- [Voxel Chunks Object.....9](#)
 - [Procedure.....10](#)
 - [Note.....10](#)
- [Extra.....11](#)
 - [Explosion.....11](#)
- [Video.....12](#)
- [Support.....12](#)

Voxel Object



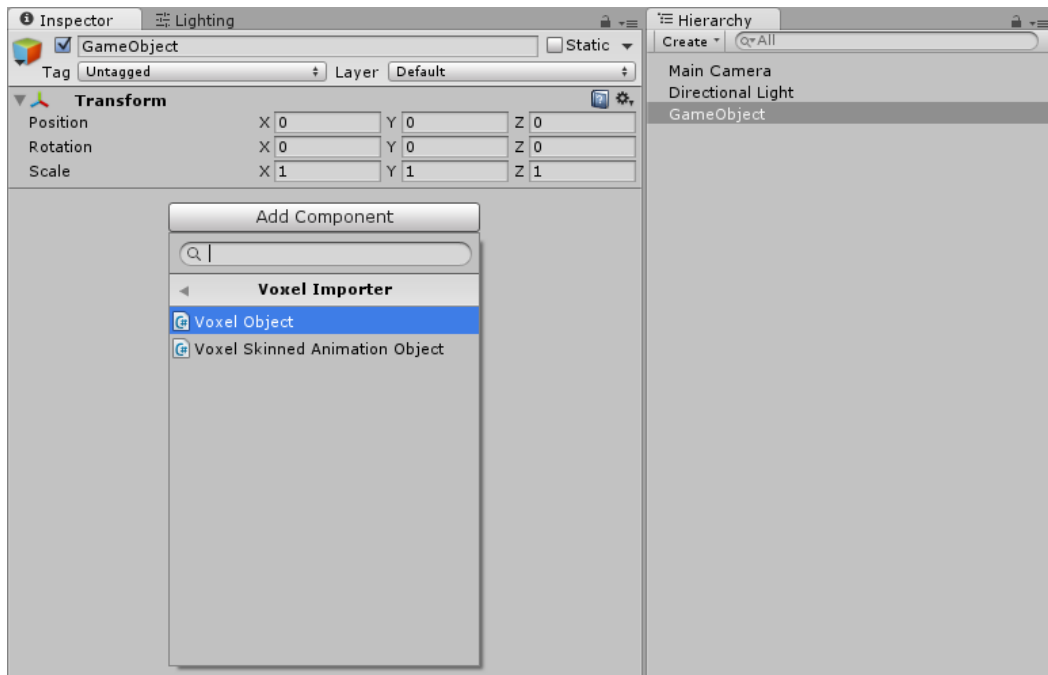
**It applies to the basic fixed object.
And it generates an optimized mesh.**

Component/Voxel Importer/Voxel Object

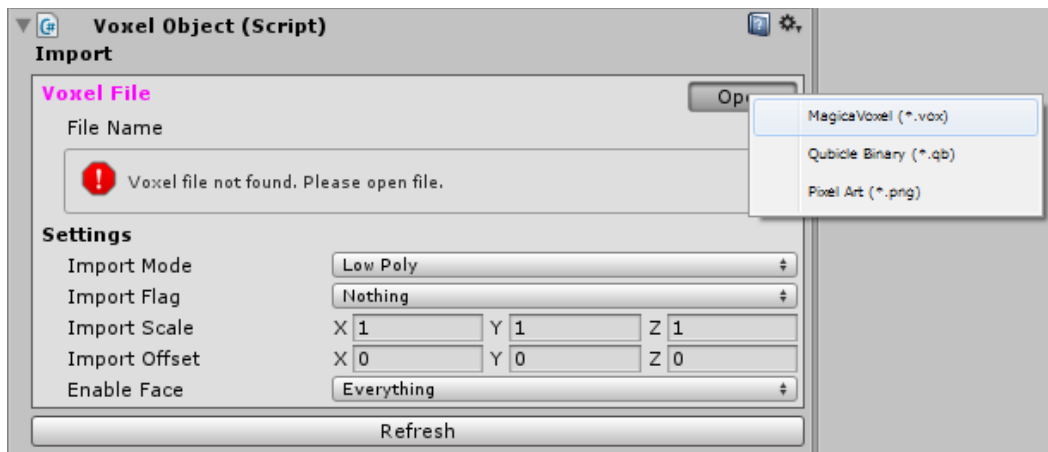
Procedure

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.

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

Voxel Skinned Animation Object

Voxel Skinned Animation Object (Script)

Import

Voxel File Open

File Name: test.vox

Settings

Import Mode: Low Poly

Import Flag: Nothing

Import Scale: X 1 Y 1 Z 1

Import Offset: X -1.5 Y 0 Z 0.5

Enable Face: Everything

Object

Mesh Save

Generate Lightmap UVs ☐

Vertex Count: 120

Material Save

Standard

Texture Save

Generate Mip Maps ☒

Texture Size: 32 x 32

Animation

Bone Save as template Create

Count: 2

Reset All Position Rotation Scale

Rig

Animation Type: Generic

Avatar: GameObject (UnityEngine.GameObject)

Mesh

☒ Skinned Mesh Renderer Bounds Update

Scale: X 1.5 Y 1.5 Z 1.5

Refresh

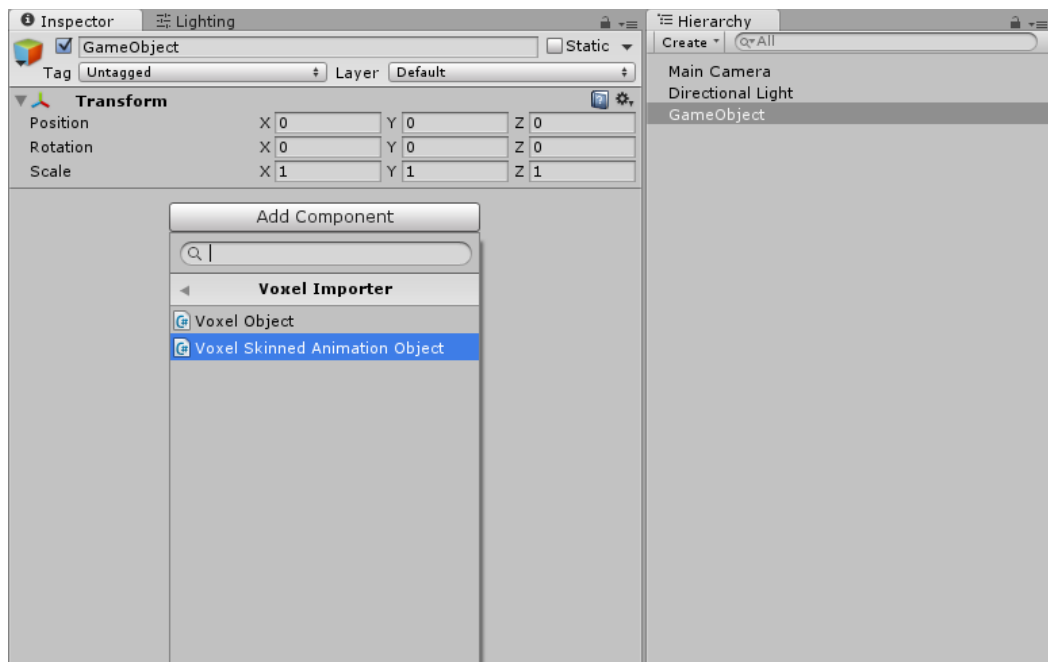
Apply to the animation object.
And it generates an optimized mesh.

Component/Voxel Importer/Voxel Skinned Animation Object

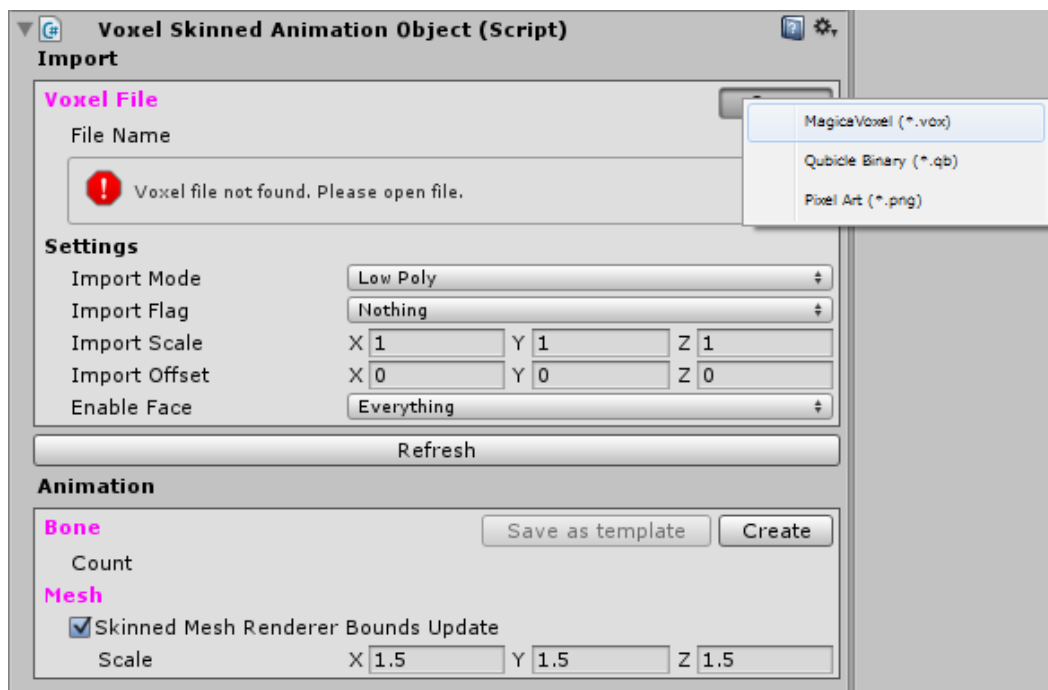
Procedure

Create an empty GameObject.

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

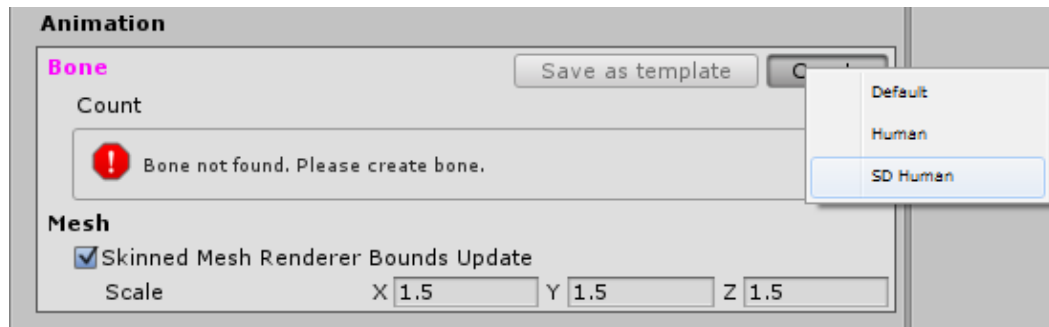


Opening a voxel file.



To change the center position "Import Offset" adjustment.

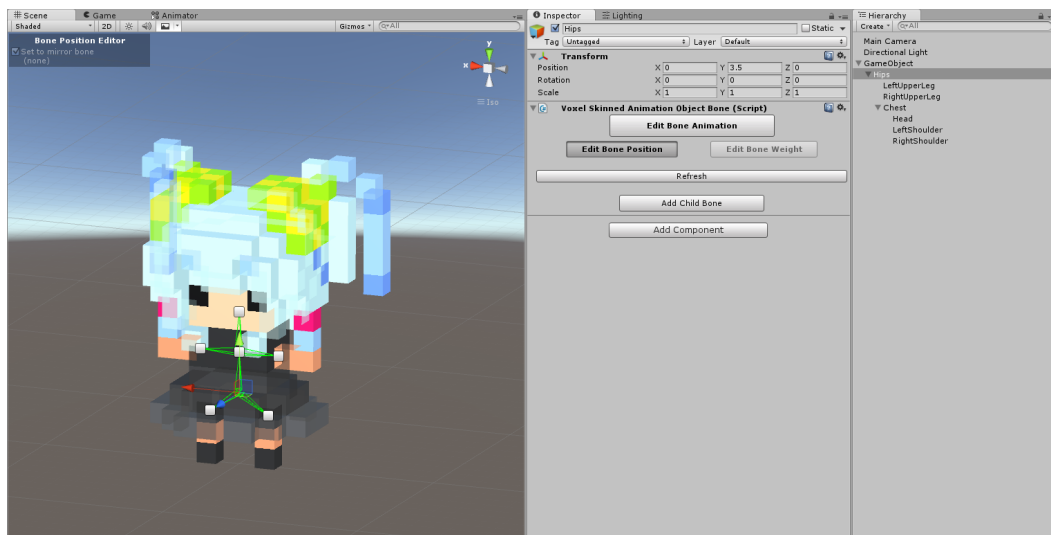
Create bones from a template.



Select the bone.

Press the "Edit Bone Position" button.

Adjust the bone in the proper position.

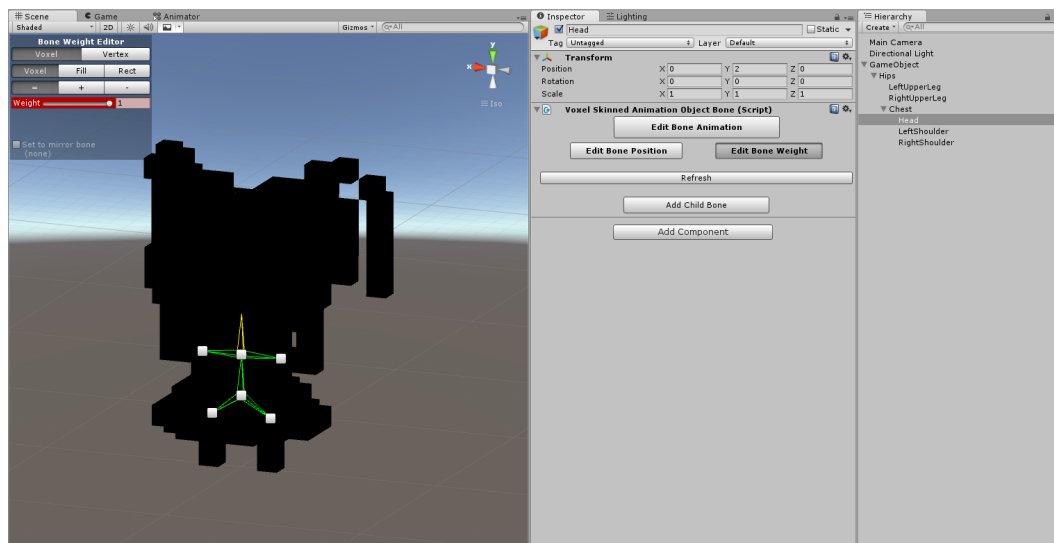


If necessary, add a bone in the "Add Child Bone" button.

Select the bone.

Press the "Edit Bone Weight" button.

Do the weight painting.



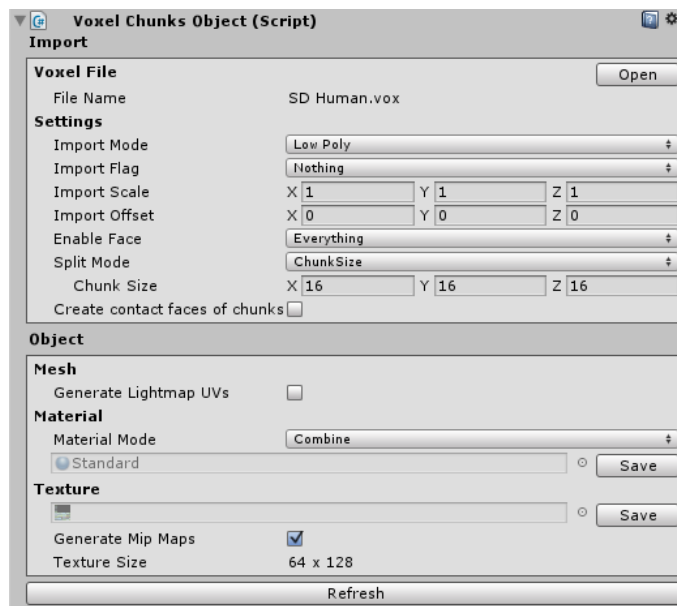
Complete the creation of skinned mesh.

Note

This script only works in the editor.

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

Voxel Chunks Object

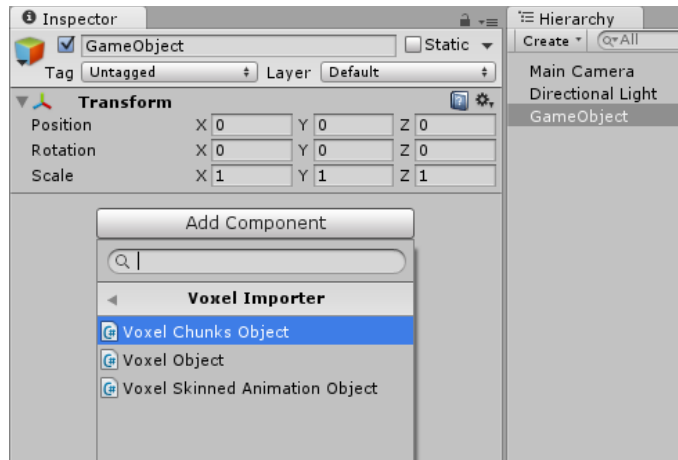


To split the voxel to create a mesh.
Component/Voxel Importer/Voxel Chunks Object

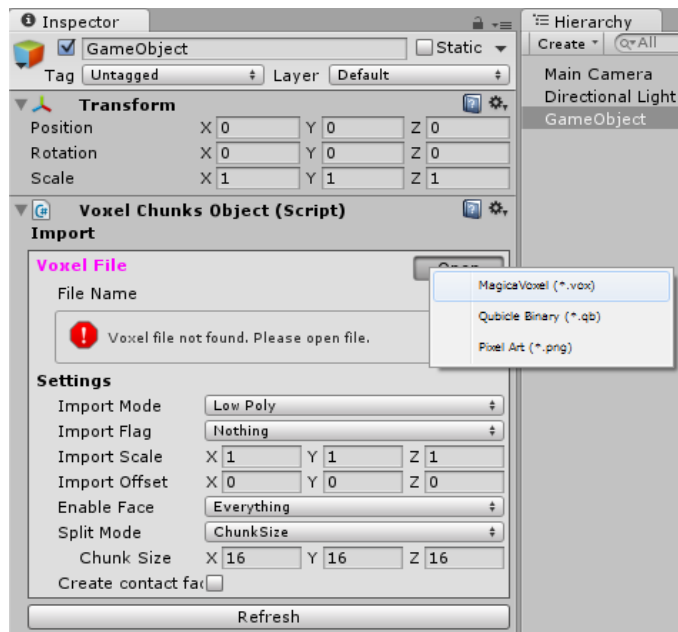
Procedure

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.

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

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”

Video

Mecanim Quick Start

https://youtu.be/PpU50D_svDQ

Sample of optimization

<https://youtu.be/4MXL7StGkgI>

Voxel Chunks Object

<https://youtu.be/9Fh5WRbrIGE>

Support

Twitter

<https://twitter.com/AlSoSupport>

Mail

support@alonesoft.sakura.ne.jp