Voxel to Unity v1.2.2

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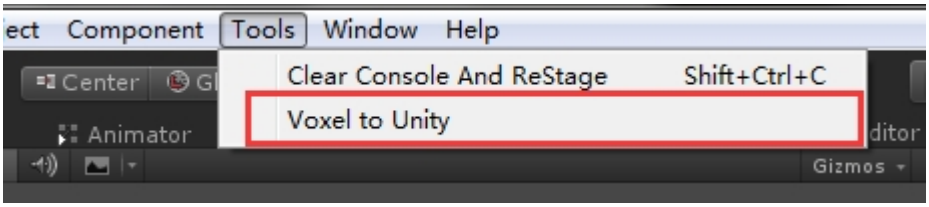
HomePage:

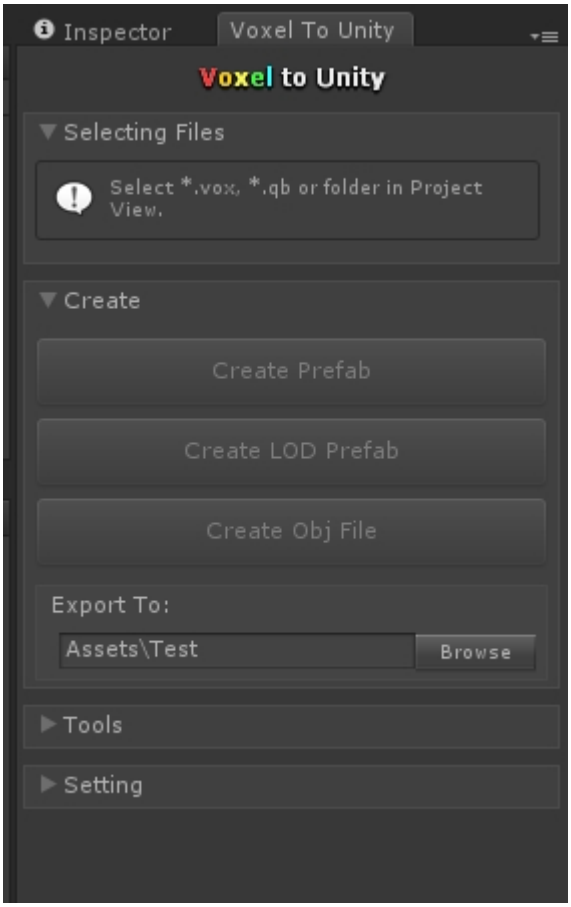
https://voxeltounity.codeplex.com

How To Use:

1, Open "Voxel to Unity" window in the top navigation-bar. Find it in Tools --> Voxel to Unity.

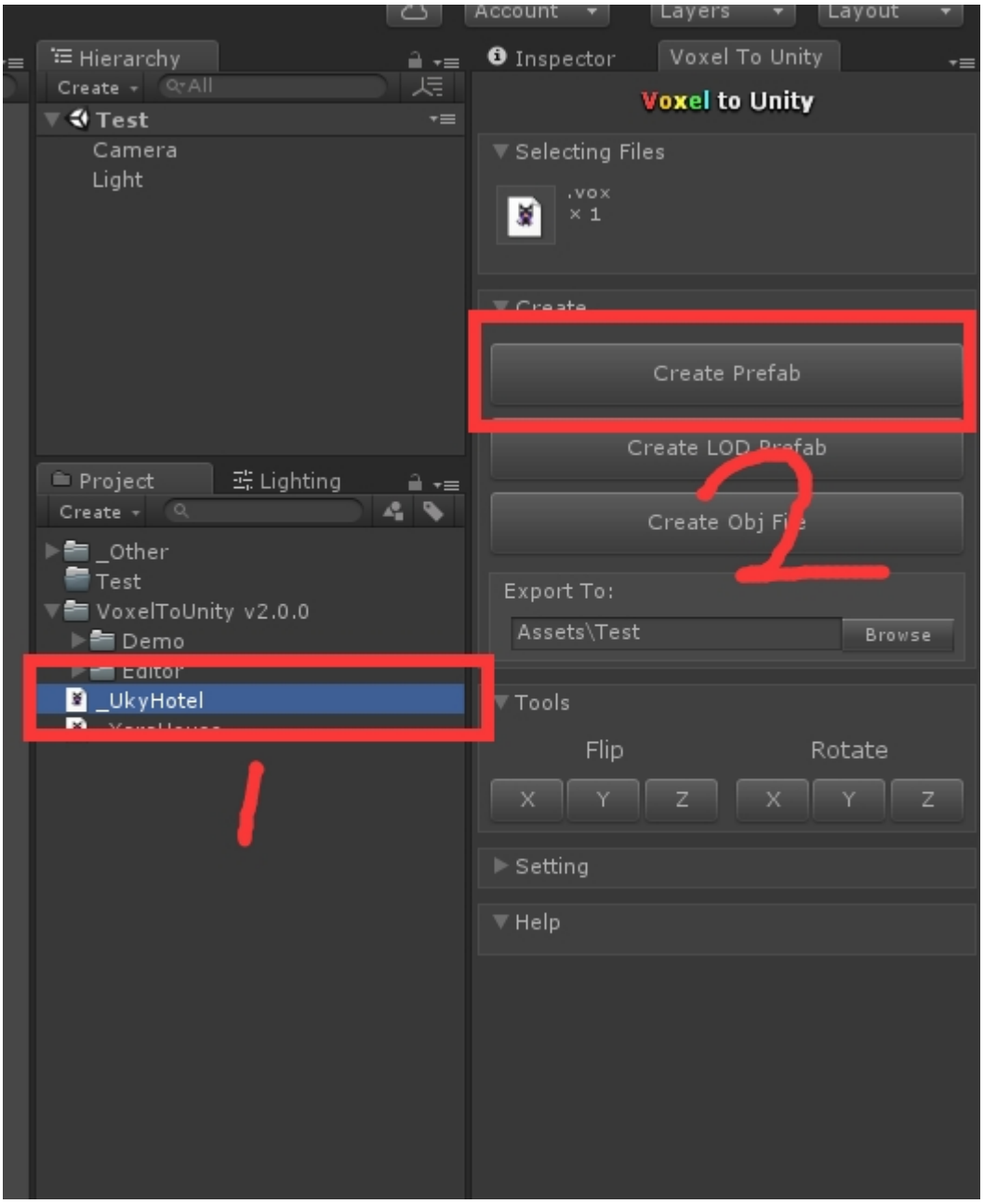


Got the main window like this:

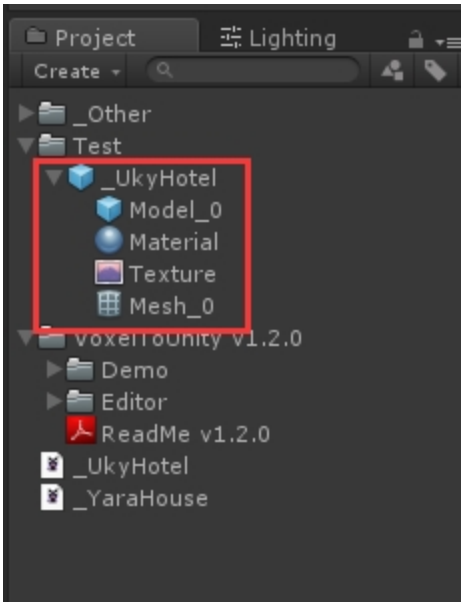


2, Select .vox of .qb file(s) in Project-View.

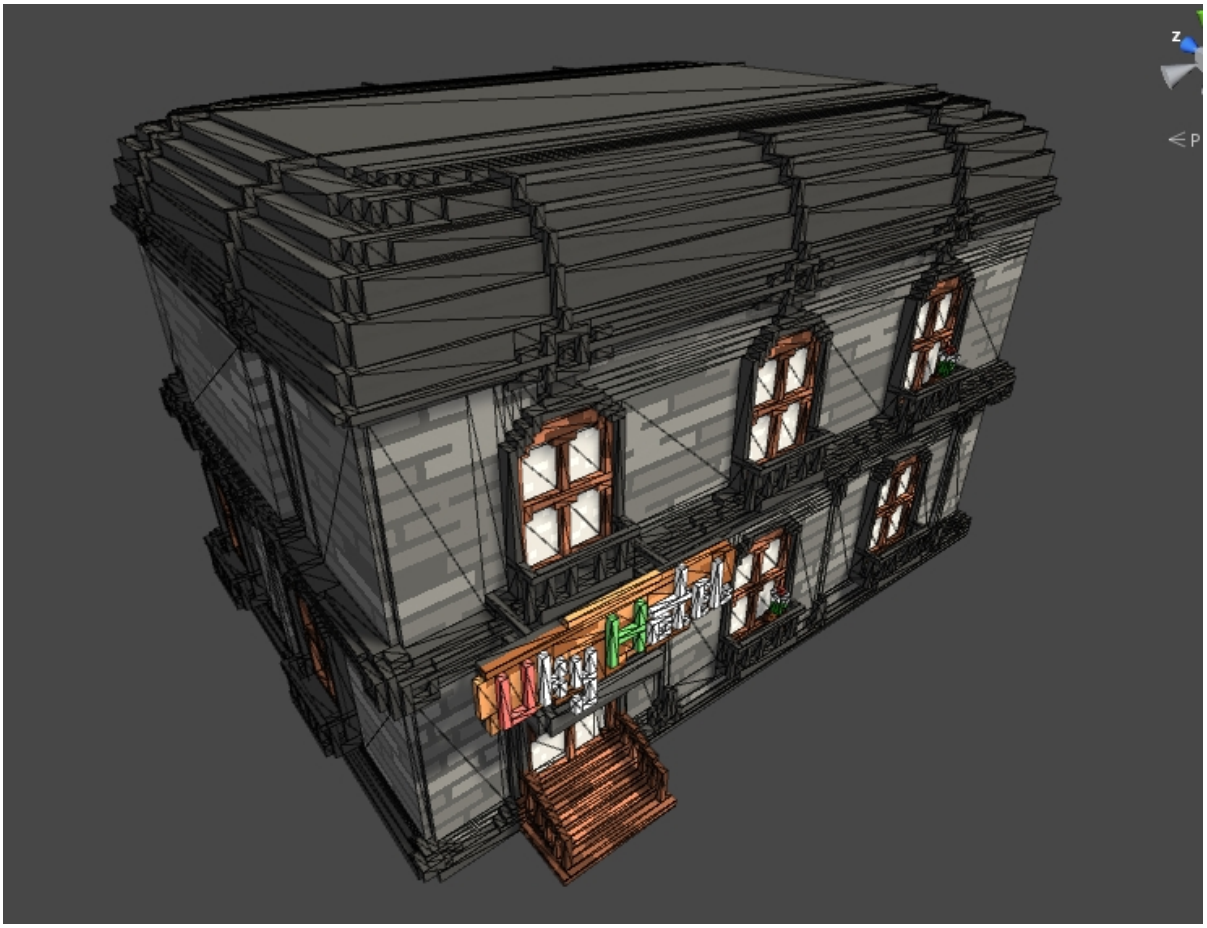
3, Click "Create Prefab" button in "Voxel to Unity" window. You'll see a prefab with texture, mesh and material in it.



Got the prefab like this:



4,Drag the prefab to SceneView. Got voxel models with optimized mesh. Enjoy !



What is .vox file ?

.vox file is created with a FREE 8-bit voxel editor called MagicaVoxel. HomePage: http://voxel.codeplex.com

What is .qb file ?

.qb file is created with a payed voxel editor Qubicle. HomePage: http://www.qubicle-constructor.com