UMA Dismemberment 2

Limitations (these can all be fixed in time):

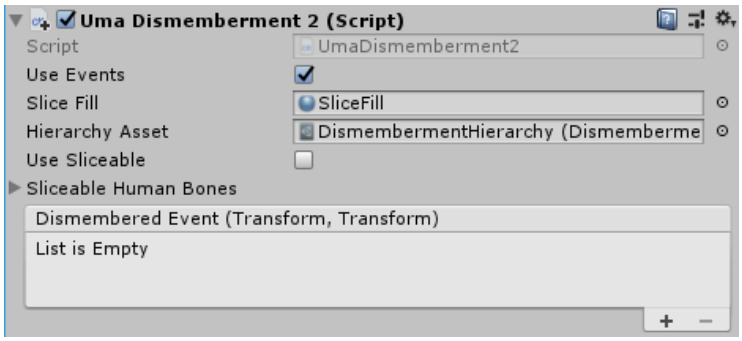
Only one renderer supported right now.

UMA will “reset” if regenerated after a slice.

Examples Scene -> “Assets/Dismemberment2/Scene/Example”

Needs the slot data to be given vertex data for the slicing to work!

The required component is “UMA Dismemberment”



Use Events – *Turn on or off the Dismembered Event.*

Slice Fill – *The material to be used to cap the sliced area.*

Hierarchy Asset - *This scriptable object store the hierarchy of sliceable bones and the bitmask associated with it. See below.*

Sliceable Human Bones – *The human bones (and all its children) that are sliceable. Each bone can have an individual slice threshold too.*

Dismembered Event – *This is invoked when the attached object has been sliced. It passes the new root object transform and the transform of the bone that was sliced off. This event can be used to attach game specific data or components and add special effects (like gibs or blood spray).*

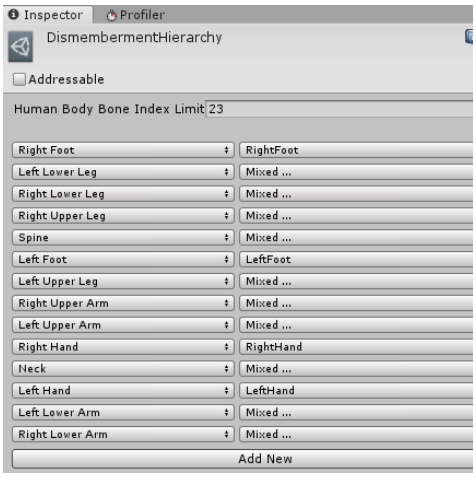
Calling “UMADismemberment.Slice” also has an out struct with the sliced information if the event is not desired.

There is an example script, “ExampleDismemberCallback”, that shows using this event to add a rigidbody and collider.

Dismemberment Hierarchy Asset

Example included asset called “DismembermentHierarchy”. New assets can be created by right mouse click in the project view, then “Create->UMA->Dismemberment->Hierarchy Asset”.

The Left-Hand column is the HumanBodyBone used when calling the slice and the right hand column is the associated bitmask that will be used to slice per vertex.



Setting Dismemberment Slot Data

To access the included slot data vertex tool, select a SlotDataAsset. Then from the asset context menu, select “Begin UV Painting”

From this painting tool scene, you can visualize the vertex UV data, select vertices by various methods, and set new data on the select vertices and then finally, save the data back on the SlotDataAsset.