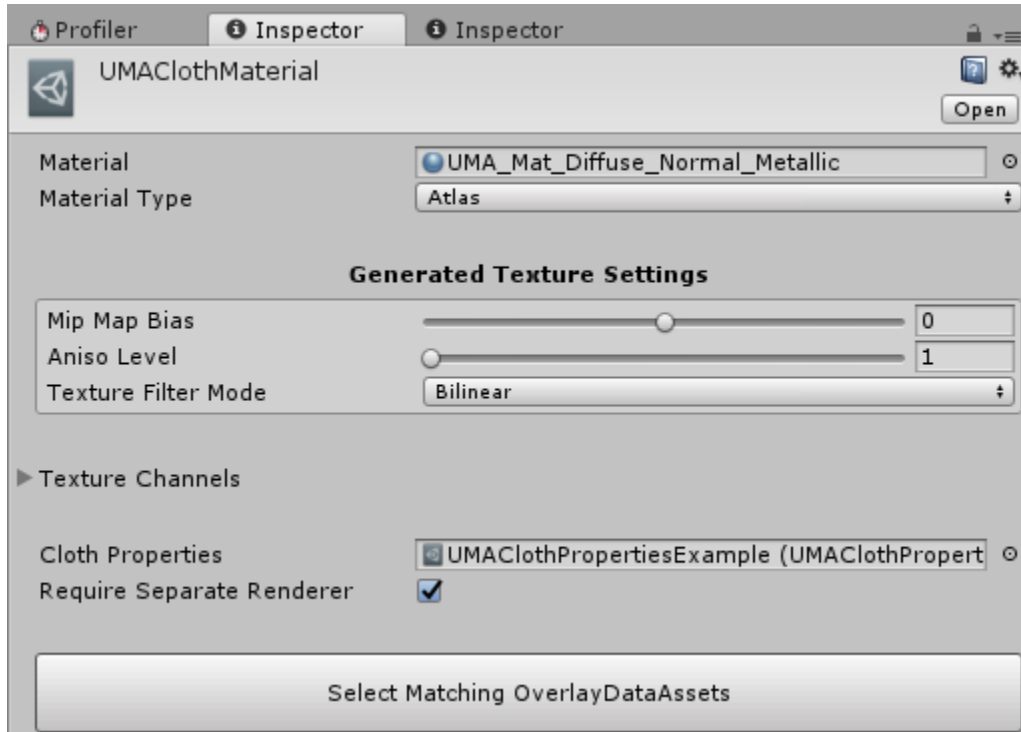


## Cloth upgrade from UMA 2.8 to 2.9

In UMA 2.8, a Cloth Properties Asset was created for each set of cloth parameters needed to be generated at runtime. Individually, these were added to an UMA Material, so different cloth properties needed a new UMA Material.

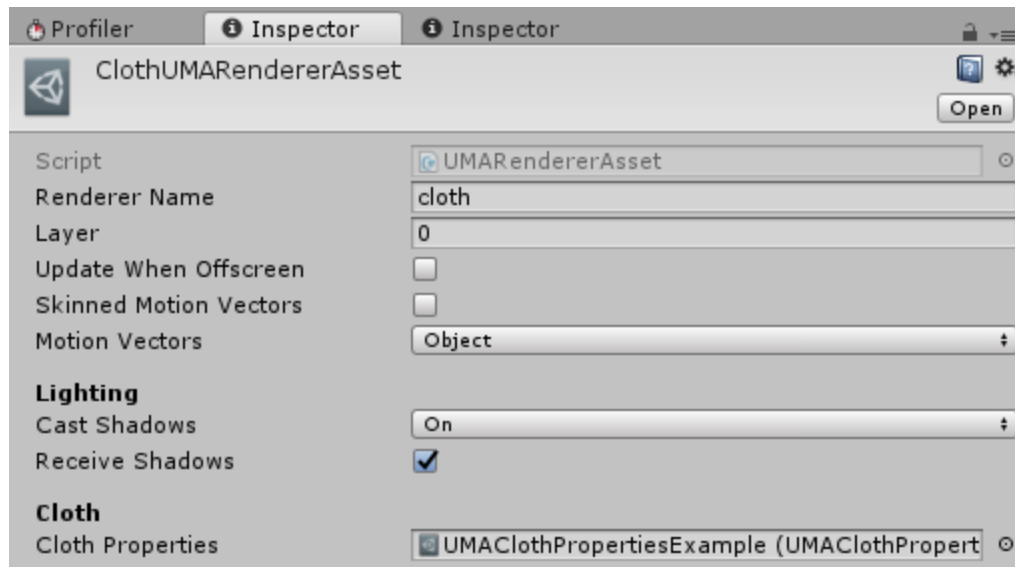


In UMA 2.9, this has been changed. Now, the cloth properties are added to an UMARendererAsset and each UMARendererAsset with cloth properties used in a scene will generate another cloth component.

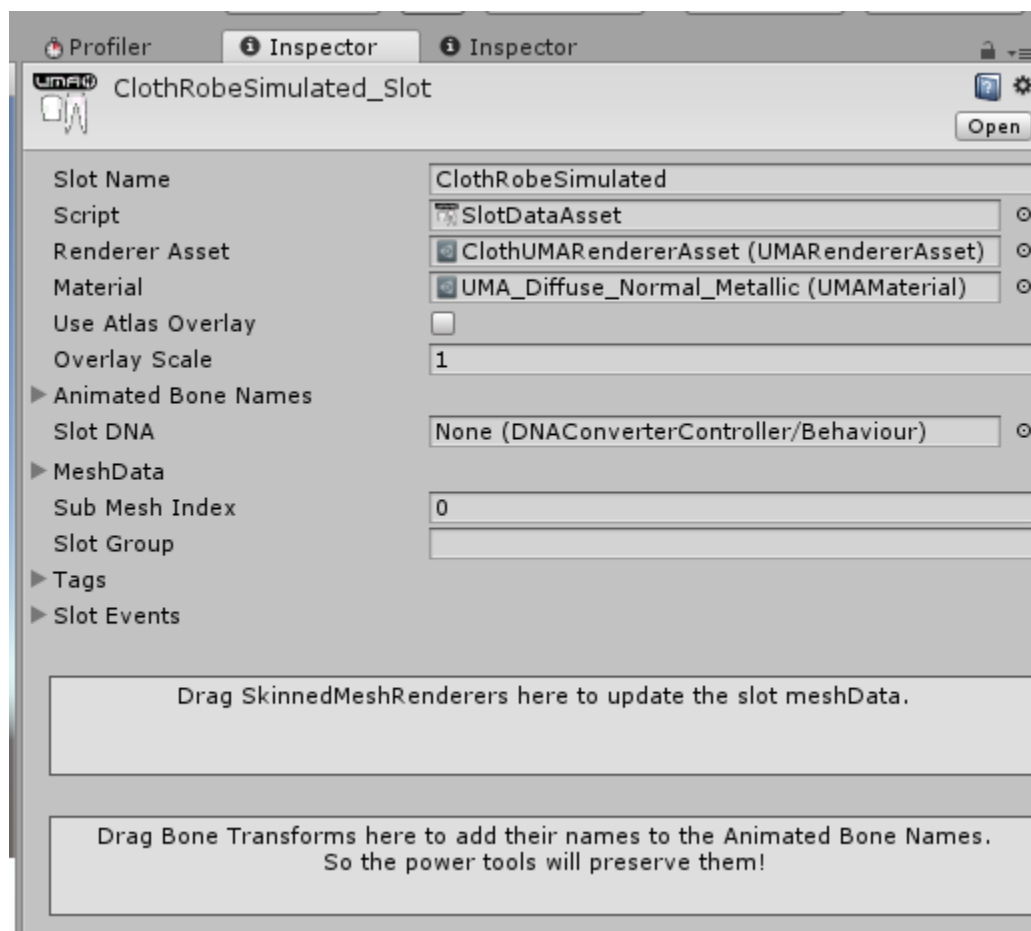
To convert existing cloth set-ups follow these steps

- 1) Create a new UMARendererAsset (Right Click->Create->UMA->Rendering->RendererAsset) for each set of cloth properties.
- 2) Set the default renderer settings that will be used for this skinned mesh renderer at runtime. Specifically, a name and set the cloth properties.
- 3) On each slot that has cloth data and should use these cloth properties, attach the newly created RendererAsset to the slot's new "RendererAsset" field.

See the "Cloth example" scene for an example of the new set up.



Example RendererAsset with attached Cloth Properties.



Example Slot using (optional) rendererAsset that contains cloth properties.