

## Voxel Importer



***Version 1.0.3***

Introduction

Thank you for purchasing "Voxel Importer".

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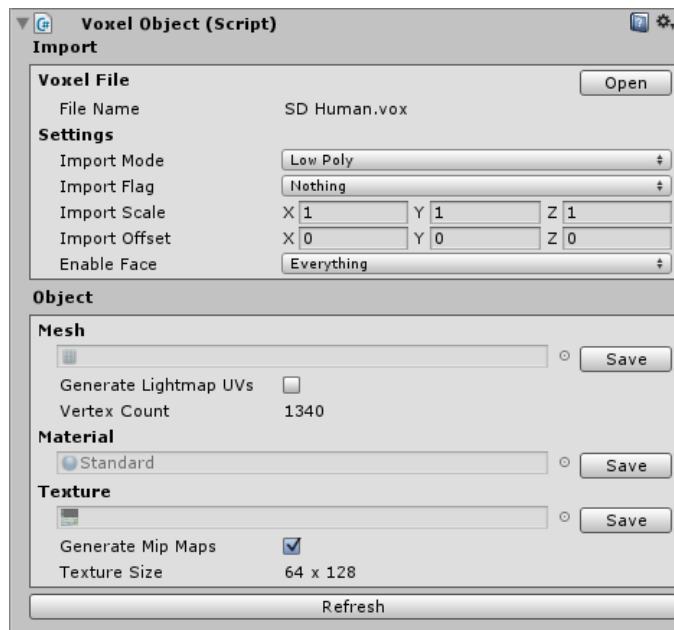
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## Voxel Object



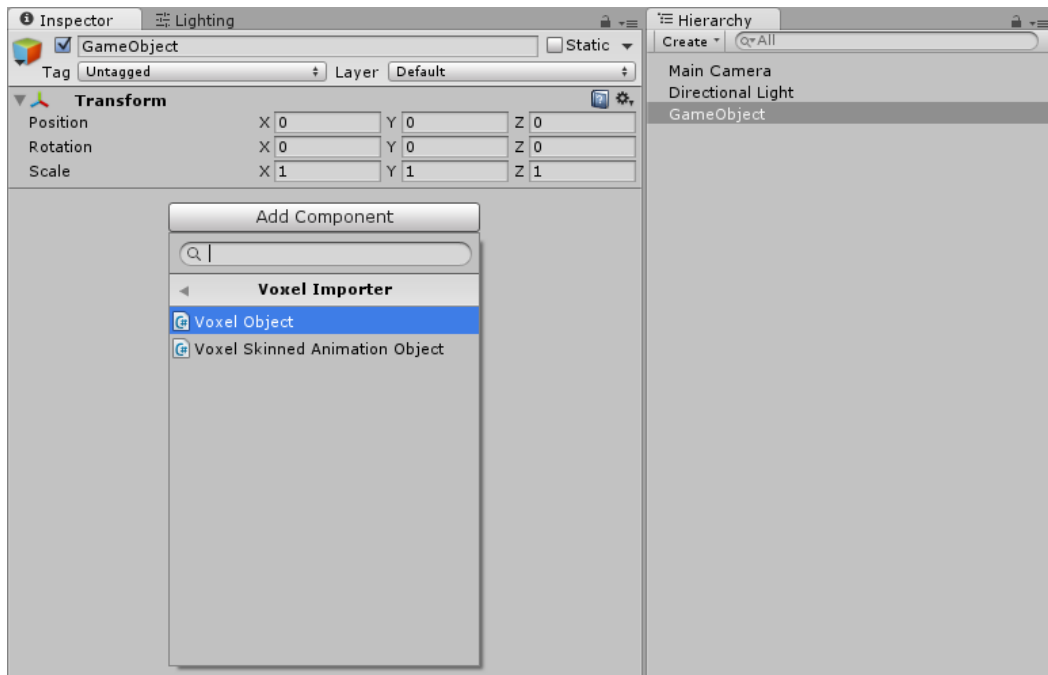
**It applies to the basic fixed object.  
And it generates an optimized mesh.**

**Component/Voxel Importer/Voxel Object**

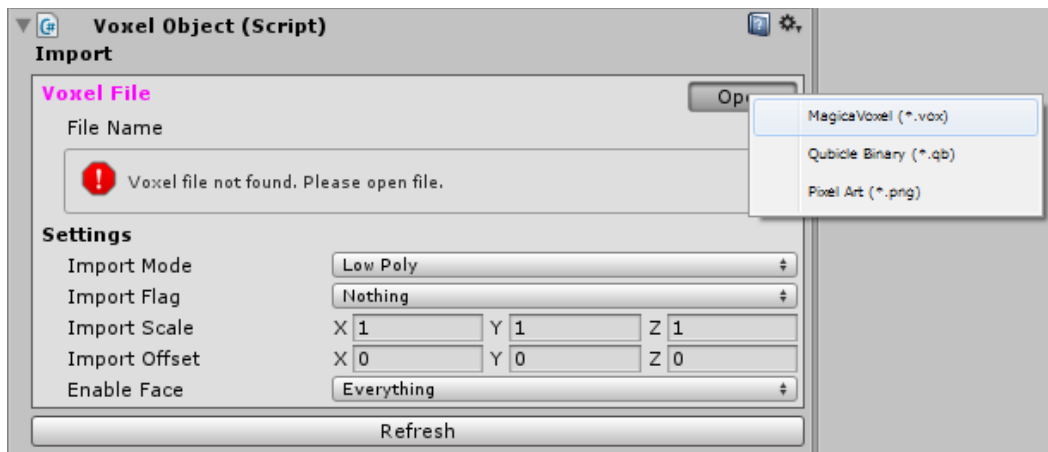
## Procedure

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

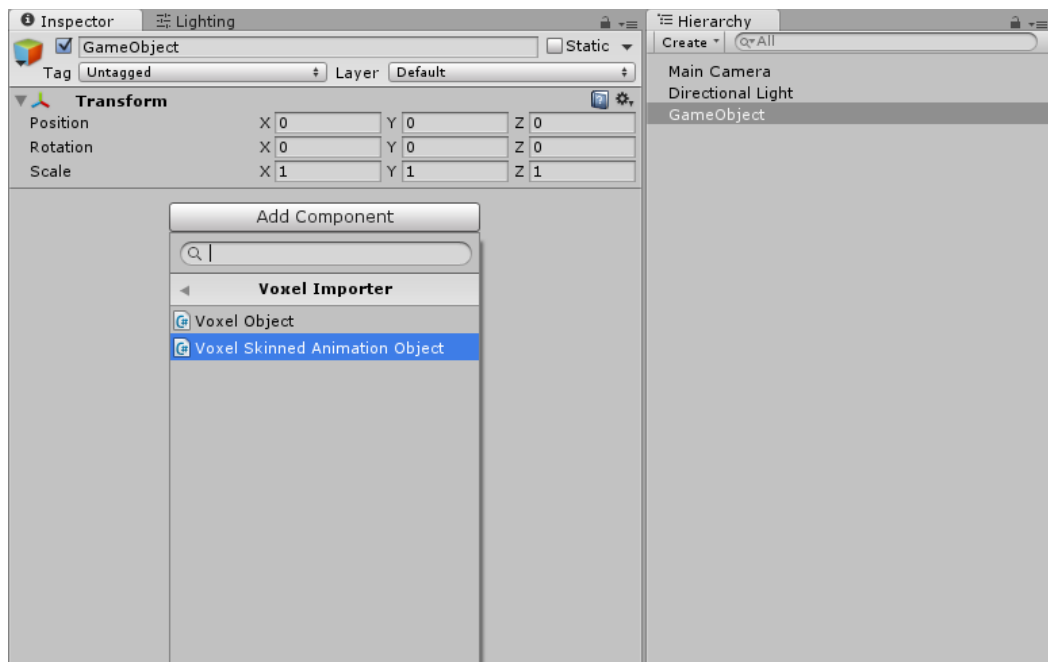
Apply to the animation object.  
And it generates an optimized mesh.

Component/Voxel Importer/Voxel Skinned Animation Object

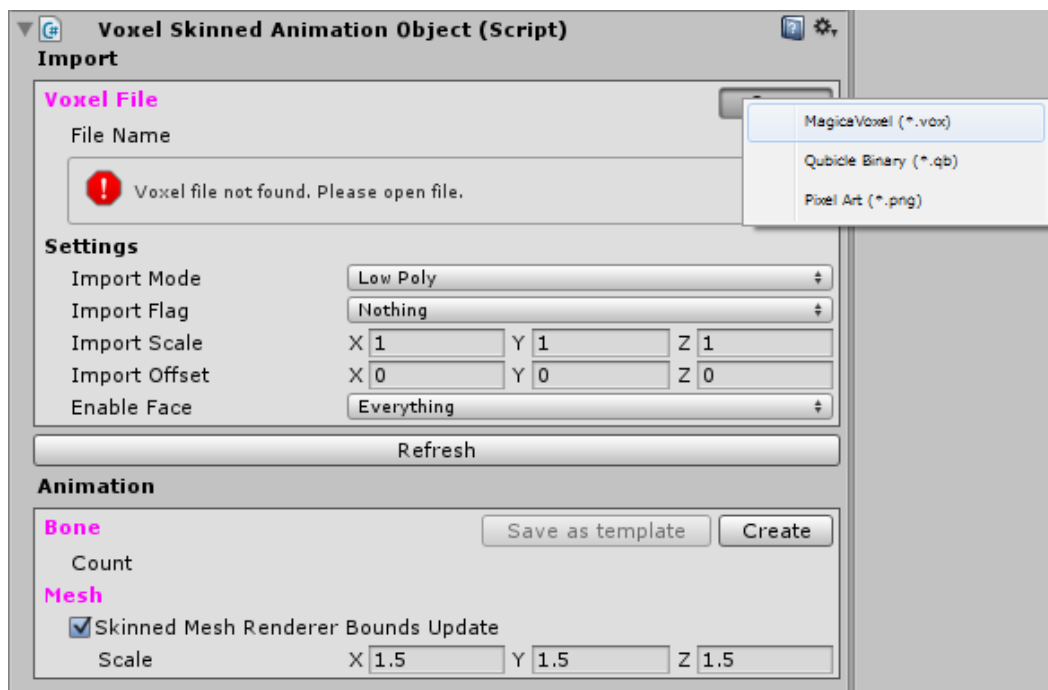
## Procedure

Create an empty GameObject.

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

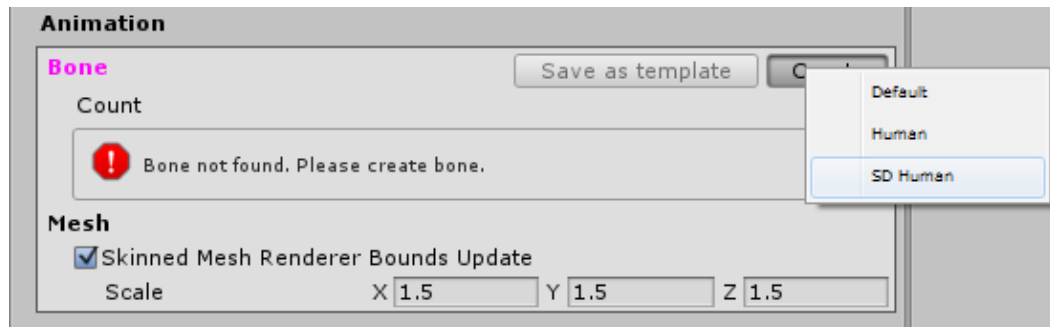


Opening a voxel file.



To change the center position "Import Offset" adjustment.

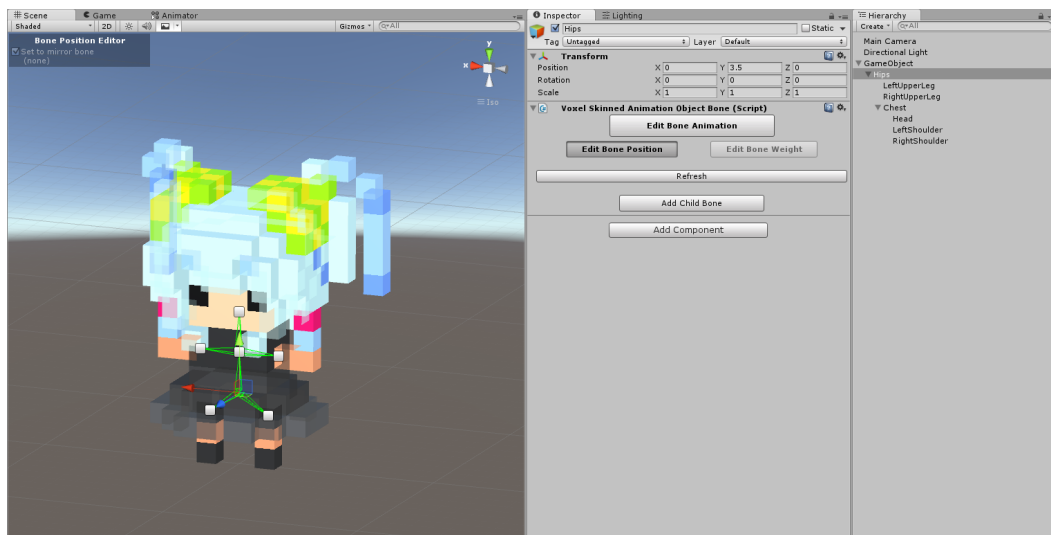
Create bones from a template.



Select the bone.

Press the "Edit Bone Position" button.

Adjust the bone in the proper position.

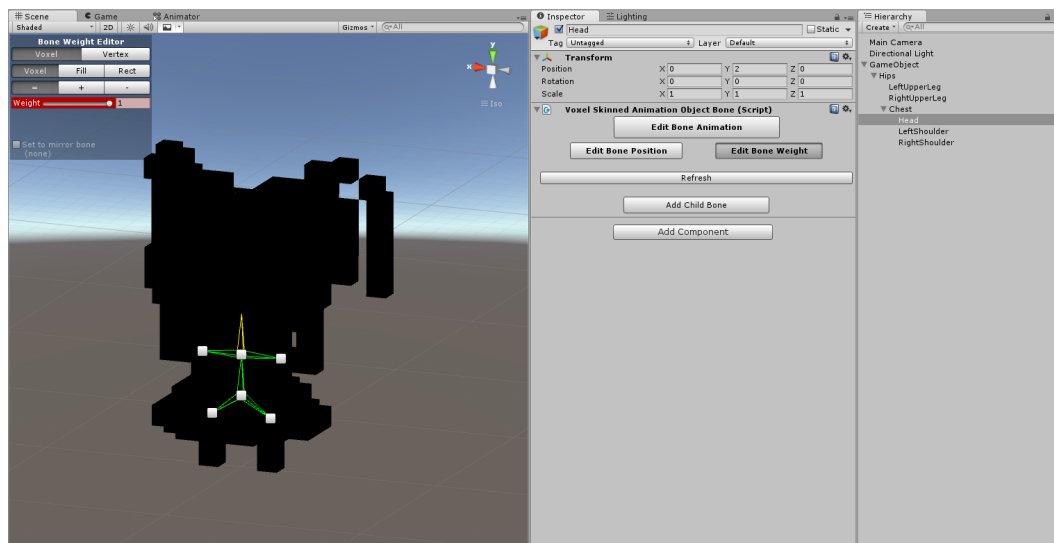


If necessary, add a bone in the "Add Child Bone" button.

Select the bone.

Press the "Edit Bone Weight" button.

Do the weight painting.



Complete the creation of skinned mesh.

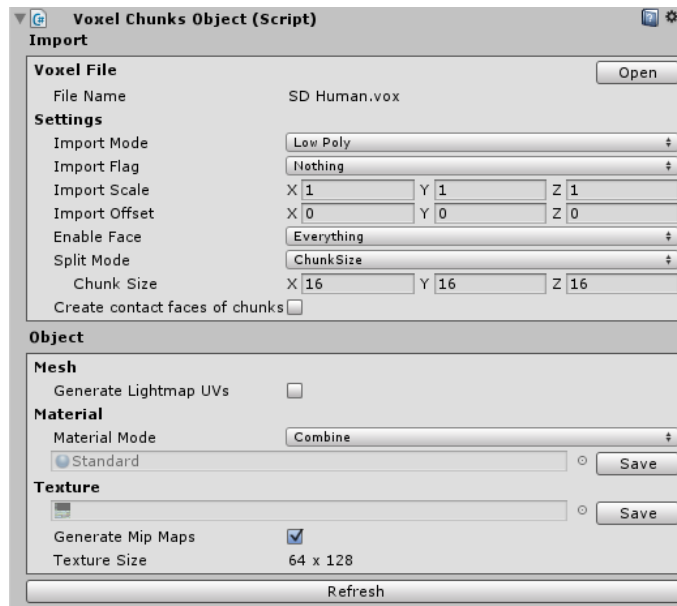
## Note

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## Voxel Chunks Object

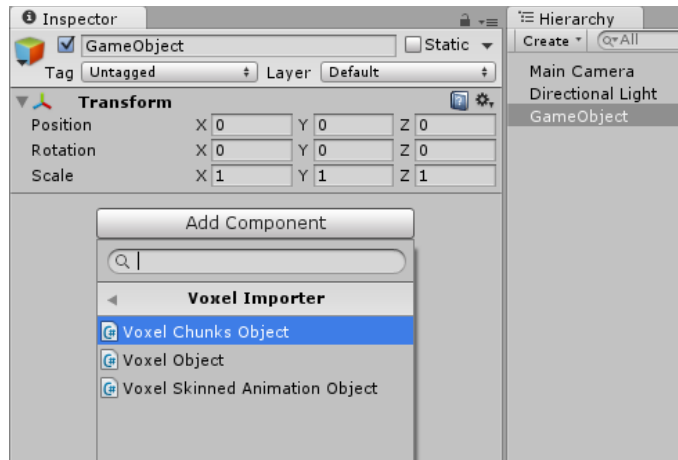


To split the voxel to create a mesh.  
Component/Voxel Importer/Voxel Chunks Object

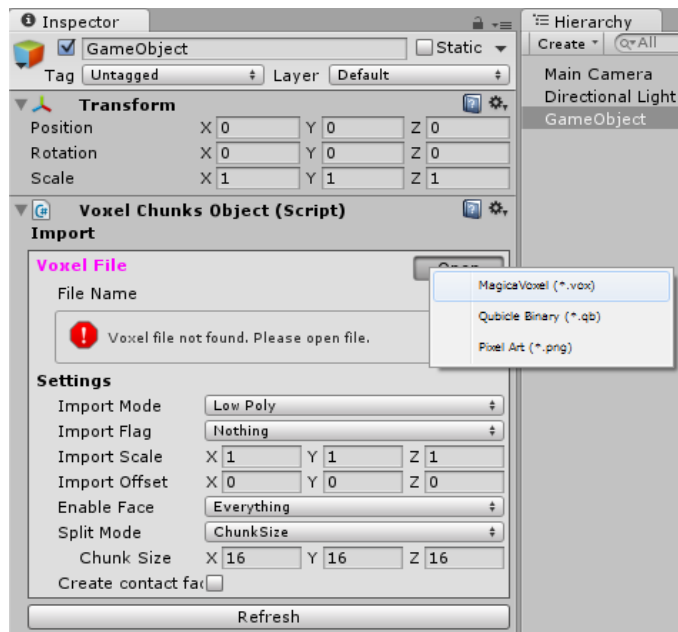
## Procedure

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.

## Video

### Mecanim Quick Start

[https://youtu.be/PpU50D\\_svDQ](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

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