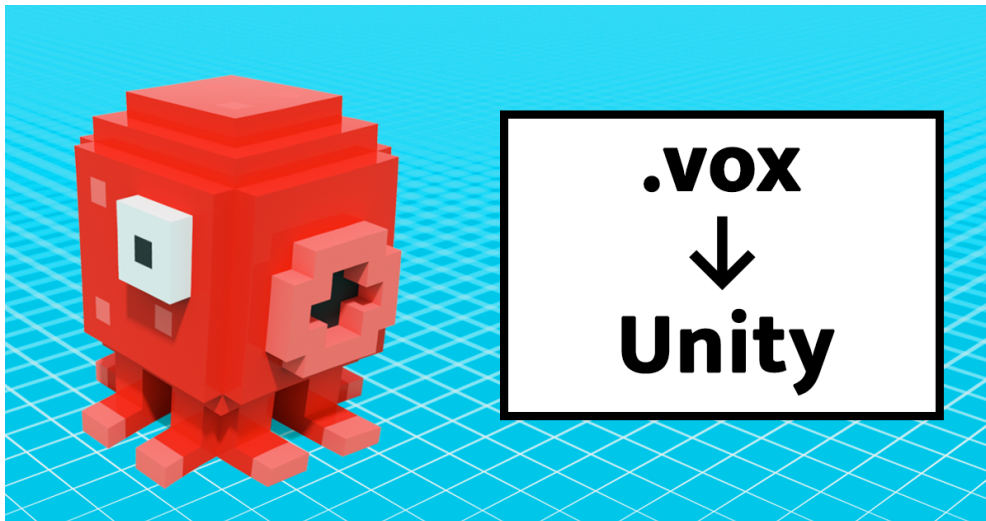
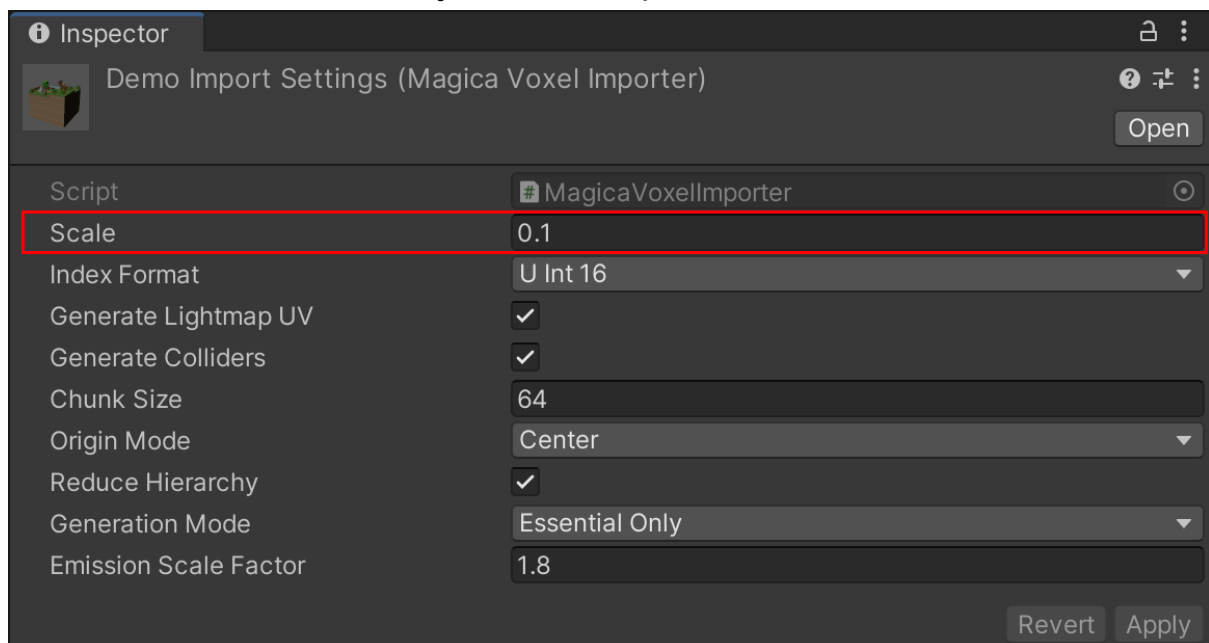


Voxel Toolkit

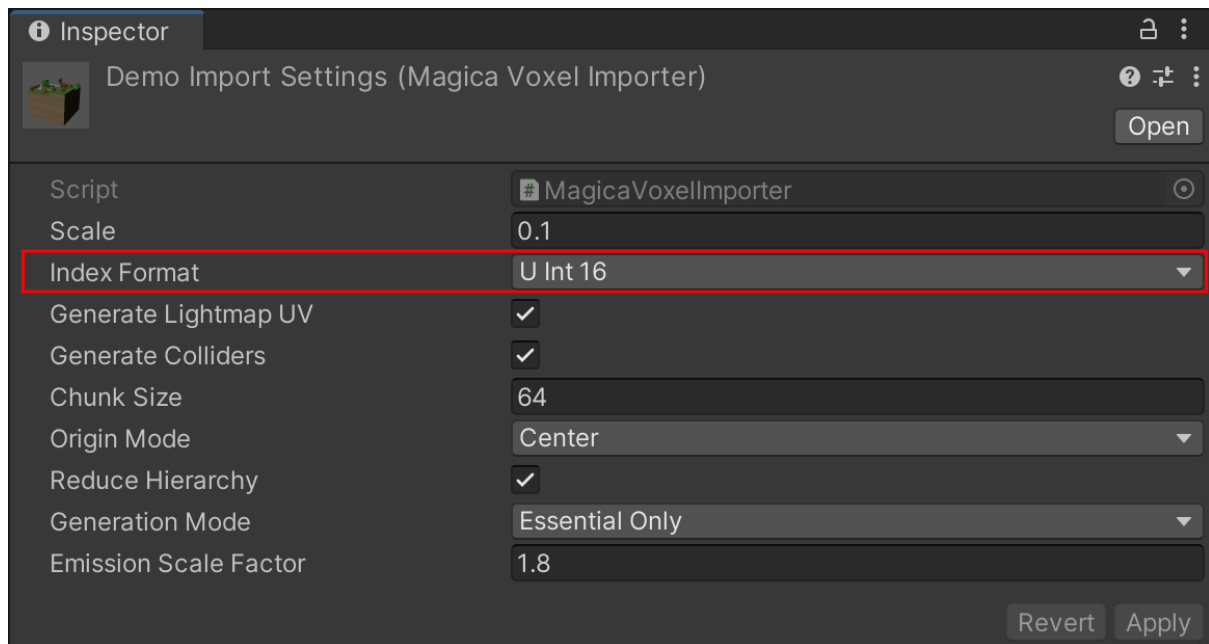


Import your MagicaVoxel assets directly to unity with efficient mesh generated out of it with plenty of settings to tweak. Have a seamless experience by just dropping a .vox file to your Unity project.

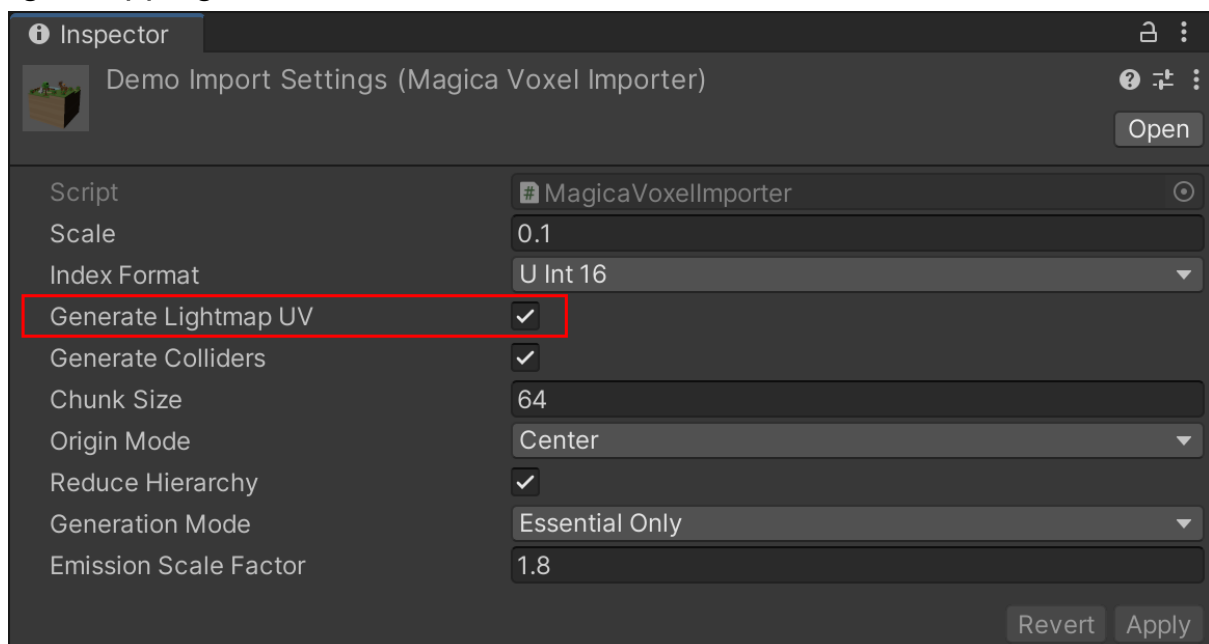
Scale - the scale of the object to be imported.



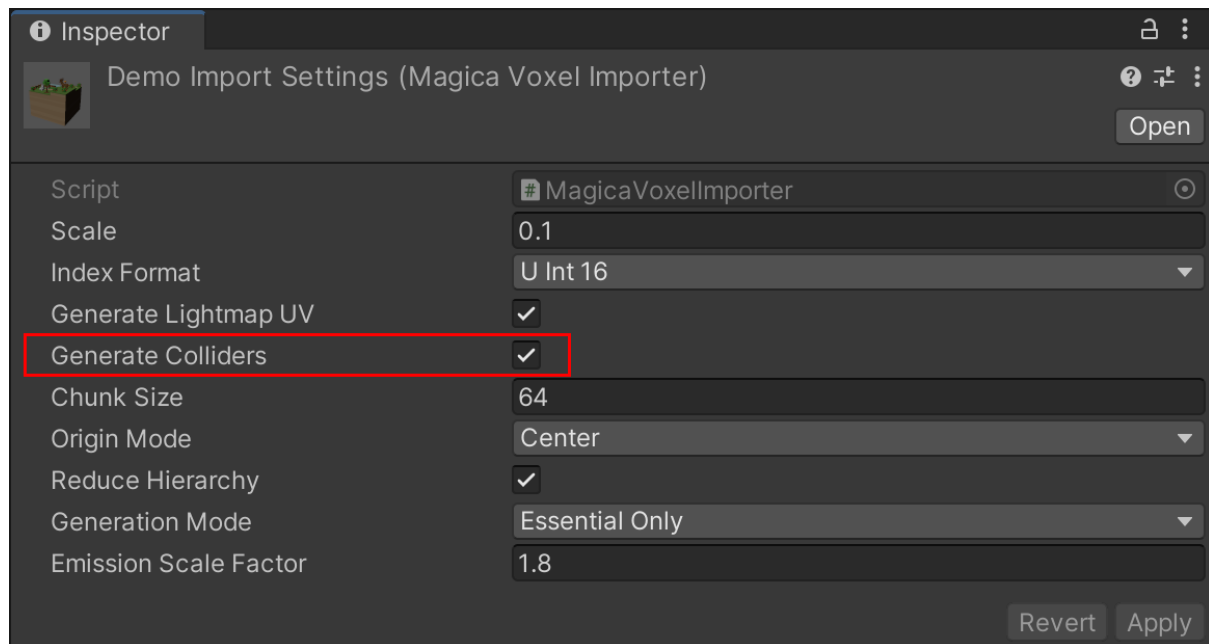
Index Format UInt32 - 32 bit unsigned indexing format, **UInt16** - 16 bit unsigned indexing format.



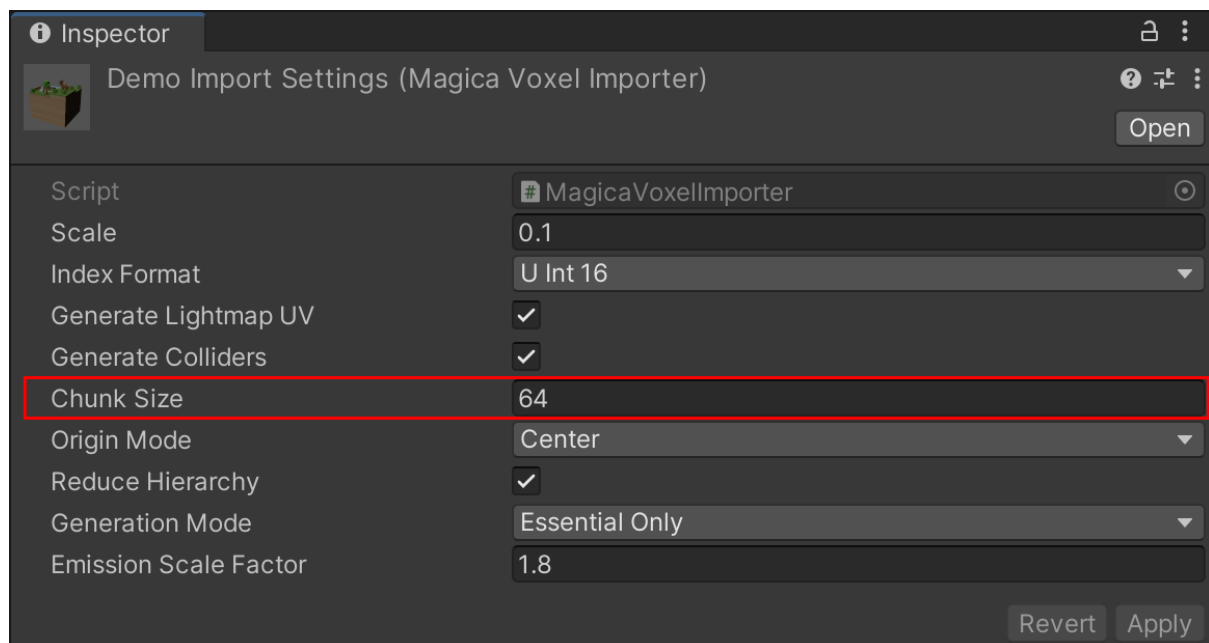
Generate Lightmap UV - whether the asset should or not generate lightmapping UV for the meshes.



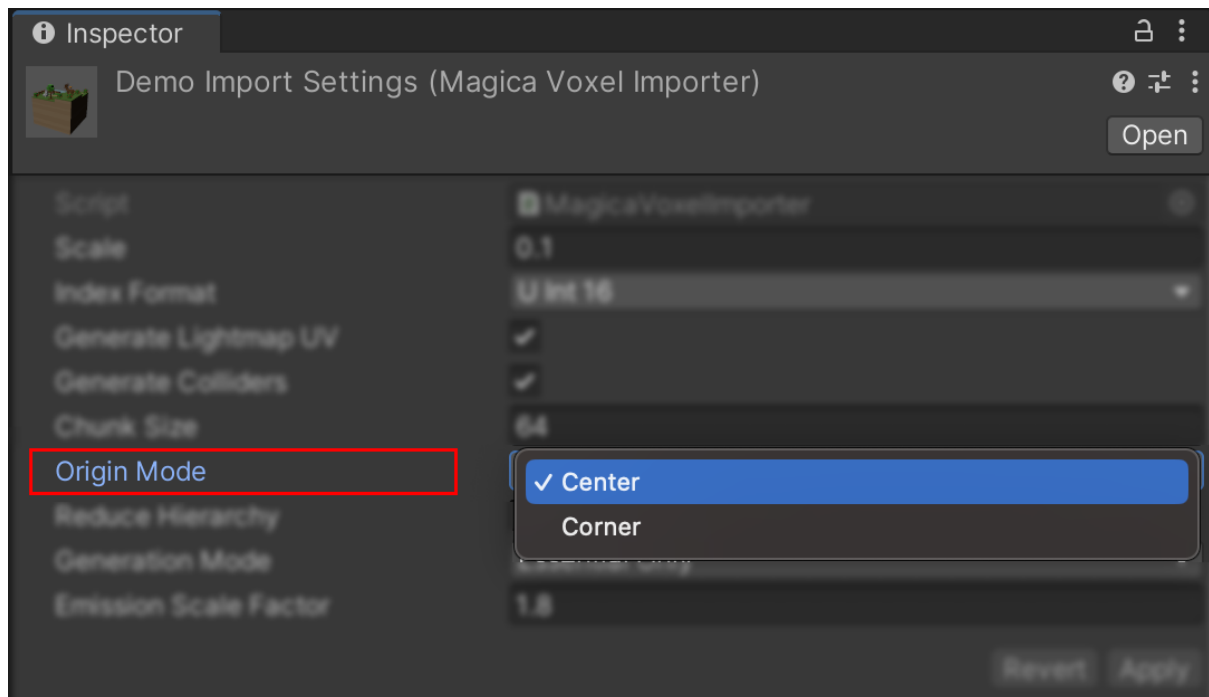
Generate Colliders - whether the asset should or not generate the mesh colliders for the objects generated.



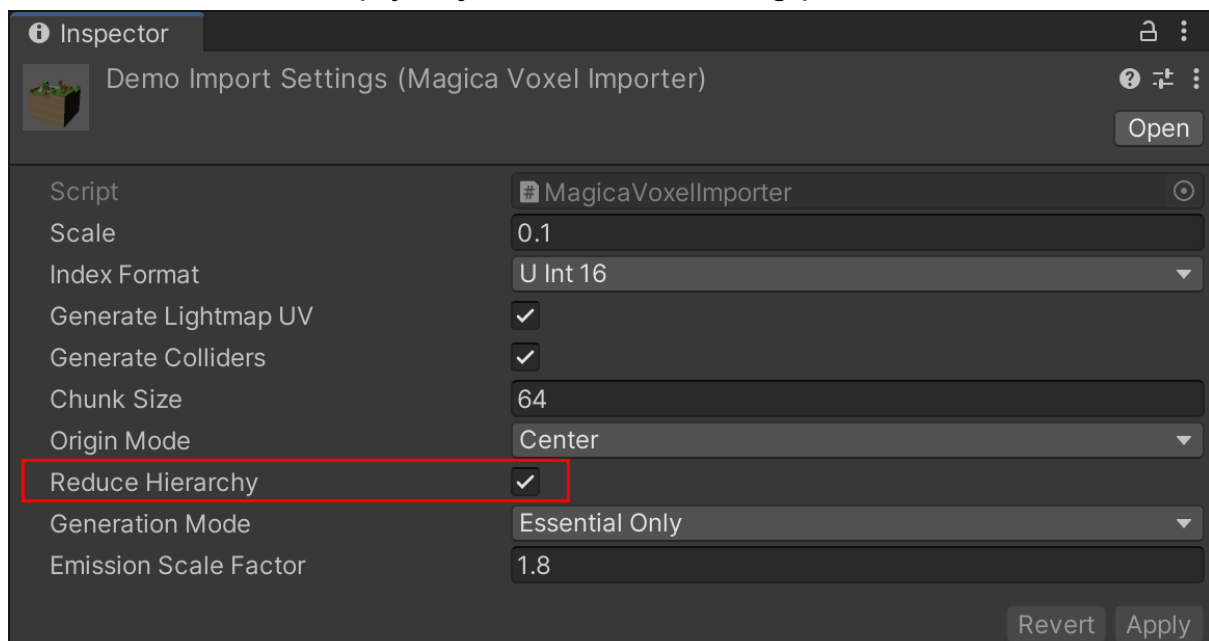
Chunk Size - describes the size of a cube part separated for the mesh generation. For instance, the value of 8 is going to split your mesh into chunks with size of 8x8x8x voxels and generate it separately. The lower it is the more parallelism you get, the less memory during generation will be required but as a downside you can get less optimal mesh as a result. It's a tradeoff you should think about but the value of 32-128 should cover 99% of cases.



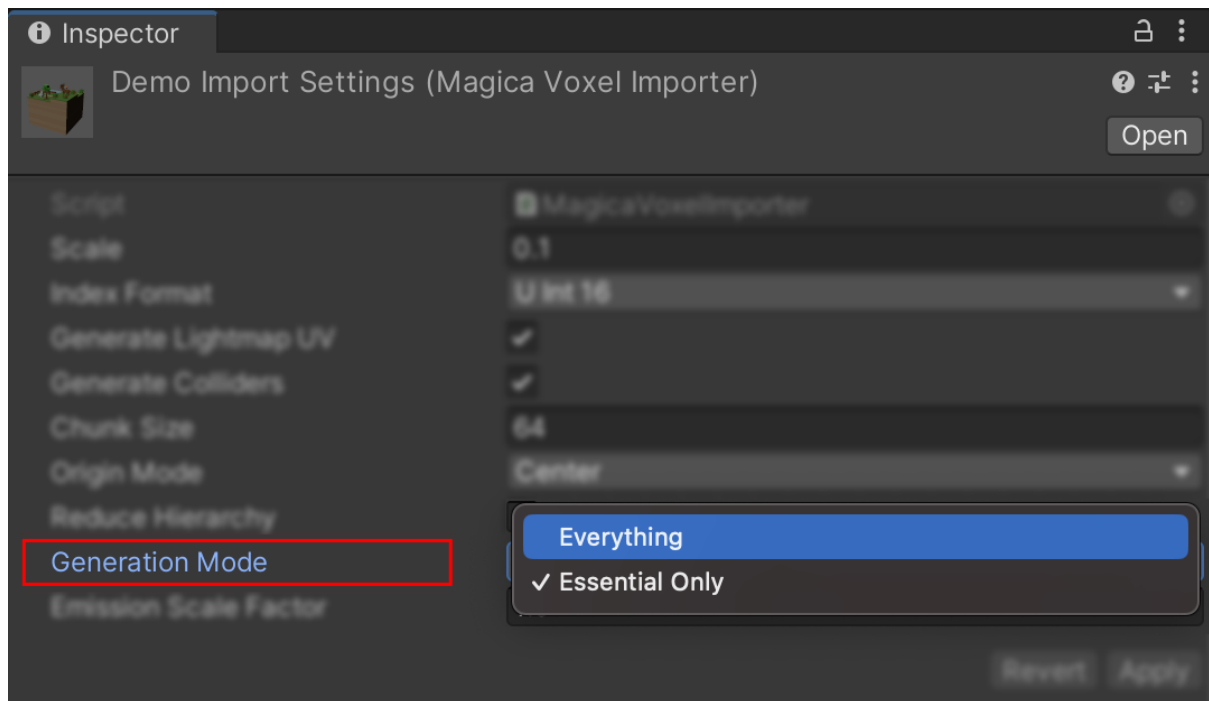
Origin Mode - the way model origin is selected. If it's corner the origin is going to be at the minimum position of the model's bounding box while if it's 'center' you're gonna get the origin at the center of the bounding box.



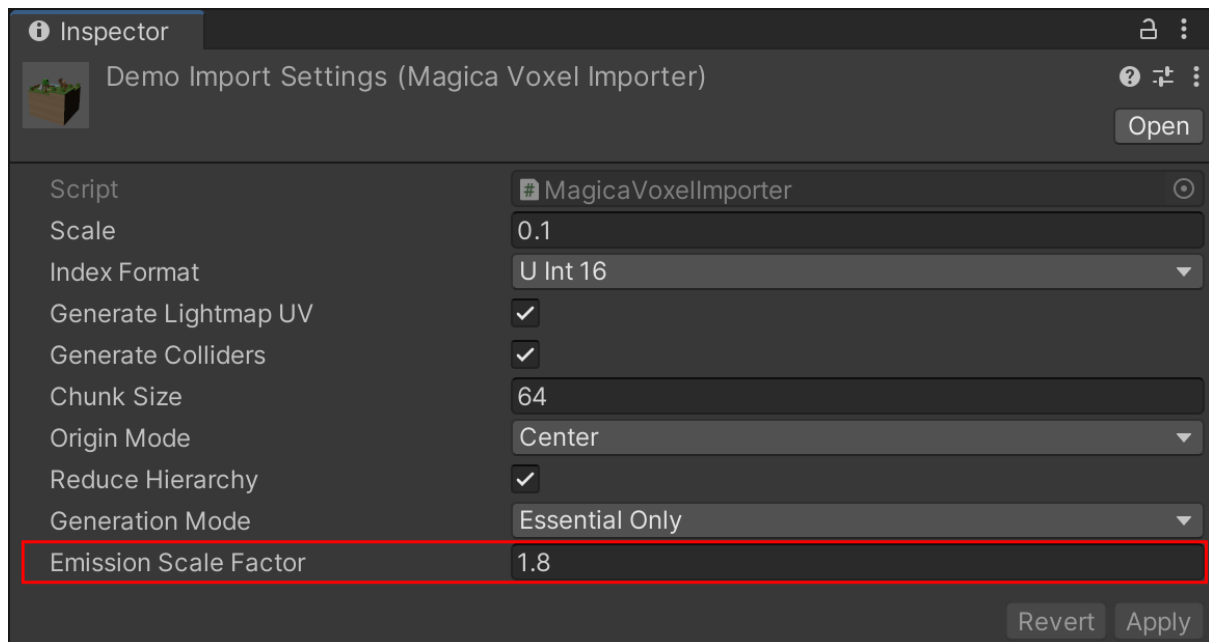
Reduce Hierarchy - if enabled the hierarchy will be reduced to reduce the number of the empty objects in the resulting prefab.



Generation Mode - describes what kind of assets are gonna be generated. If selected EssentialOnly is selected only unity stuff will be generated (Models, transforms etc) with no actual voxel data.



Emission Scale Factor - because of the differences in Unity's rendering system and Magica Voxel the look might differ so we introduced the value the emission will be scaled by to achieve the desired look.



If you have any questions about Voxel Toolkit, please report the issue or write an email to pirate.parrot.software@gmail.com.

If you report a bug, it really helps us if you include any steps to reproduce it. Please bear in mind that we get lots of messages daily, so please be patient - we'll get to it. Also, if you've got a feature you'd like to see implemented, please let us know — some of our greatest features came from your suggestions.