

Software:

- Maya2020
- Unity URP or Any Unity version two sided shader

Steps:

1. Copy Extend/RivetJoints.py to maya scripts folder(Documents\maya\2020\scripts)
2. Create Flag model and set up nCloth
3. Select vertexes create rivet
4. Select locators and use RivetJoints.py create joints
5. Bind Skin
6. Bake Simulation
7. Delete nCloth and Export Fbx to Unity
8. Set Animation and Materials

Load RivetJoints.py

```
import RivetJoints
RivetJoints.UI()
```