

 master 











 1 branch

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 Code 

| | | | |
|---|--|--|--|
|  henrihanot | Update example scene & screenshot & readme | ec4c8ab on Sep 14, 2018 |  13 commits |
|  | Assets | Update example scene & screenshot & readme | 4 years ago |
|  | Packages | New empty project | 4 years ago |
|  | ProjectSettings | New empty project | 4 years ago |
|  | .gitignore | Initial commit | 4 years ago |
|  | LICENSE | Initial commit | 4 years ago |
|  | README.md | Update example scene & screenshot & readme | 4 years ago |
|  | screenshot.jpeg | Update example scene & screenshot & readme | 4 years ago |
|  | screenshot.jpeg~ | Update example scene & screenshot & readme | 4 years ago |

About

Components for make procedural cables and curved shapes

-  Readme
-  MIT License
-  35 stars
-  6 watching
-  8 forks

Releases

No releases published

Packages

No packages published

Languages



README.md

Unity procedural cables

Components for make procedural cables and curved shapes. For now, it allows to procedurally create cables or ropes that hang on a parabolic curve. It is possible to choose the diameter, the number of vertices along the length and the diameter. The UV is proportional to the length of the string, so the coordinates are always correct.

