GaryM-exkage / Verlet-Chain-Unity Public

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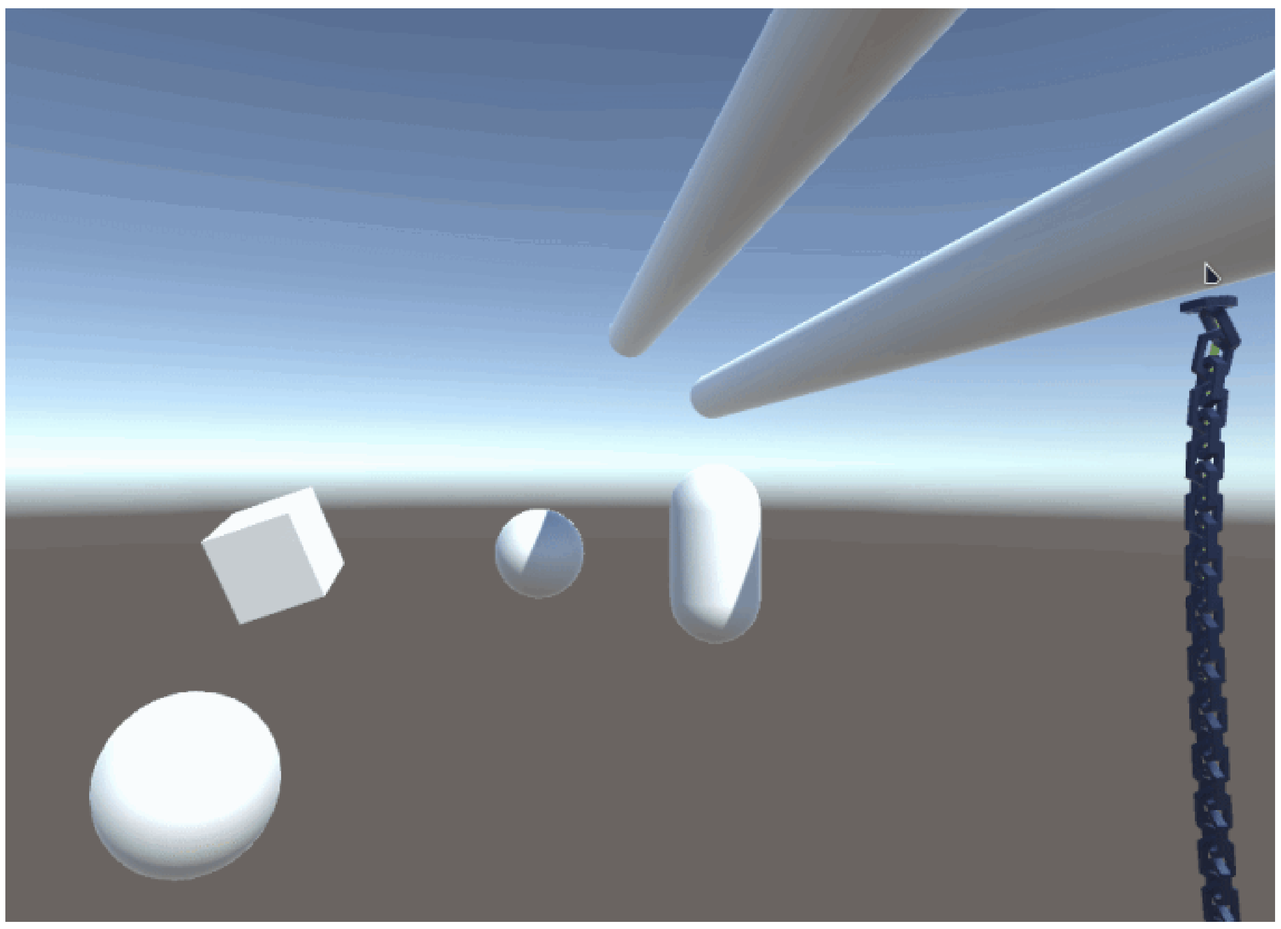
GaryM-exkage Reflect GPU Instancing information ce1e81b on Apr 18, 2021 9 commits

Assets	Pretty new Demo Scene + Cleaning up the script	10 months ago
Packages	Initial Commit	10 months ago
ProjectSettings	Pretty new Demo Scene + Cleaning up the script	10 months ago
.gitignore	Initial Commit	10 months ago
LICENSE	Initial Commit	10 months ago
README.md	Reflect GPU Instancing information	10 months ago

README.md

Verlet Chains



About

A chain/rope simulation in Unity using Verlet integration instead of rigidbodies and constraints.

Uses GPU Instancing to draw the chain links from a single GameObject script.

Inspired by jongallant's 2D version

Getting Started

Git clone the project and open the Sample Scene to see the use.

Rope - Empty gameObject with the Rope script and Line Renderer (untick to turn off)

Click once to place the start point, click again to place the end point.

Follow how that is done in the source to understand how to place any chain at any 1 or 2 points in space.

About

A chain/rope simulation in Unity using Verlet Integration

Readme
MIT License
29 stars
2 watching
2 forks

Releases

No releases published

Packages

No packages published

Languages

C# 100.0%