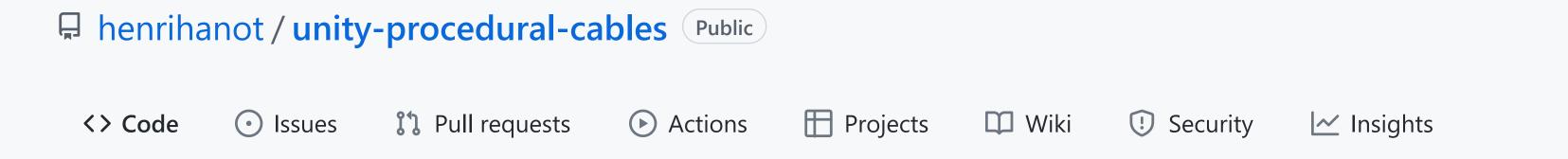
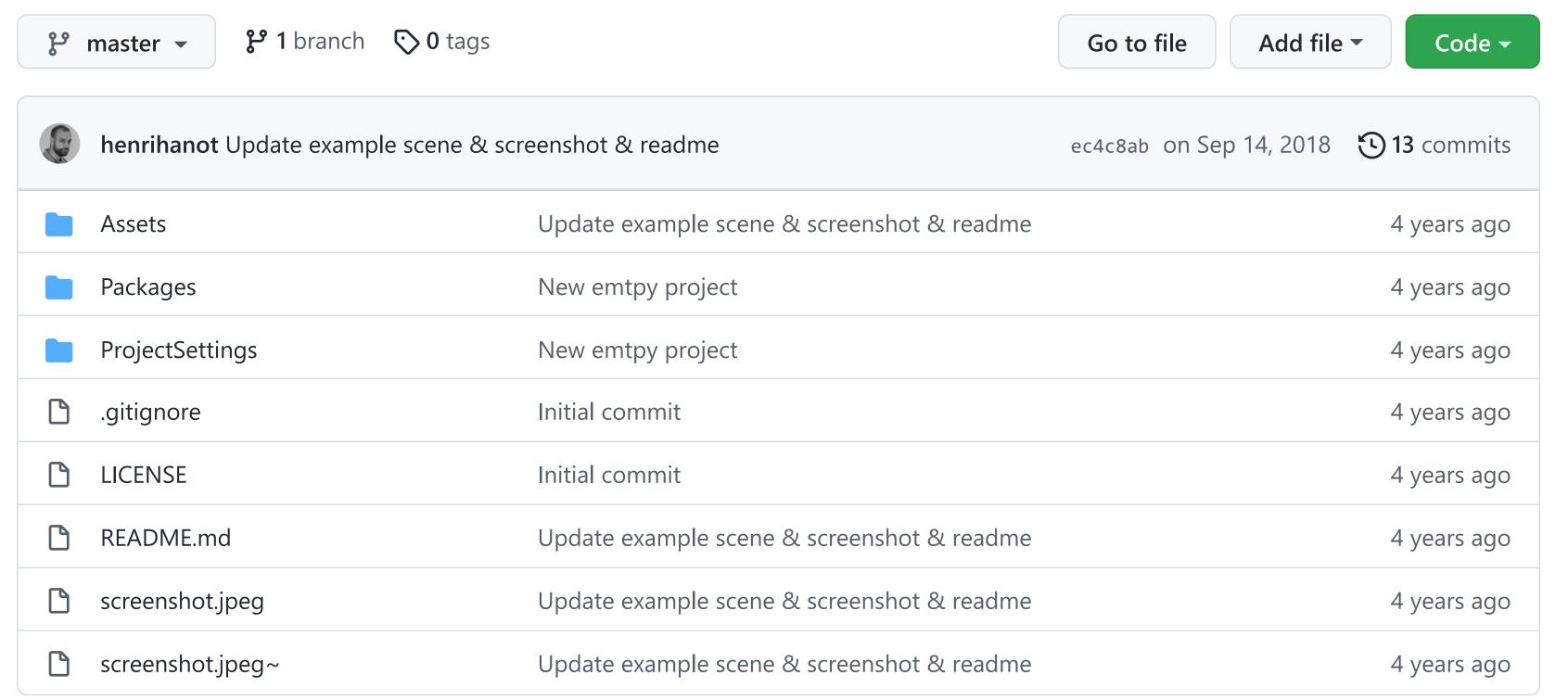




Star 35

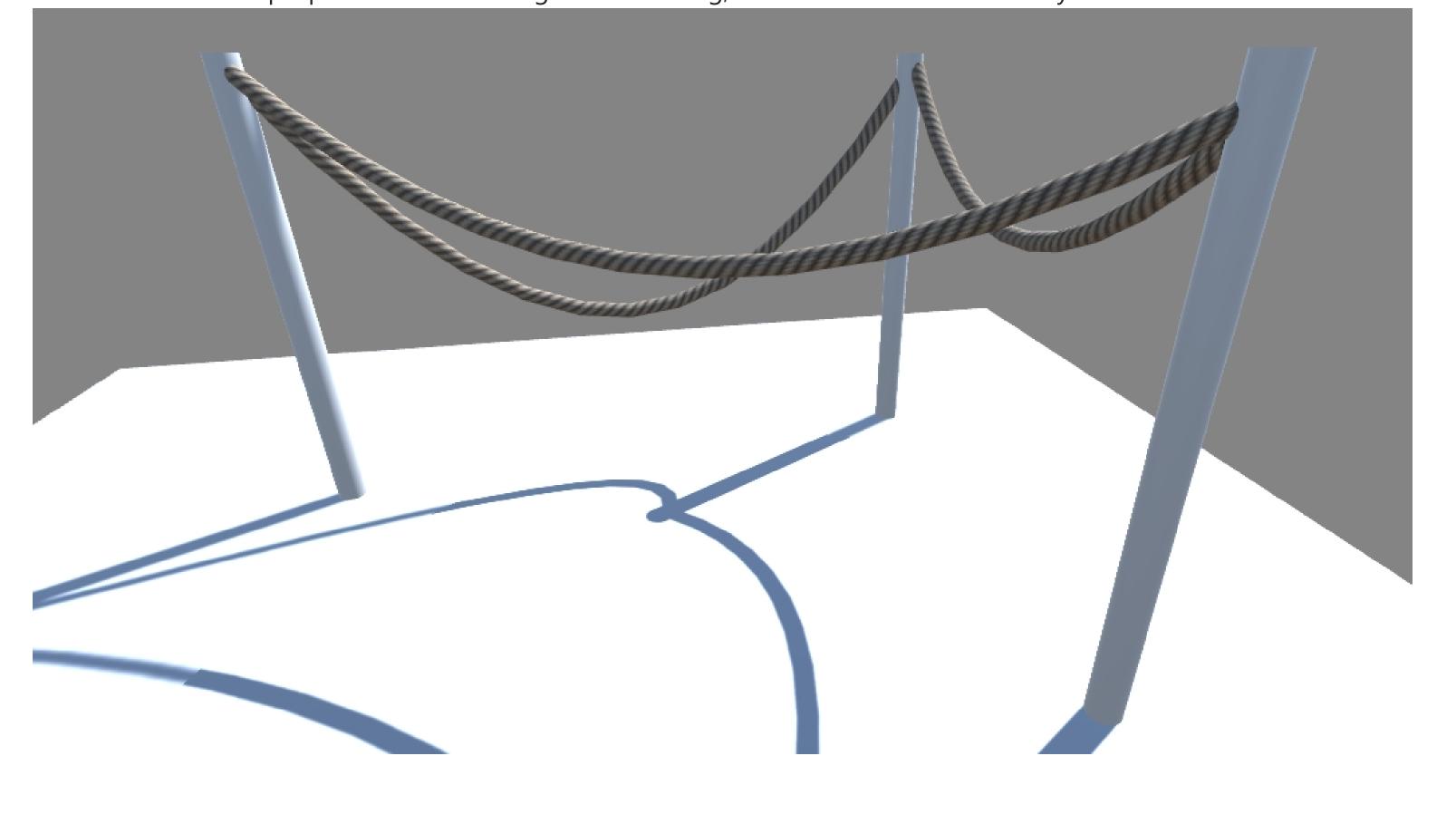




README.md

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.



About

⊙ Watch 6 **▼**

Components for make procedural cables and curved shapes

Fork 8

- **M** Readme
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Releases

No releases published

Packages

No packages published

Languages

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