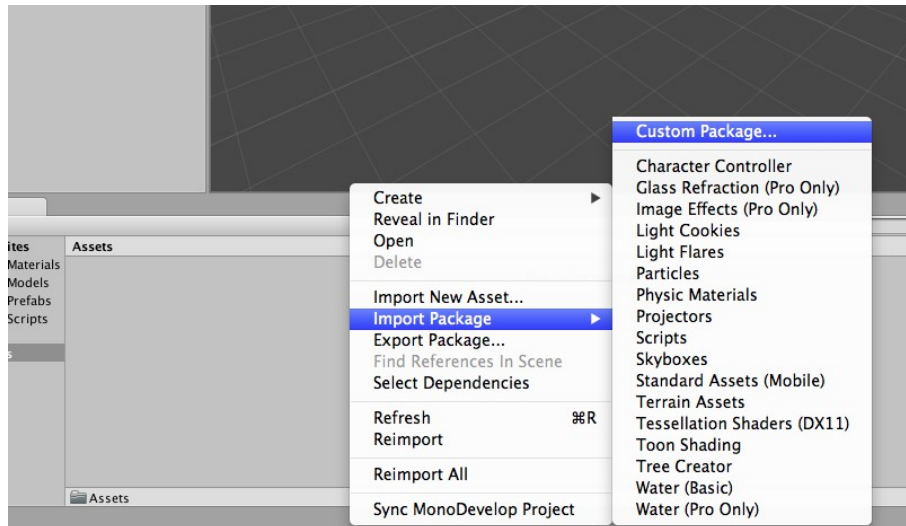




Quickstart Guide

1.- Include the Obi package in your project. Right click in the project window, "Import Package" "Custom Package", then select Obi.unitypackage.



2.- Move the "Obi/Editor Default Resources" and "Obi/Gizmos" folders to the Assets folder in your project.

4.- Generate an Obi Mesh Topology asset for the mesh you want to simulate. Right click on your assets folder, Create->Obi->Obi Mesh Topology. In the inspector, assign the desired mesh to the "Input" property and click "Generate".

5.- Go to GameObject->3D object->Obi->Obi Cloth (with solver). This will create an Obi Cloth object and a solver, properly set up. Add a MeshRenderer and MeshFilter (or a Skinned Mesh Renderer) to the Obi Cloth object, with the mesh and/or materials you wish to use. Select the Obi Cloth object and assign the Obi Mesh Topology asset you just created to its "Shared Topology" property.

6.- In the Obi Cloth inspector, click on "Initialize". You're done!

For further information, please refer to the [Manual](#).

Support / Contact

If you have any suggestions, questions or issues, contact the developer at:

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