

Native Vox Reader

Español

The most natural and powerful way to bring MagicaVoxel art into Unity.

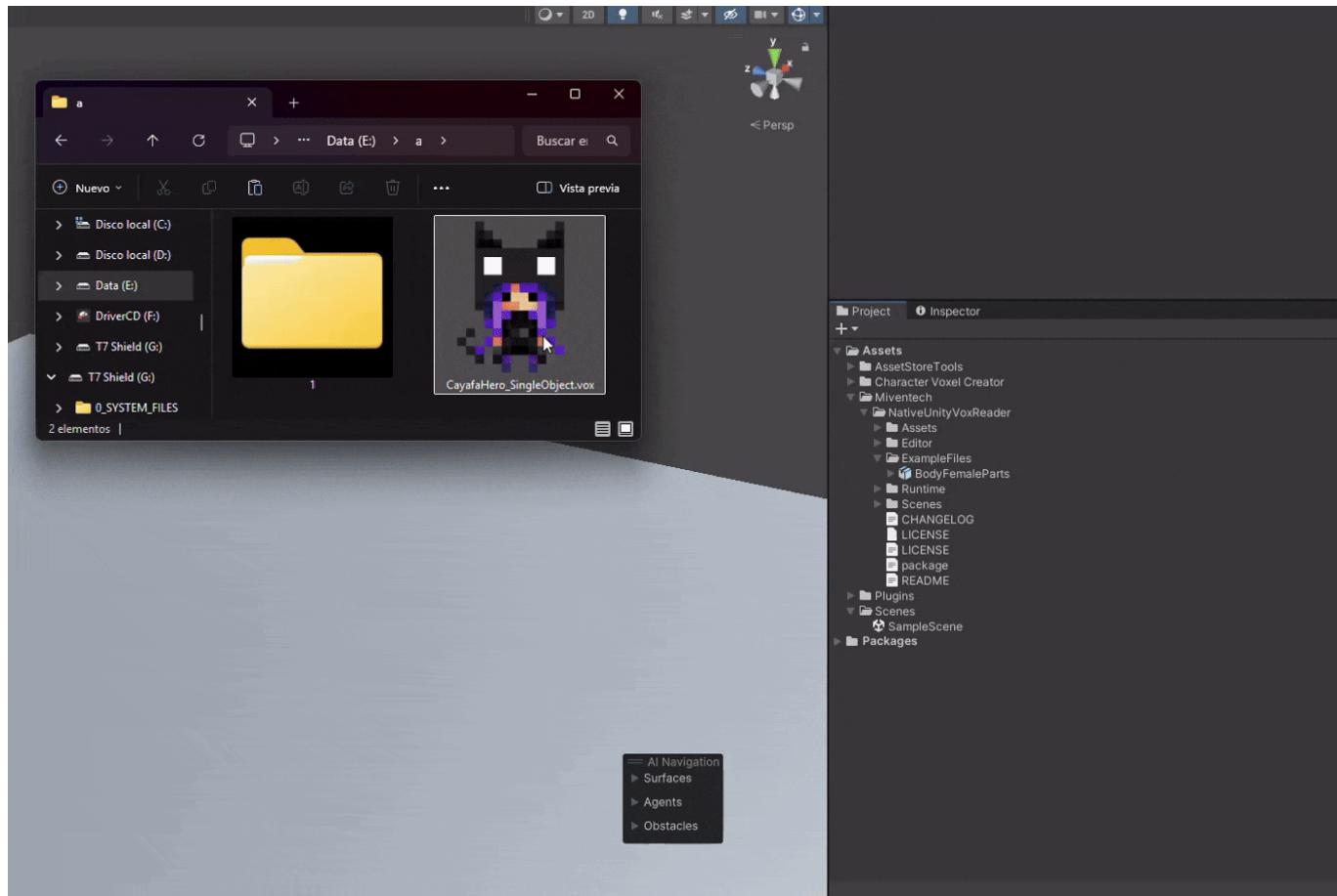
unity 2020.3+ license MIT

Native Unity VOX Reader is a high-performance library and asset importer that allows you to treat MagicaVoxel `.vox` files as native Unity assets. No complex setup—just drag, drop, and enjoy.

Demos

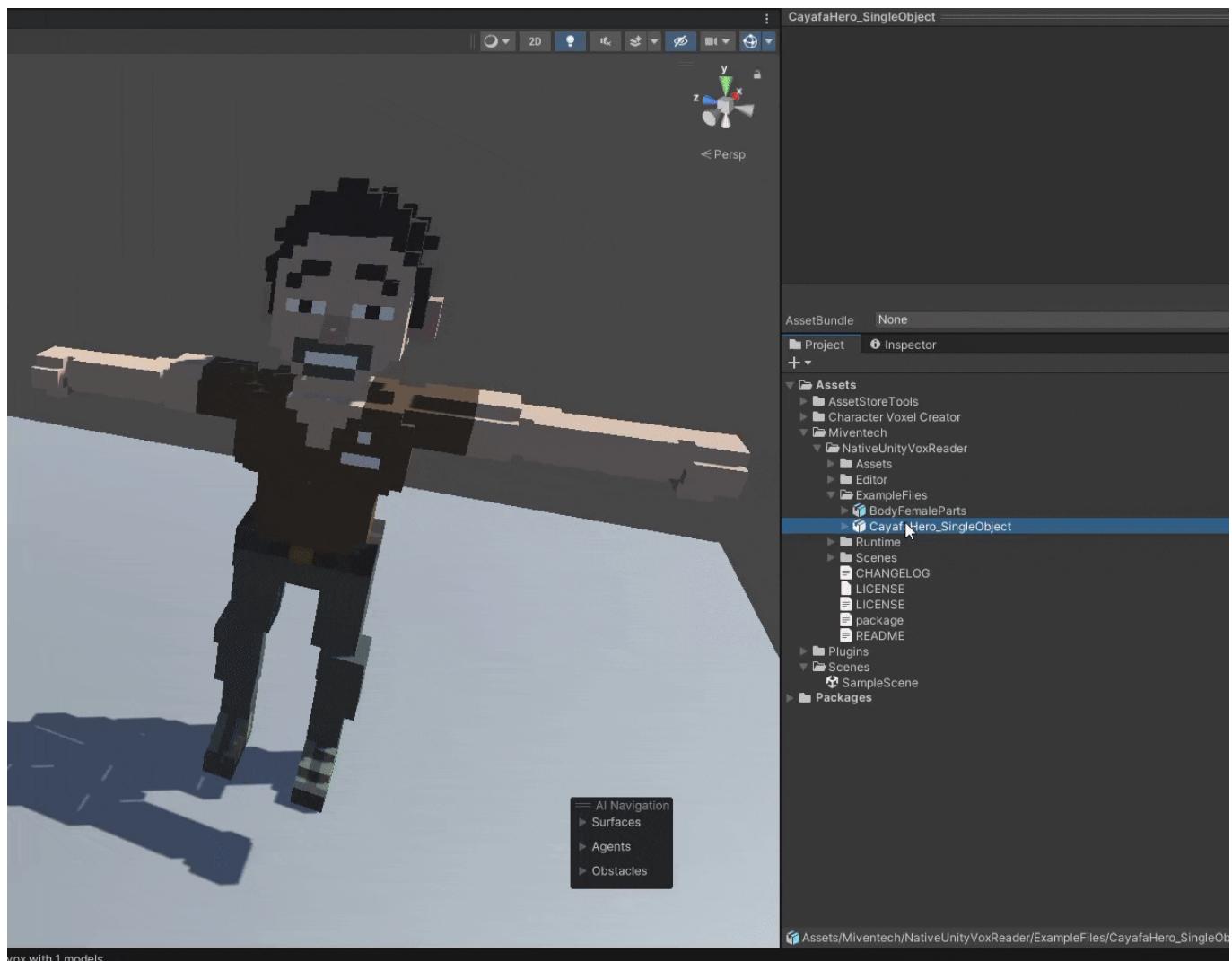
Instant Import

Drag any `.vox` file into your Unity Project window, and it's ready to go. It automatically generates optimized meshes and materials.



Real-time Workflow

Keep MagicaVoxel open, save your changes, and watch Unity update your models instantly. It breathes life into your creative process.



Key Features

- **Plug & Play:** Drag `.vox` files directly into your scene. Unity treats them like prefabs.
- **Scene Awareness:** Fully supports MagicaVoxel hierarchies (Groups and Transformations).
- **High Optimization:** Advanced **Greedy Meshing** reduces poly count by up to 90% compared to cube-based methods.
- **Texture Baking:** Bakes all voxel colors into a single atlas to keep your draw calls at a minimum.
- **Inspector Controls:** Adjust scale, atlas size, and mesh density directly on the asset importer.
- **Minimalist & Clean:** Zero external dependencies and includes Assembly Definitions for optimal compile times.

Getting Started

1. Installation:

- **Option A (Package Manager - Recommended):**
 1. In Unity, go to `Window > Package Manager`.
 2. Click the `+` button and select `Add package from git URL...`
 3. Paste: <https://github.com/miventech/NativeUnityVoxReader.git>
- **Option B (Manual):** Copy the `NativeUnityVoxReader` folder into your `Assets` directory.

2. Usage:

- **Automatic:** Just drag a `.vox` file into your Project.
- **Runtime:** Use the `VoxReader` component or `ReaderVoxFile.Read()` via script.

3. **Settings:** Click on any `.vox` asset in Unity to adjust its import settings in the Inspector.

🛠️ Project Structure

- **/Runtime:** Core logic for binary parsing and mesh building.
 - **/Editor:** The `ScriptedImporter` that powers the automatic asset conversion.
 - **/ExampleFiles:** Sample models to get you started.
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📋 Support the Project

This project is open-source and **completely free**. I created it to help the community create amazing things with voxels in Unity.

If this tool made your life easier, consider buying me a coffee. Your support helps me maintain the library and keep creating tools for everyone!

 [Buy Me a Coffee](#)

Created with passion by Miventech.