

# **SOFT-BODY OBJECTS**

**(v1.0)**

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**This document will walk you through "Soft-Body Objects" and how to best take advantage of it.**

# INTRODUCTION

**"Soft-Body Objects" is a package that contains low-poly ready to use soft-body objects. Soft-Body physics are totally different than Unity's built-in physics engine. So this package uses "Bullet Physics" to achieve soft-body.**

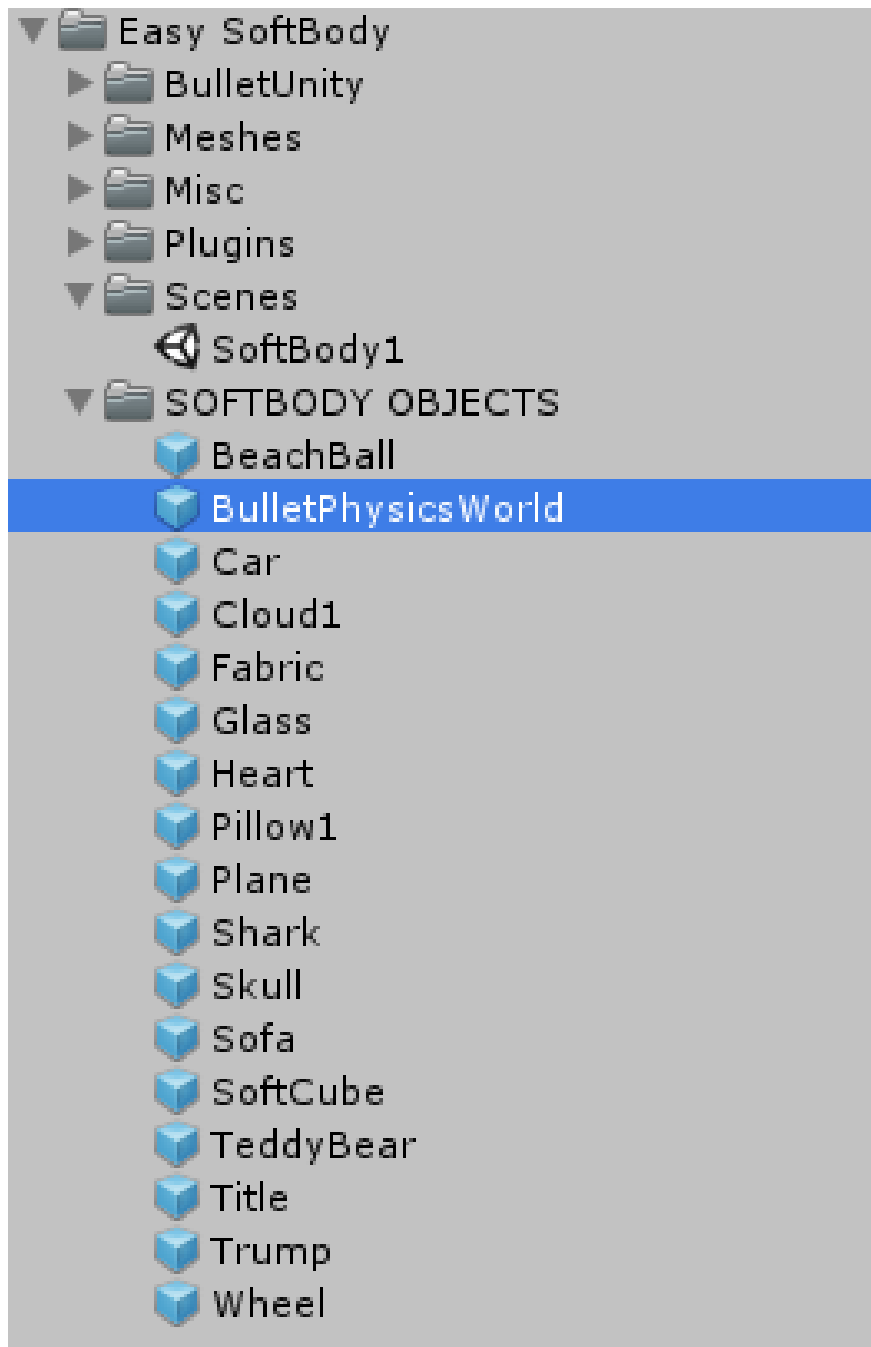
**NOTE: Soft-Body Objects don't work built-in physics and rigidbodies, to more information please read "Bullet Physics" documentation inside this package.**

**"Soft-Body Objects" is;**

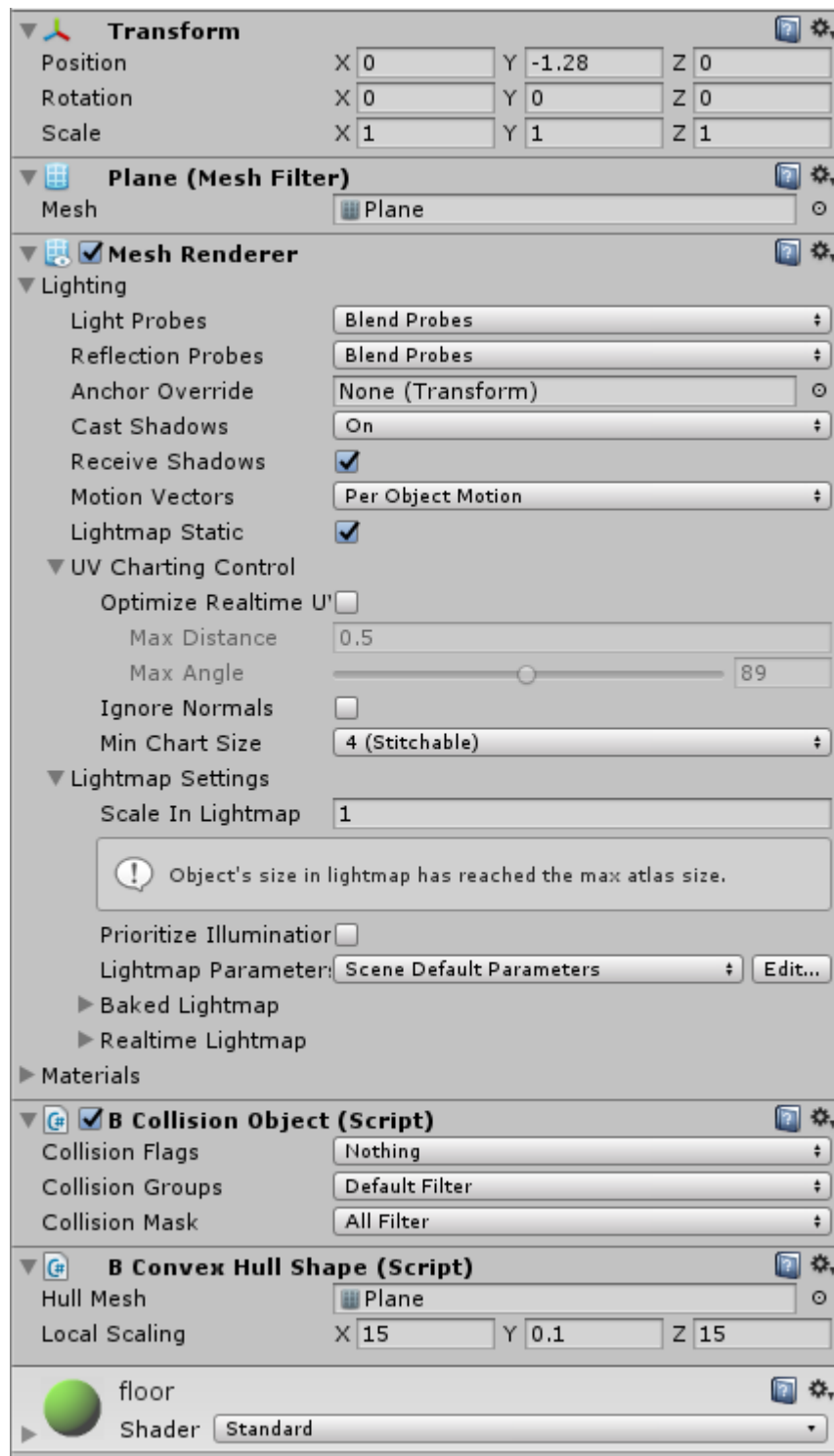
- **Ready-to-use**
- **Full VR compatible (SteamVR, Oculus, etc.)**
- **Optimized**
- **15+ different objects that prepared for soft-body physics**

# QUICK SETUP

1. Drag and drop the "BulletPhysicsWorld" prefab to your scene. This will govern your soft-body objects' physics interactions.



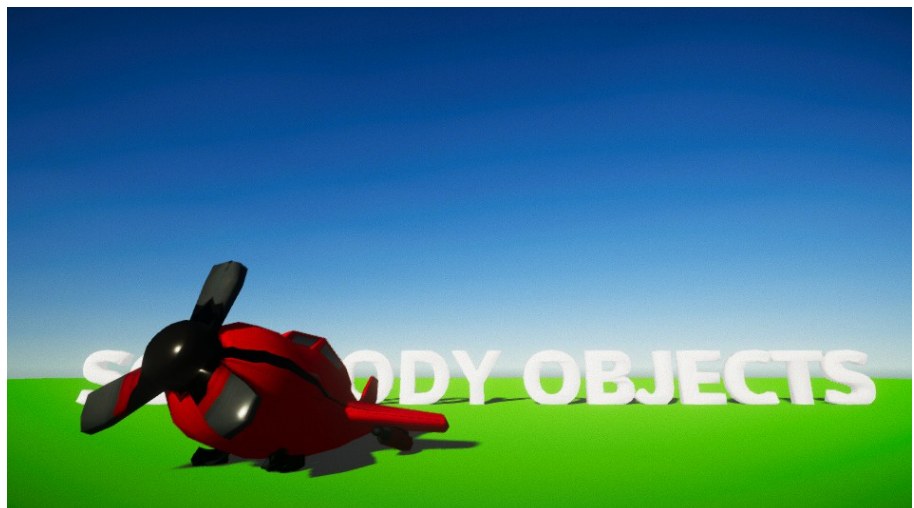
## 2. Add "B Collision Object" and "B Convex Hull Shape" to you static objects (walls, floor, etc.)



**3. Then pick an object from the prefabs and add to your scene.**



**4. And voila!**



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