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Thanks for using this tool pack! Below is a simple description for core scripts.
Email support: thelghome@gmail.com
Website: http://frozenmist.com

FM POINTS

FM Points can convert your Unity3D Scenes into points and create 3D morph effect between 2 models.

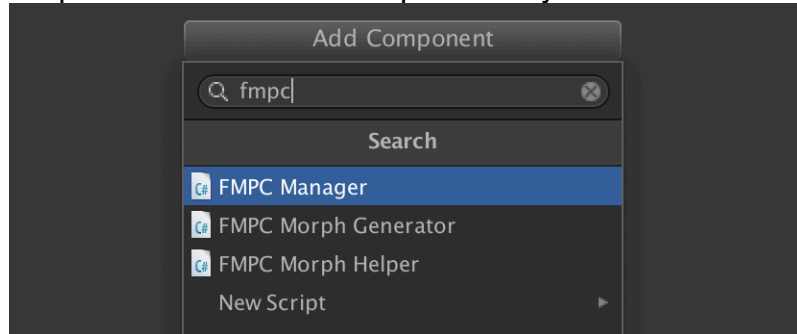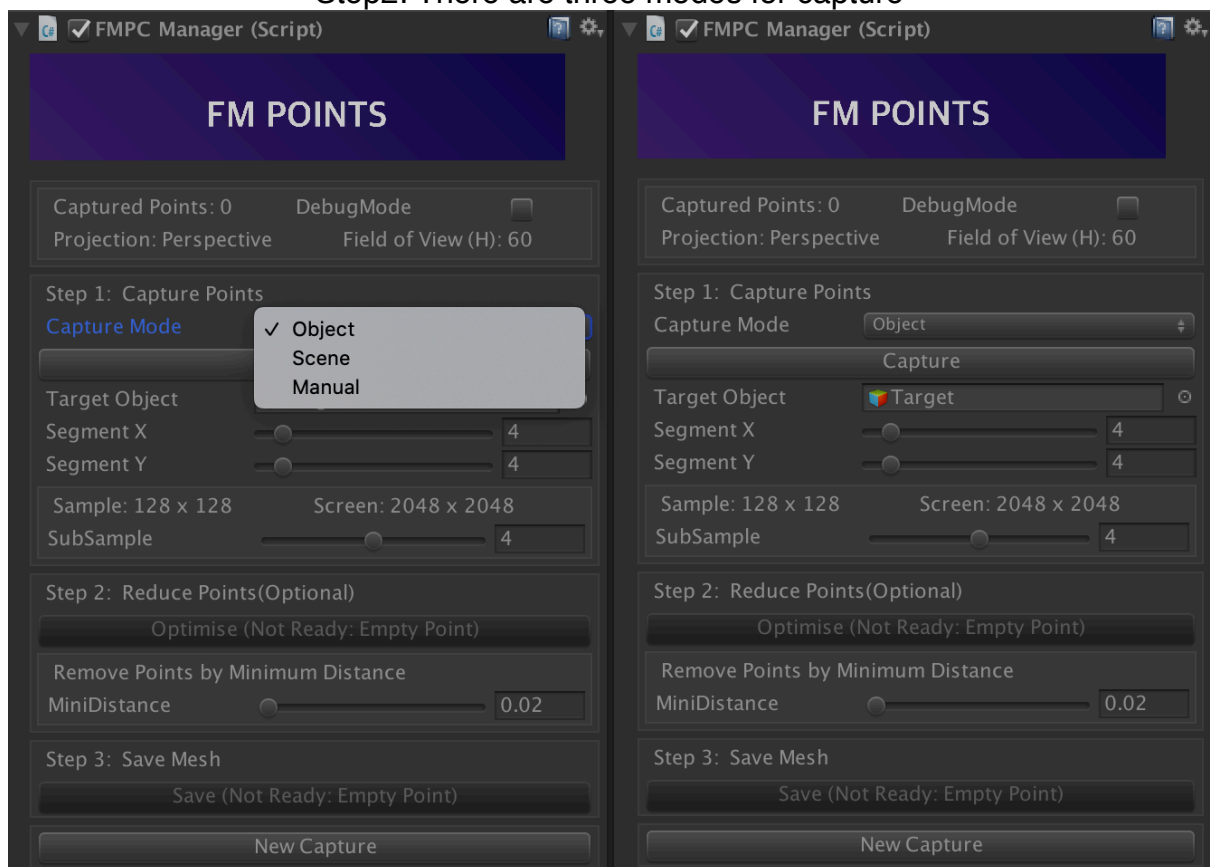You may find more tutorials on our Youtube Channel:
https://www.youtube.com/channel/UC1ADZ8xSCKDDizmStC5vkow
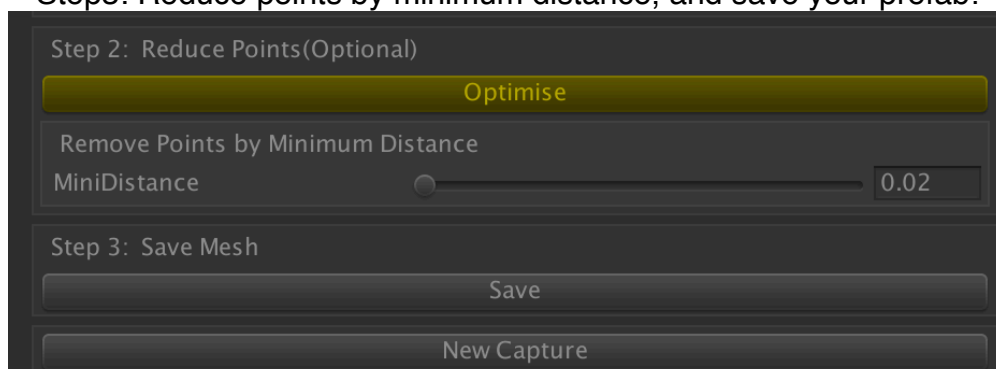
How to Create points?

Step1: Add "FM Color" component in your Main Camera

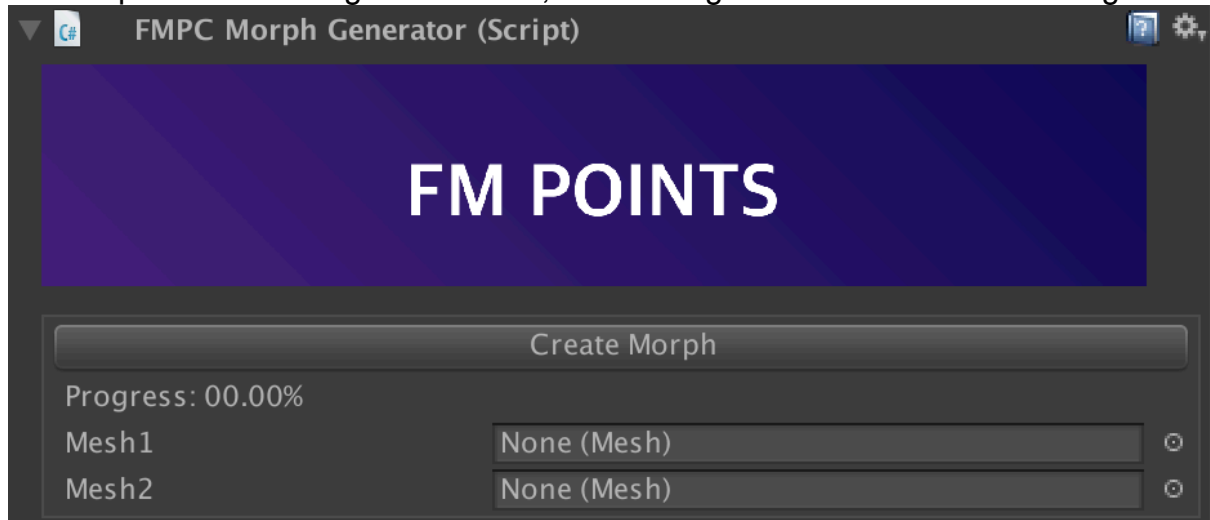## Step2: There are three modes for capture

Step3: Reduce points by minimum distance, and save your prefab!

How to Create Morph Effect?

Step1: You can drag two meshes, which are generated from FMPCManager

Step2: You can blend between two point cloud meshes by sliding Blend Value