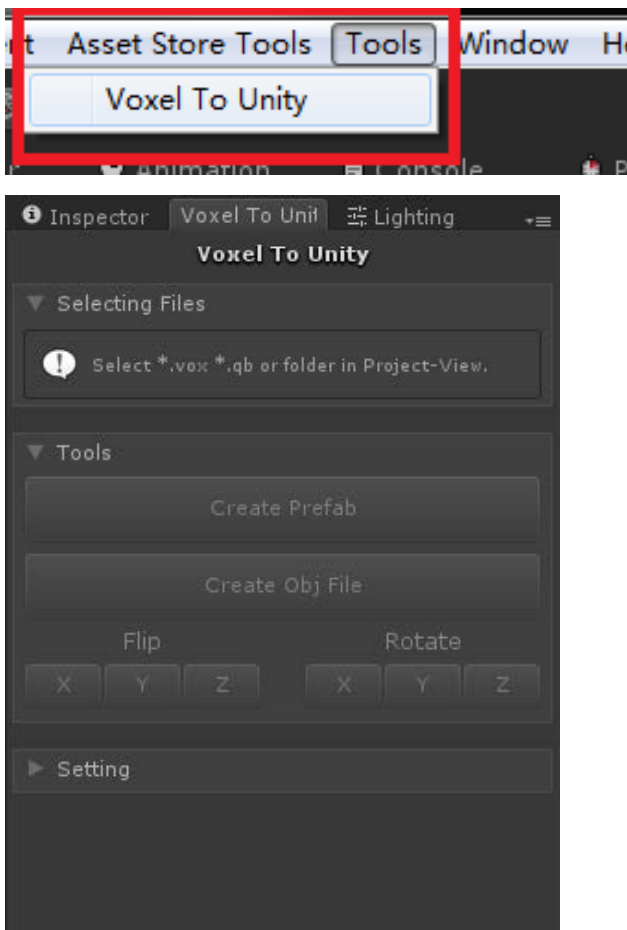


HomePage:

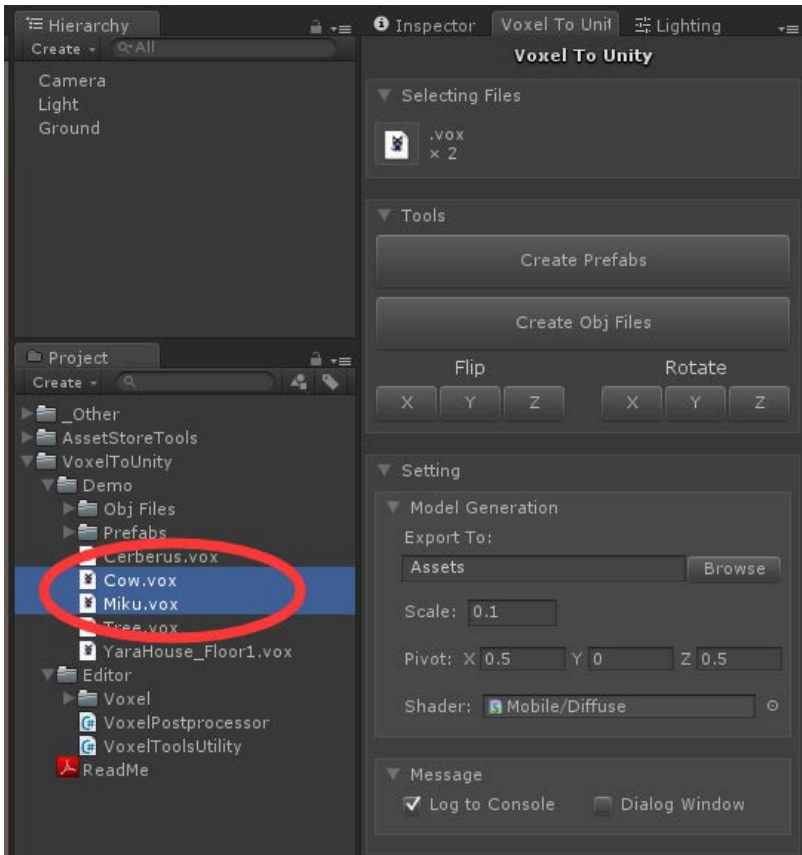
<https://voxeltounity.codeplex.com>

How To Use:

- 1, Open "Voxel to Unity" window in the top navigation-bar. Find it in Tools --> Voxel to Unity.

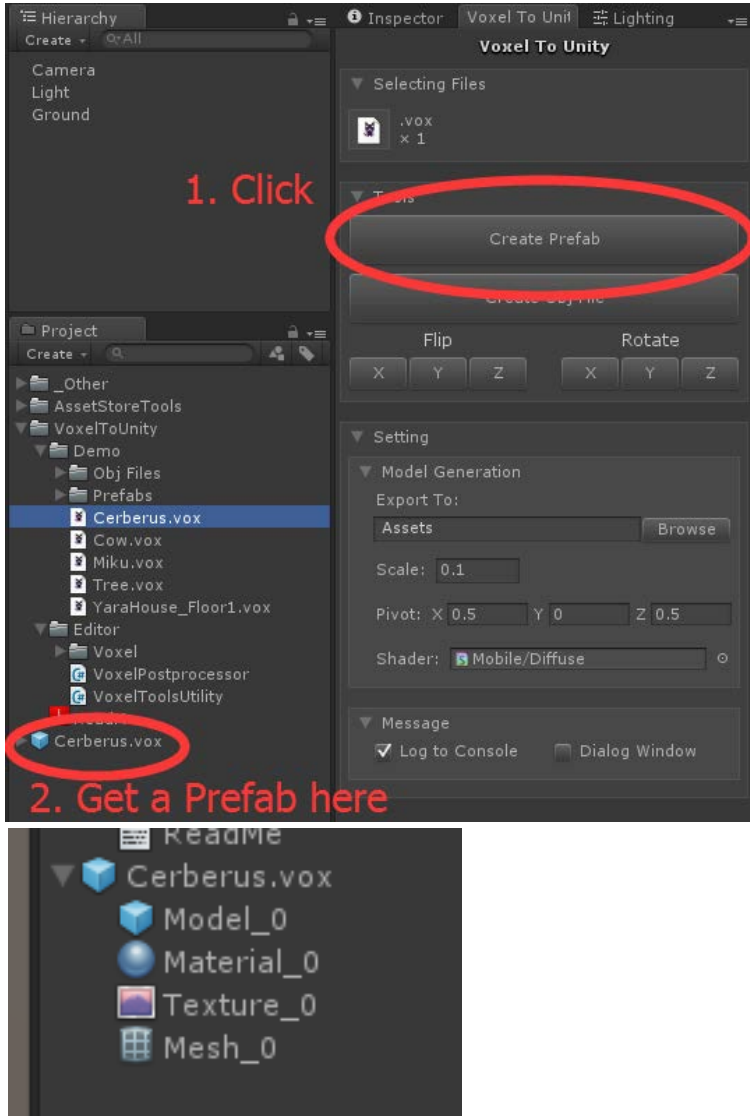


- 2, Select .vox of .qb file(s) in Project-View.

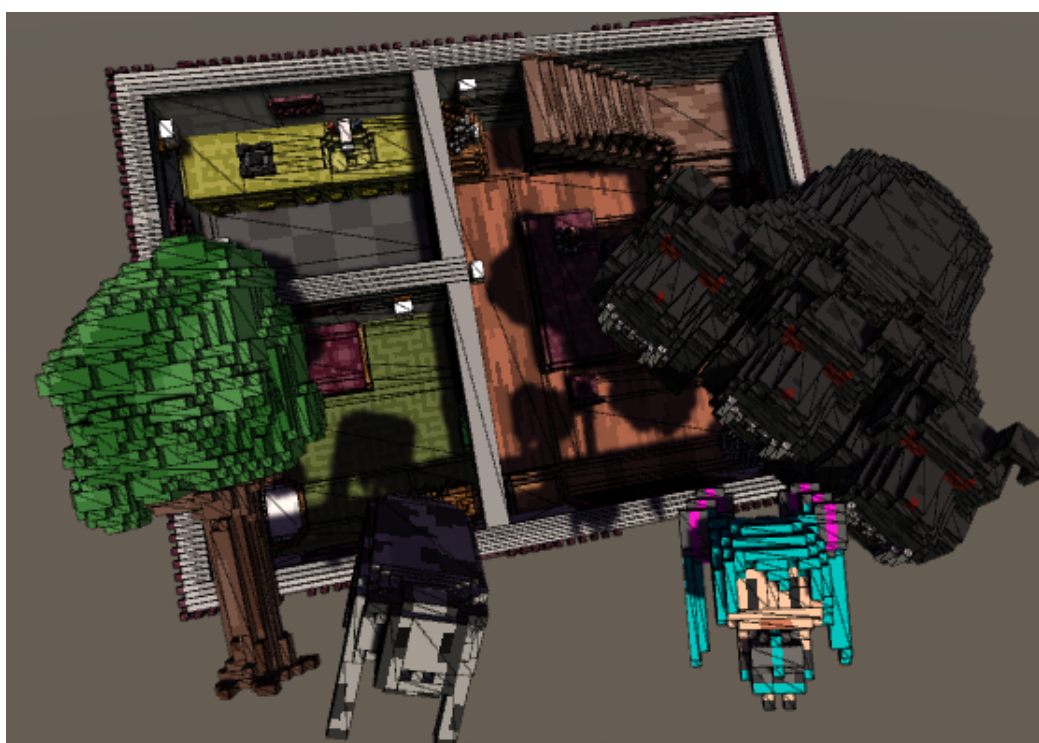


- 3, Click "Create Prefab" button in "Voxel to Unity" window.

You'll see a prefab with texture, mesh and material in it.



- 4, Drag the prefab to SceneView. Got voxel models with optimized mesh. Enjoy !



What is .vox file ?

.vox file is created with a FREE 8-bit voxel editor called MagicaVoxel.

HomePage: <http://voxel.codeplex.com>

What is .qb file ?

.qb file is created with a payed voxel editor Qubicle.

HomePage: <http://www.qubicle-constructor.com>