

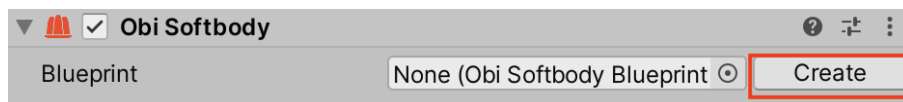


Quickstart Guide

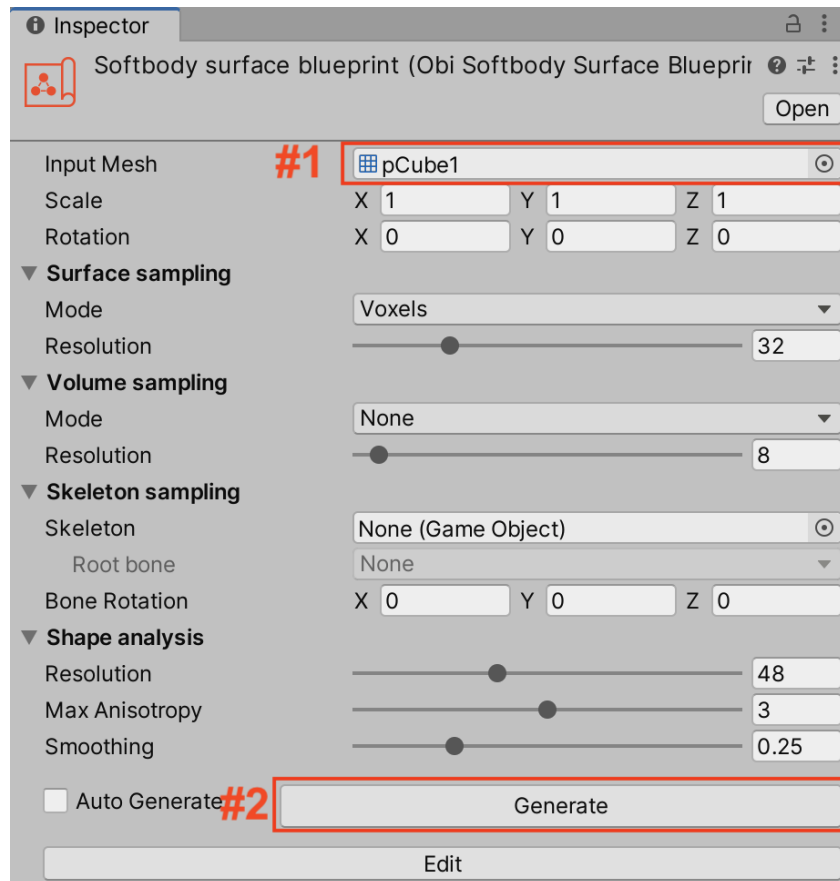
1.- Follow the setup guide in our webpage for steps on how to install Obi:
<http://obi.virtualmethodstudio.com/tutorials/setup.html>

2.- To create a softbody, click on GameObject->3D Object->Obi->Obi Softbody.

3.- Softbody data is stored in *blueprints*. Create a blueprint asset for the mesh you want to simulate as a softbody, by clicking the “create” button in the Obi Softbody component inspector and saving the blueprint file somewhere in your project.



4.- Select the blueprint you just created, select a mesh for your softbody blueprint, and click “Generate”.



5.- You're done! click play, you should see your softbody falling due to gravity.

There's so much more you can do with Obi: get your softbody to collide against objects in the scene, other softbodies or even itself, attach parts for it to other objects, paint softbody properties in the blueprint editor, simulate plasticity, character softbodies, etc. For further information, please refer to the [Manual](#).

Support / Contact

If you have any suggestions, questions or issues, visit our webpage:

<http://obi.virtualmethodstudio.com>