



### Unity asset - Magica Cloth v1.12.12

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Introducing Magica Cloth, a high-speed cloth simulation powered by Unity's Job System and Burst compiler, ensuring lightning-fast performance.

- Utilizes Unity Job System + Burst compiler for rapid cloth simulation without the need for native plugins.
- Compatible with all platforms except WebGL, ensuring versatility across a wide range of devices.
- Supports all rendering pipelines: Built-in, URP, HDRP, and CustomRP, offering flexibility for diverse projects.
- Offers BoneCloth driven by Bone (Transform) and MeshCloth driven by mesh, accommodating various animation setups.
- MeshCloth seamlessly integrates with skinned meshes, expanding its functionality.
- Simple setup process facilitated by an intuitive interface, streamlining workflow.
- Allows for time operations such as slow motion, enhancing creative possibilities.
- Features a camera culling system for efficient performance optimization.
- Includes full source code for customization and further development.

Experience the speed and versatility of Magica Cloth for high-performance cloth simulations in Unity.



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