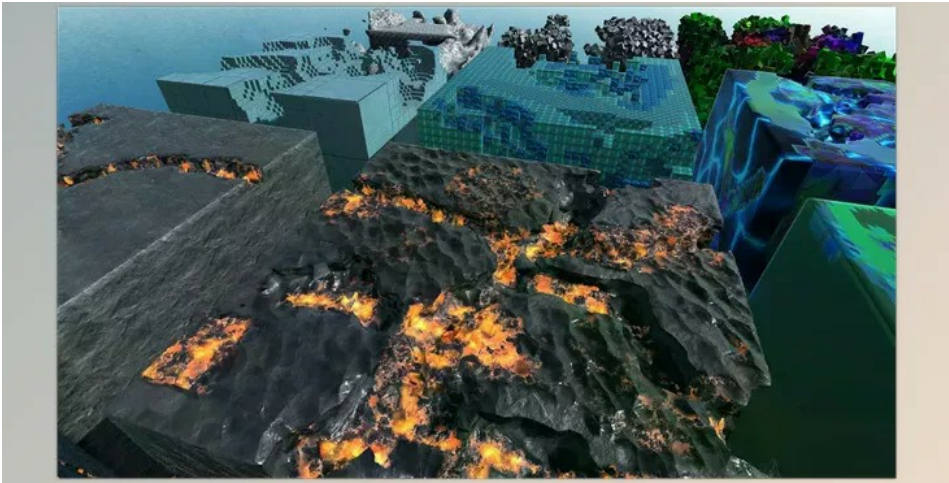




## Unity Asset - Voxel Generator v1.9.4

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The **Unity Asset - Voxel Generator** is a fully customizable voxel generator designed for creating destructible objects, and environments, and visualizing volumetric data in games. It offers an easy-to-use interface for generating voxel blocks by dragging prefabs into a scene, with a resolution-based sculpting system for dynamic terrain modification.

**Key features** include procedural voxel modification for converting textures and meshes, a flexible voxel resolution system for various applications, and a modular visualization system for customizable appearances.

### "Unity Asset - Voxel Generator" Samples:

The asset supports multi-material systems, efficient saving/loading of voxel data, and integrates performance enhancements through the Burst and Job system. Initially designed for VR sculpting, it also supports AR/VR applications, although AR/VR samples are not included. The package is optimized for performance with AI assistance, focusing on code analysis and mathematical optimizations. HDRP/URP render pipelines are currently unsupported as the SRP content is experimental.



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