



Unity assets - Fluffy Grooming Tool v1.2.2

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Unity assets - Fluffy Grooming Tool is a comprehensive grooming tool for Unity, catering to both fur and short hair needs. It's impressive that it supports both strand-based and card-based fur, providing flexibility for various types of projects.

The integration with Disney's Marschner model for hair shading ensures high-quality visuals and compatibility with all three rendering pipelines in Unity is a significant advantage.

"Unity assets - Fluffy Grooming Tool" Samples:

The feature set seems robust, covering everything from basic grooming tasks to more advanced simulations like gravity, wind, and physics. The inclusion of compute shaders for simulations ensures efficient performance, which is crucial for real-time applications.

The ability to export grooms to meshes or skinned meshes opens up possibilities for creating a variety of environmental elements beyond just character grooming. The support for Alembic Grooms allows for seamless integration with third-party applications, enhancing workflow flexibility.

Overall, Fluffy appears to be a powerful tool for grooming in Unity, offering a wide range of features and compatibility options for different project needs.



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