



## Unity Asset - Ragdoll Dismemberment System V2.1

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**Unity Asset - Ragdoll Dismemberment System V2.1:** Introducing the Dismemberment System, a powerful tool for dynamically dismembering skinned meshes in your game without additional preparation in external 3D software. Whether you're creating a game with suit customization or need realistic dismemberment effects for characters and creatures, this system offers a wide range of features to suit your needs.

The package includes an example scene featuring pre-configured human and dog models, allowing you to implement the dismemberment system into your project quickly.

### Known Limitations:

- The system is incompatible with the WebGL platform due to its use of multithreading for dismember operations.
- Seamless integration for games with suit customization, allowing characters to consist of multiple skinned meshes that can be equipped or unequipped at runtime.
- Automatic duplication of LOD groups for fragments ensures consistent detail for dismembered parts.
- Hierarchical dismemberment support enabling advanced dismemberment effects, such as dismembering an arm and then further dismembering it at the elbow joint.
- Compatibility with any ragdoll, whether human, robot, animal, or otherwise.
- Customizable effects for added realism and immersion include broken electronics for robots or green meat for aliens.



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