

Unity Asset - Magica Cloth 2 v2.5.2

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MagicaCloth2 is an advanced cloth simulation system designed for Unity's Data-Oriented Technology Stack (DOTS). It seamlessly integrates with both Transform and Mesh, offering versatile cloth dynamics for your characters or objects. Notably, it is compatible with Unity's rendering pipelines, including Built-in, Universal Render Pipeline (URP), and High Definition Render Pipeline (HDRP), ensuring optimal graphics performance across a wide range of platforms.

Unity DOTS Integration:

- Harnesses the power of Unity DOTS for high-performance cloth simulation.
- Ensures fast and efficient processing of cloth dynamics.

Platform Compatibility:

- Works seamlessly on all platforms, excluding WebGL.

Rendering Pipeline Compatibility:

- Compatible with Built-in Render Pipeline, URP, and HDRP.
- Unaffected by the rendering pipeline, providing flexibility in your graphics choices.
- No dedicated shaders are required, offering compatibility with any shader.

Improved System Optimization:

- Version 2 streamlines the system by integrating components, eliminating the need for pre-build processes (Create button).
- Enhanced collision features, including edge collision, backstop, and self-collision, provide more realistic cloth behavior.

2.5D Behavior:

- Achieve 2.5D behavior, combining 2D-like movement with physically realistic cloth dynamics.

Easy Setup and Interface:

- Intuitive interface for quick and easy setup.
- No complex shaders or special configurations are needed for implementation.

Time Manipulation:

- Support for time manipulation, including slow and stop functionalities.

Collision Features:

- Point and edge-based collision detection for accurate interactions.
- Self-collision and mutual collision capabilities enhance realism.
- Penetration measures, such as backstop by normal line, for preventing unwanted intersections.

Normal Adjustment Function:

- Normal adjustment functionality for fine-tuning cloth behavior.

Runtime Build Support:



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- Full support for runtime builds, offering flexibility in your development process.

Full Source Code Access:

- Includes full source code for customization and in-depth understanding of the system.

Note: MagicaCloth2 is not backward compatible with Ver1.x due to significant improvements and optimizations. Upgrade to Version 2 for an enhanced cloth simulation experience in your Unity projects.



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