iihho.com

软件　　编程　　设计　　标签墙　　帮助

sear

Gumroad – Ossim v1.5.0

2025-02-10 16:42:17　　label 我要反馈　　下载页面

Gumroad – Ossim:

Ossim is an advanced simulation baking tool specifically designed for Blender, enabling users to generate an armature and skinned geometry based on rigid body physics simulations. This tool is optimized for use in real-time applications and game engines like Unreal Engine 4 and Unity3D.

With Ossim, users can create complex physical interactions for game-ready assets, controlling conditions such as collisions, wind, and other forces, before baking and exporting these simulations with ease. Through integration with PhysAssist and Cell Fracture, Ossim provides streamlined processes for creating intricate physics-based animations and exporting them efficiently for real-time environments.

- **Simulation Baking**: Convert rigid body physics simulations into skinned geometry and armature animations, ready for game engines and real-time applications.
- **Game Engine Compatibility**: Export compatible with Unreal Engine 4, Unity3D, and other real-time engines.
- **Integration with Cell Fracture and PhysAssist**: Supports Cell Fracture for realistic shattering effects and PhysAssist for setting physics conditions across multiple objects.
- **Comprehensive Physics Setup**: Create detailed simulation conditions with elements like wind, vortexes, and inter-object collisions.
- **Selective Baking and Layer Management**: Isolate specific geometry to simulate and bake, with options to organize assets on separate layers.
- **Automatic Armature Generation**: Generate an armature directly from simulations, allowing for keyframe animation in Pose Mode.
- **Export-Ready Workflow**: Export the armature and skinned mesh for use in game engines, ensuring a smooth pipeline from Blender to real-time applications.

100% Virus FREE and Safe

去下载

标签

平面设计　　Other

inve　产品数量
　　　已有 42647个

grou　付费会员
　　　已有 1676位

anal　价值评估
　　　商业价值约 ￥6635.87万元

dow　下载数量
　　　已下载 222908次