

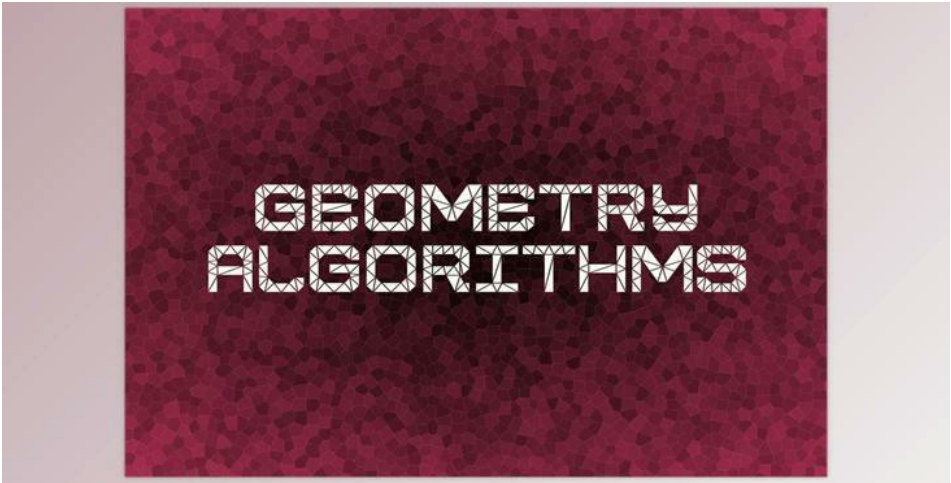


Unity Asset - Geometry Algorithms v2.3.3

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Unity Asset - Geometry Algorithms v2.3.3: Introducing Geometry Algorithms, a powerful asset designed to streamline mesh generation and geometric calculations in Unity. With a range of algorithms at your disposal, you can effortlessly create complex geometry and enhance your projects with ease.

Ease of Use: With just two lines of code, you can utilize any algorithm in this asset. Additionally, Geometry Algorithms come with example scenes and detailed documentation to help you get started quickly. Support is readily available via the provided contact information if you encounter any issues.

- **Triangulation:** Generate Unity meshes or raw geometry from any set of points. Supports constrained Delaunay triangulations for 2D and 2.5D datasets, with options for adding boundaries and holes. Triangulations in 3D space are possible for convex shapes.
- **Hull Algorithms:** Find the boundary of any point dataset suitable for visualization or further calculations. Generate both convex and concave hulls for 2D and 2.5D datasets, limited to convex hulls in 3D.
- **Voronoi Diagrams:** Create valid Voronoi diagrams from any 2D or 3D dataset.
- **Extrusion Algorithm:** Easily create extruded 3D shapes from 2D shapes.
- **Threading:** All algorithms can be called asynchronously, enabling efficient processing of large datasets without user intervention.
- **Real-Time:** Designed for real-time performance, even with large datasets. Utilize threading functionality to handle even larger datasets in real time.



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