



Unity Asset - PuppetMaster v1.1

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Unity Asset - PuppetMaster v1.1: Advanced Active Ragdoll Physics, brought to you by the creator of Final IK, offers a comprehensive suite of ragdoll creation and editing tools. With support for multiple render pipelines, including built-in, universal, and high-definition render pipelines, PuppetMaster provides versatility and optimization for various platforms.

With PuppetMaster, users can:

- Animate ragdolls seamlessly, bringing characters to life with realistic physics.
- Create biped ragdolls effortlessly with a single click, streamlining the creation process.
- Edit colliders and joint limits intuitively and visually in the Scene View, enhancing precision and control.
- Develop procedural behaviours for ragdoll characters, allowing for dynamic and interactive experiences.

For beginners, the product offers easy access to learning resources through the help button or context menu links, ensuring a smooth learning curve.

PuppetMaster users can expect continuous development and support, similar to Final IK. Future updates will prioritize product reliability while introducing smart procedural behaviours for Puppets, further expanding the possibilities for realistic and engaging character interactions.



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