



## Unity Asset - Spline Mesh Deform v4.03

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The **Unity Asset - Spline Mesh Deform** features outlined encompass advanced capabilities for spline manipulation and mesh generation in Unity.

### How to use the tools to build your project?

You can use "Unity Asset - Spline Mesh Deform" to design your project.

The "Spline Plus" module provides tools for spline branching, compact modeling, and node management, including node speed, normal, scale, and type. It supports simple and complex follower dynamics, smart navigation, path following, an advanced event system, spline projection onto meshes, runtime API, custom editor functionalities, and data import/export.

### "Unity Asset - Spline Mesh Deform" Sample:

The "Mesh Deform" module allows custom mesh combination, procedural generation, material sharing, and mesh processing across CPU and GPU, with features like translation, rotation, scale randomization, and mesh trimming. The "Extrude," "Plane Mesh," and "Tube Mesh" modules offer customizable mesh generation with correct UVs, tangents, and normals, alongside effects such as node bending and tapering. Each module supports exporting generated meshes as Unity prefabs.



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