MagicaVoxel to Unity

verson 2.0.0

Convert vox/qb file as prefab or obj file, also allows you to rig your model with a well designed workflow. Developed by 楠瓜Moenen.

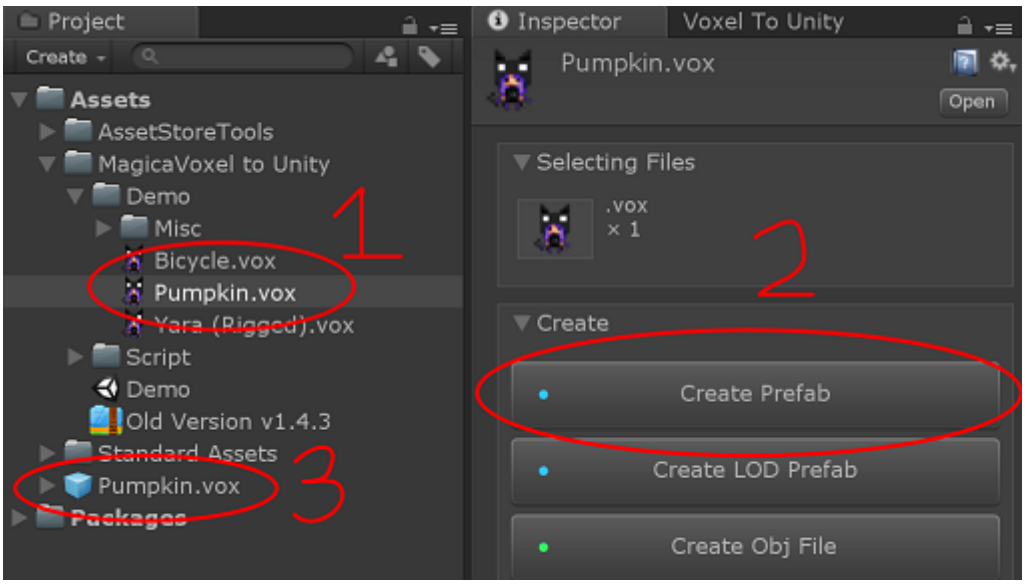
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How to Use

- To create prefab from vox file, select the vox file in project view, then click the "Create Prefab" button in Inspector. The prefab will be created to the "Export To" path below. Similarly with create obj and LOD prefab.



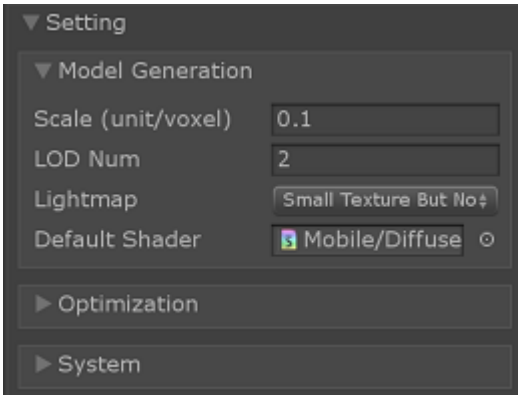
- In Setting >> Model Generation,

  "Scale" means the size of a voxel in unit. 0.1 means 10 voxels in MagicaVoxel will be 1 unit in Unity.

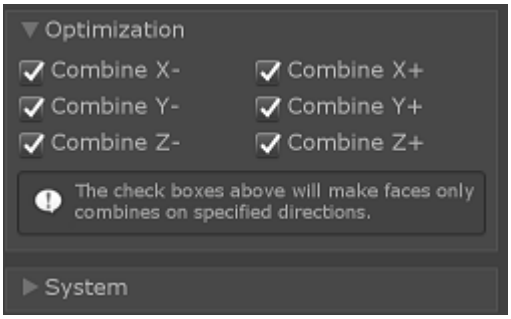
  "LOD Num" is the lod level for the lod prefab.

  "Lightmap" switch between two types of texture, small texture and lightmap supported texture. If the model need lightmapping, this setting must set to "Support Lightmap but Large texture".

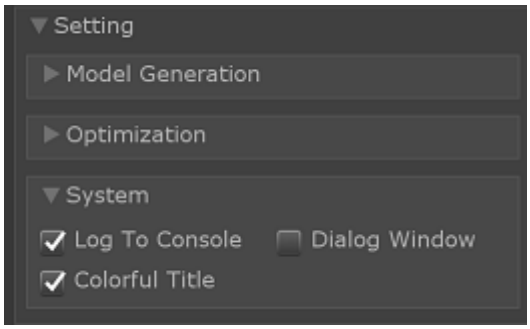
  "Default Shader" is the shader linked to the renderer when create models. You still can change the material and shader after create the prefab.



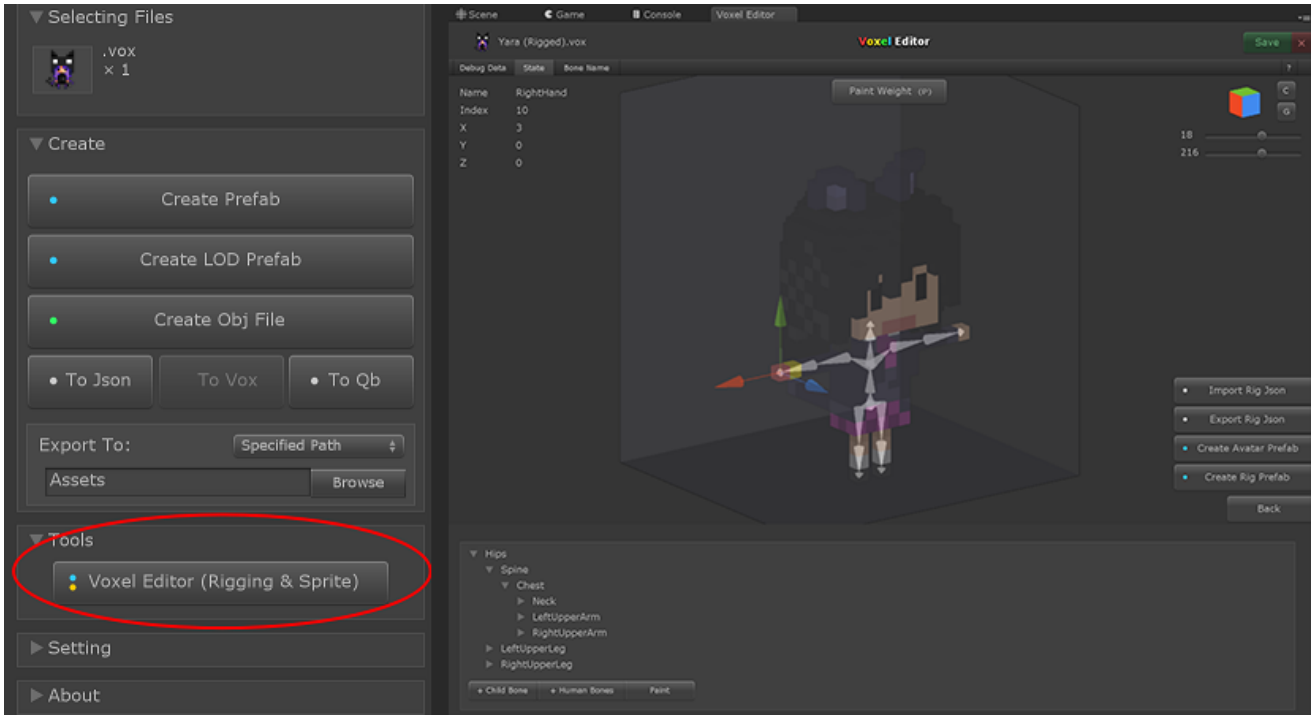
- In Setting >> Optimization, you can choose the voxels in which direction will be combined for optimize triangle count. Some shader like Modular Bricks requires no combine in up direction. This setting is prepared for this kind of need.



- In Setting >> System, you can set whether to log a message after generated a model. Also if the title will be colorful.



- In Tools panel, you can open the Voxel Editor which allows you to rig voxel models and create sprites. Check out **Rigging Tutorial.pdf** for more information.


Selecting Files
.vox
× 1
Create
Create Prefab
Create LOD Prefab
Create Obj File
To Json
To Vox
To Qb
Export To:
Specified Path
Assets
Browse
Tools
Voxel Editor (Rigging & Sprite)
Setting
About
Scene
Game
Console
Voxel Editor
Yara (Rigged).vox
Voxel Editor
Save
Debug Data
State
Bone Name
Name RightHand
Index 10
X 3
Y 0
Z 0
Paint Weight (P)
Import Rig Json
Export Rig Json
Create Avatar Prefab
Create Rig Prefab
Back
Hips
Spine
Chest
Neck
LeftUpperArm
RightUpperArm
LeftUpperLeg
RightUpperLeg
+ Child Bone
+ Human Bones
Paint