

Cloth

☐ Cloth ☐ Skinned Mesh Render ☐ Cloth ☐ Only ☐



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☐ Blend ☐ M ☐



Inspector Add Component ☐ Physics - Cloth





Edit cloth constraints(☐☐☐)



Cloth Constraints

Visualization		
	Max Distance	Max Distance
	Surface Penetration	Surface Penetration
	Manipulate Backfaces	
[]		
Constraint Size		



	
Max Distance	
Surface Penetration	

Visualization



1 Select

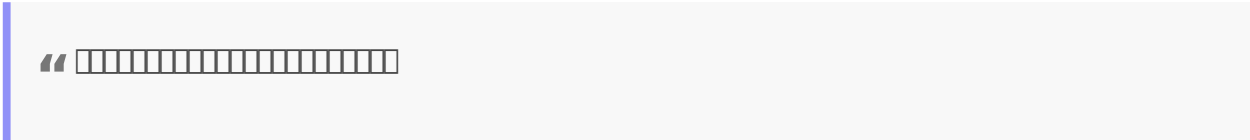


2 Paint



Brush Radius

3D Gradient



2D



Edit cloth self/inter-collision()

-
-

Cloth Self-Collision and Inter-Collision

<div></div>	<div></div>	<div></div>
Visualization		<div></div>
	Self-Collision	<div></div>
	Inter-Collision	<div></div>
Manipulate Backfaces		<div></div>

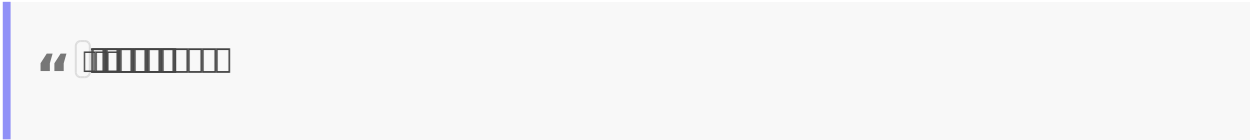


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Select Self-Collision and Inter-Collision

Self-Collison



Self-Collision Distance

Distance	Unity Distance
Stiffness	

PaintErase

Brush Radius



Edit-Project Setting-Physics Cloth Inter-Collision Distance Stiffness



Stretching Stiffness	
Bending Stiffness	
Use Tethers	
Use Gravity	
Damping	
External Acceleration	XYZ
Random Acceleration	

World Velocity Scale	<div><div></div></div>
World Acceleration Scale	<div><div></div></div>
Friction	<div><div></div></div>
Collision Mass Scale	<div><div></div></div>
Use Continuous Collision	<div><div></div></div>
Use Virtual Particles	<div><div></div></div>
Solver Frequency	<div><div></div></div>
Sleep Threshold	<div><div></div></div>
Capsule Colliders	<div><div></div></div>
Sphere Colliders	<div><div></div></div>
virtual Particle Weights	<div><div></div></div>

“ ”

Stretching Stiffness0.8

Bending Stiffness0.2

Damping0.2

World Velocity Scale00.2

World Acceleration Scale00.2

Friction0

Collision Mass Scale0

<https://www.bilibili.com/video/BV1ob411e7Q8>



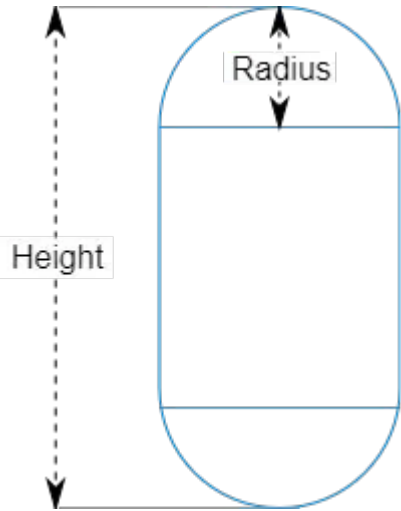
is trigger()



Add Component Physics - Capsule Collider



Edit Collider	
Is Trigger	
Material	
Center	
Radius	
Height	
Direction	



Cloth() Capsule Colliders()





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Updated 3 April 2024 09:31:29 by