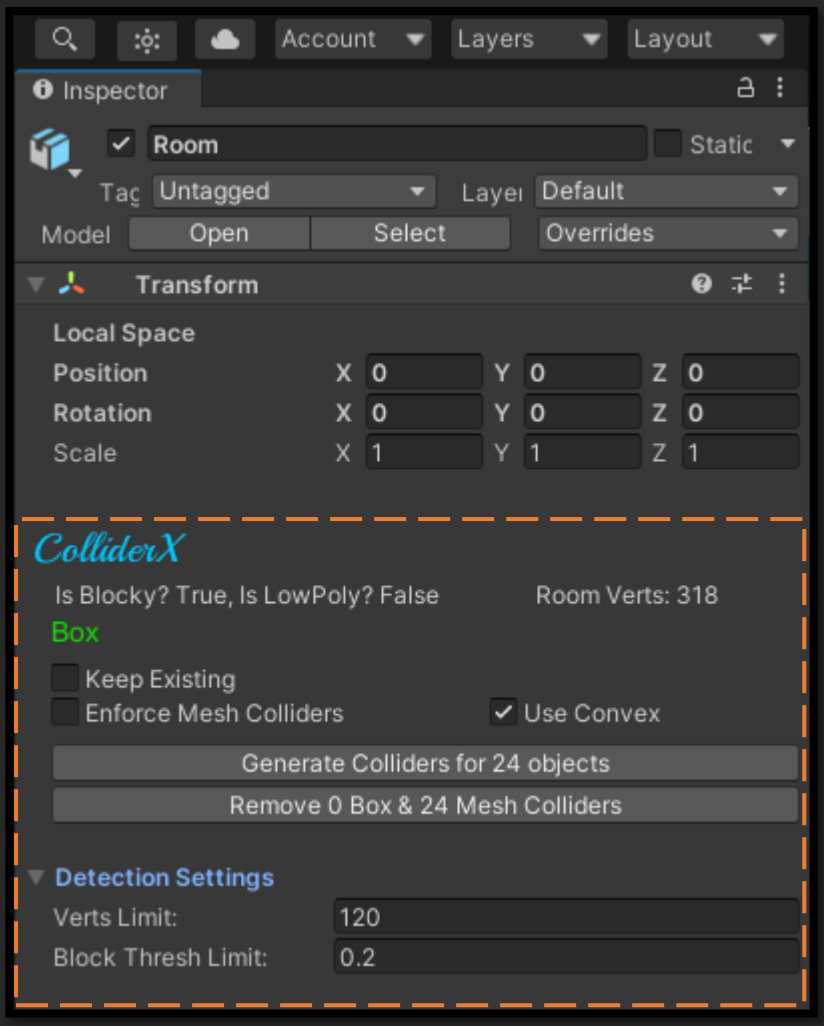
ColliderX

Who needs this?

A typical 3D Game level/environment contains hundreds of game objects ranging in geometry complexity. ColliderX makes it easier for game designers to generate & replace colliders easily while keeping control of the type of collider being used based on the topology of individual meshes i.e. Vertices Count and Mesh Dimensions

Installation

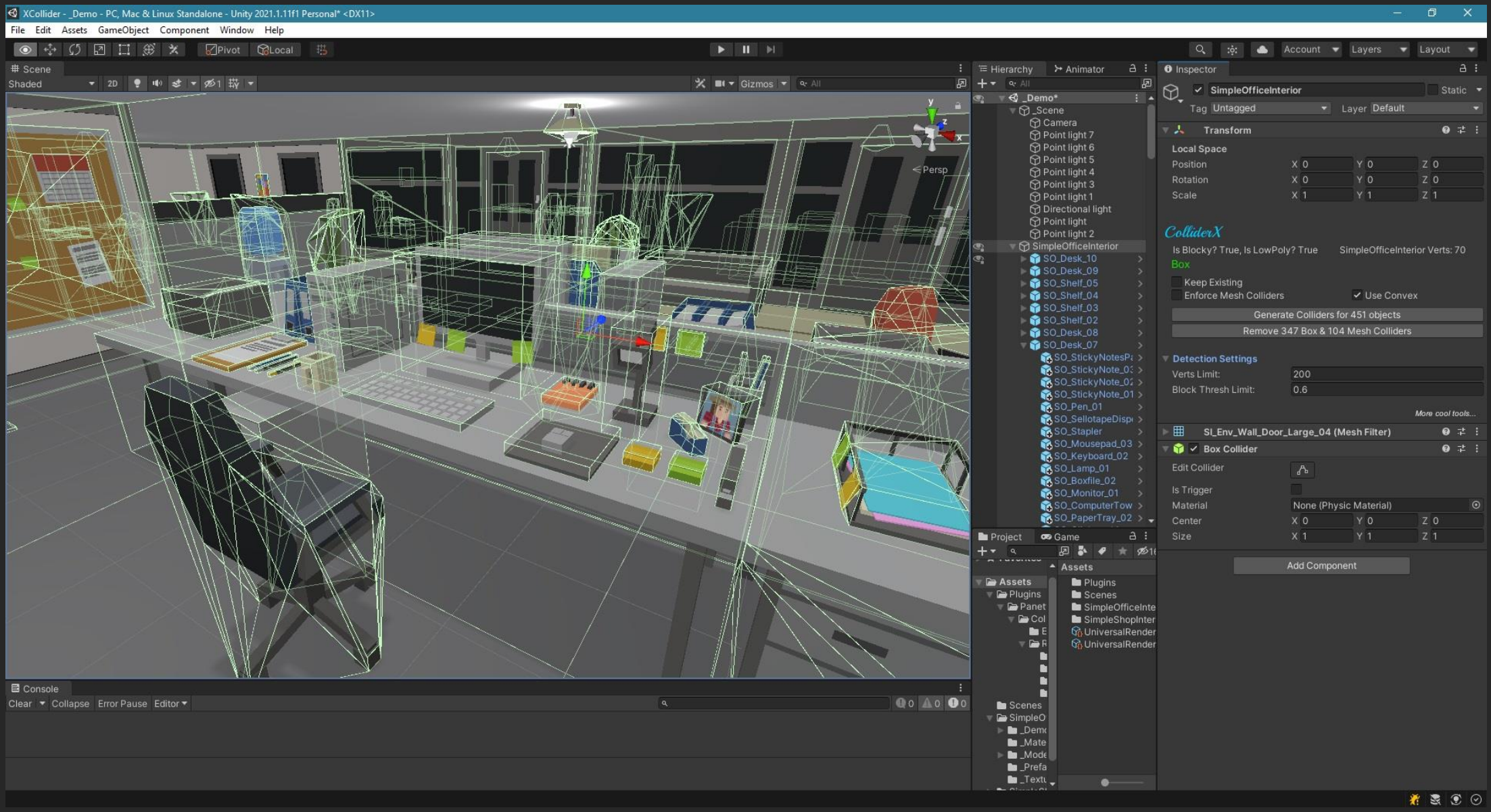
Download and Import from Unity Package Manager like any other asset. Once imported, an extra section with the blue lable “Collider X” will appear in the inspector of any GameObject that contain (or any of its children) a type of mesh, i.e. MeshFilter or SkinnedMeshRenderers.



How it works

Mesh colliders are expensive hence, ColliderX tries to use a Box Collider by guessing whether the object is “Blocky” or “LowPoly”. Use the Detection Settings to specify:

- Verts Limit: for which any mesh with vertices lower of those will have a Box Collider
- Block Thresh Limit: Measures the similarity between the Width, Height or Depth of the mesh as a percentage. The example in the snapshot above dictates that if any 2 of the mesh dimensions are within 20% difference in size, e.g. Height is 1m and width or depth are 80cm, then most likely the mesh is blocky regardless of its topology details i.e. the number of its vertices. A bolder rock is a good example.



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Productivity Tools for Game Developers