Packed Primitives Workflow

Note with that workflow* you just need to select "Create Points to Represent Pieces" on your dopimport node to get the point cloud you save out.

   … I was shown a really neat workflow here for using packed primitives with bullet simulations, it makes fracture simulations virtually weightless! You only need to save out a single frame of your geometry, then from the dopnet you save out a point cloud that represents the movement of those pieces and copy them back on . ..

James Charles

August 18, 2014