

AMAZ3D4Unity Plugin by ADAPTA studio
How to use it

Introduction

Welcome to the Unity AMAZ3D plugin documentation. This document aims to provide you with comprehensive instructions on how to utilize the AMAZ3D plugin effectively within Unity. The AMAZ3D plugin is a powerful tool designed to optimize 3D assets directly within Unity, thereby simplifying the process of creating Level of Detail (LOD) for your projects.

Installation

To begin using the AMAZ3D plugin, follow these steps to install it into your Unity environment:

1. Obtain the plugin from the provided source.
2. Import the plugin package into your Unity project.

Bug Reporting

In the event that you encounter any bugs or issues while using the AMAZ3D plugin, please report them promptly by sending an email to support@adapta.studio. Our support team will assist you in resolving any issues you may encounter.

How to use it

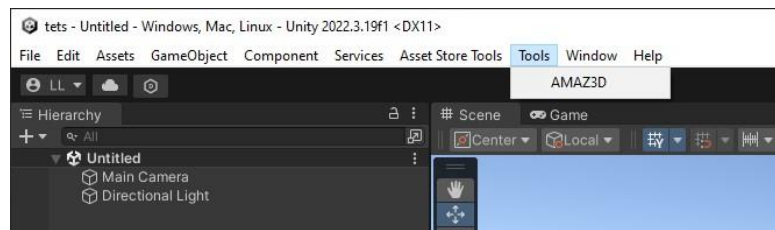
AMAZ3D Plugin Folder

- This folder contains the core files and resources required for integrating the AMAZ3D plugin into your Unity project.
- Within the folder, you will find the following items:
 - **2 DLL Files:** These are dynamic-link library files containing compiled code that interfaces with Unity to provide the functionality of the AMAZ3D plugin.
 - **CS Interface:** This is a C# interface file that acts as a bridge between Unity and the AMAZ3D plugin. It provides access to the features and functionalities of the plugin within the Unity environment (please do not touch it).
 - **This document**

How to Employ the Unity AMAZ3D Plugin

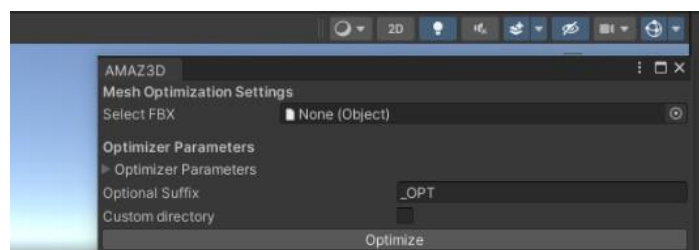
1. Accessing the Plugin:

- Click on "Tools" in the navigation bar of Unity.
- Select "AMAZ3D" from the dropdown menu.



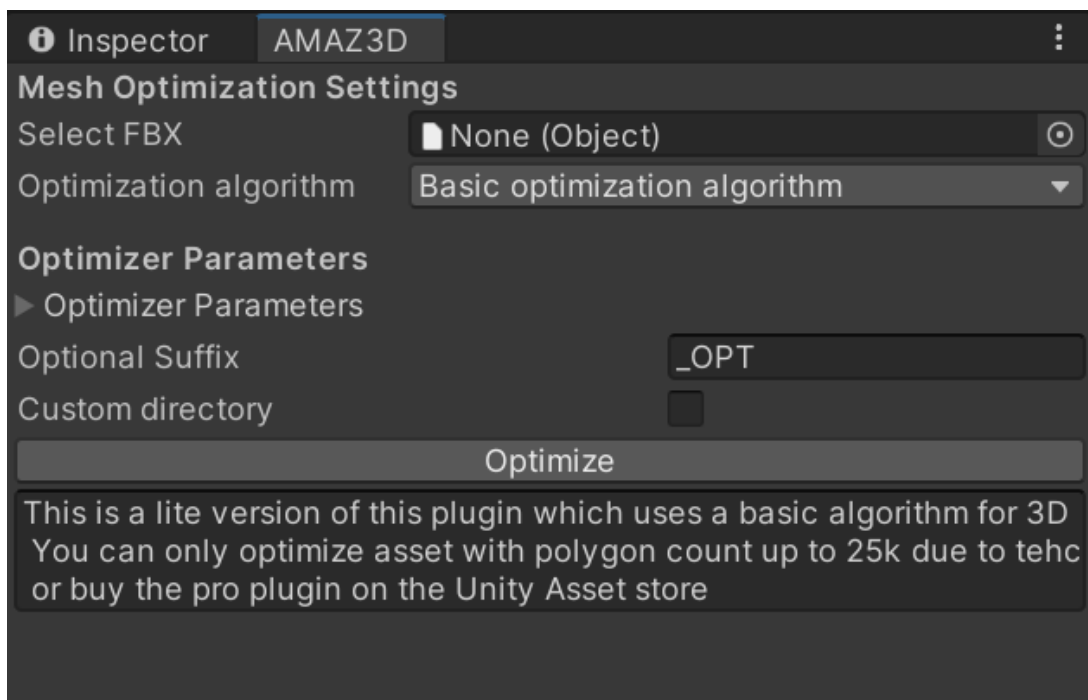
2. Opening the Plugin Window:

- After selecting "AMAZ3D," a new window will appear.
- Drag this window to your desired location within the Unity interface for easy access during your workflow.



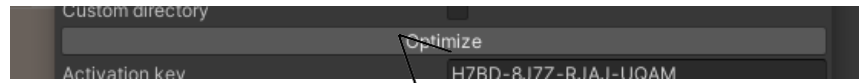
3. Utilizing the AMAZ3D LOD Tool:

- Right now you can now employ the AMAZ3D LOD tool to optimize your 3D assets.
- Drag an FBX file directly from the Unity Asset folder onto the "Select FBX" field within the plugin window.
- IMPORTANT: In the PRO version you will be able to choose between 2 versions of the simplification algorithm: Basic and Advanced.
 - Basic: due to technical limitations this algorithm allows only for basic optimization features and can optimize asset up to 25k polygons. The results vary wrt to the Advanced optimization algorithm.
 - Advanced: The perfect algorithm for any application achieves the best possible optimization preserving details and working for any number of polygons.



4. Optimizing Assets:

- After selecting the FBX file, adjust the optimization parameters as needed.
- Click on the "Optimize" button to begin the optimization process.
- Your optimized asset will be imported directly into the original folder with the suffix "OPT."



5. Parameter Description:

- For a detailed understanding of the parameters available for optimization, refer to the documentation below

Parameter Description

Select FBX	<ul style="list-style-type: none">• Drag and drop the FBX file you wish to optimize into this field.• Note: While the plugin can accept and optimize any 3D file, it has been primarily tested with FBX files. Using other file formats may result in errors
Optimization algorithm	<ul style="list-style-type: none">• This toggle selects the optimization algorithm between the simple one and the advanced one. The advanced optimization algorithm leads to better results and is able to optimize assets with whatever number of polygons
Face Reduction	Specify the percentage of faces to be removed from the object to optimize polygon count.
Resize texture	Enable texture resizing and specify the dimensions of the final texture to reduce texture memory usage.
Join meshes (by material)	Merge meshes with the same material into a single mesh to reduce draw calls
Merge Duplicated UV	Merge UV coordinates that are duplicated in the original file
Remove Isolated vertices	Remove vertices that are not connected to any face in the mesh
Remove non manifold faces	Remove faces that are non-manifold for the specific object. Activate this parameter only if you understand its implications
Remove Duplicated Faces	Remove faces that are duplicated in the original object. Only removes faces that are completely identical
Remove Degenerate Faces	Remove faces that have an area equal to zero
Remove Hidden Objects	Remove objects that are not visible by any camera, spanning all around the object itself.
Remove meshes by size	Remove objects and meshes that are smaller than a given size. The size is indicated by the ratio length of the diagonal of the bounding box.

Remove meshes by count	Remove meshes that have fewer polygons than the specified number.
Optional suffix	Specify an optional suffix to give to the optimized mesh for easier identification.
Custom directory	If selected, it opens the possibility to choose the directory for the optimized output in the Asset folder. Note that the directory needs to be within the Asset folder.
Activation key	Enter the activation key necessary to activate the product and access its full functionality. You can buy one from here AMAZ3D Subscription