

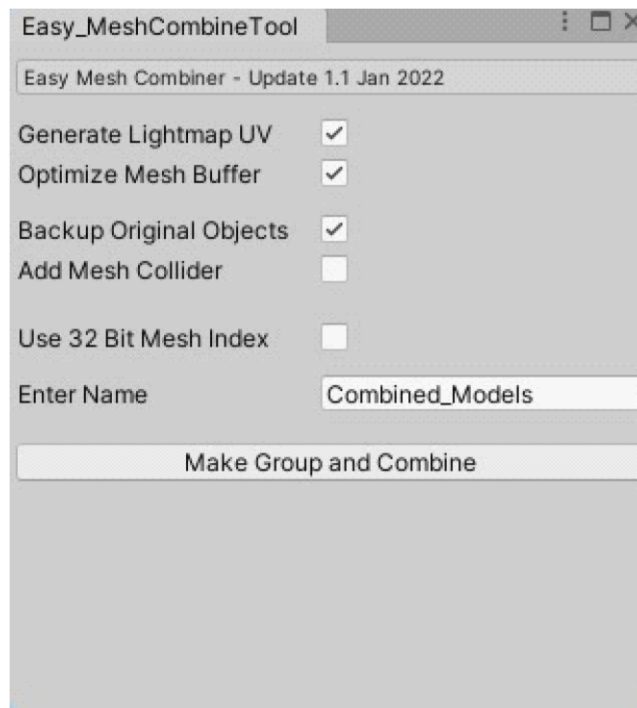
Easy Mesh Combine Tool

Select **Window/Easy Mesh Combine Tool** to run this tool

Note: Always take a backup from your scene before using any combiner tools! With this tools

Note: All prefab instances will be disconnected on the combined mesh. Take a backup manually from your prefabs or scene

You can easily convert shader of your all materials, Custom assigned materials or All materials from custom path into your selected shader from list



When you select a set of the game objects in your hierarchy, you can see **vertex count** and **triangles count** at the end of the window.

By pressing **Make Group and Combine**, a new game object will be created with a combination of the selected game objects

Generate Lightmap UV: generate lightmap uv for the combined game object

Optimize Mesh Buffer: optimize combined mesh (like import settings)

Backup Original Object: destroy the selected game objects or make a copy of them in a group (will be deactivated in the hierarchy after combination)

Add Mesh Collider: Add mesh collider component to the combined mesh

Use 32 Bit Mesh Index: if your selected game objects has more than 65535 vertex, you must to use this option. This is not good for low end mobile devices and cannot be render on Mali400 gpu

Enter Name: The combined mesh's name in the mesh filter and the hierarchy

Vertex Count: The sum of all the vertices of the selected objects

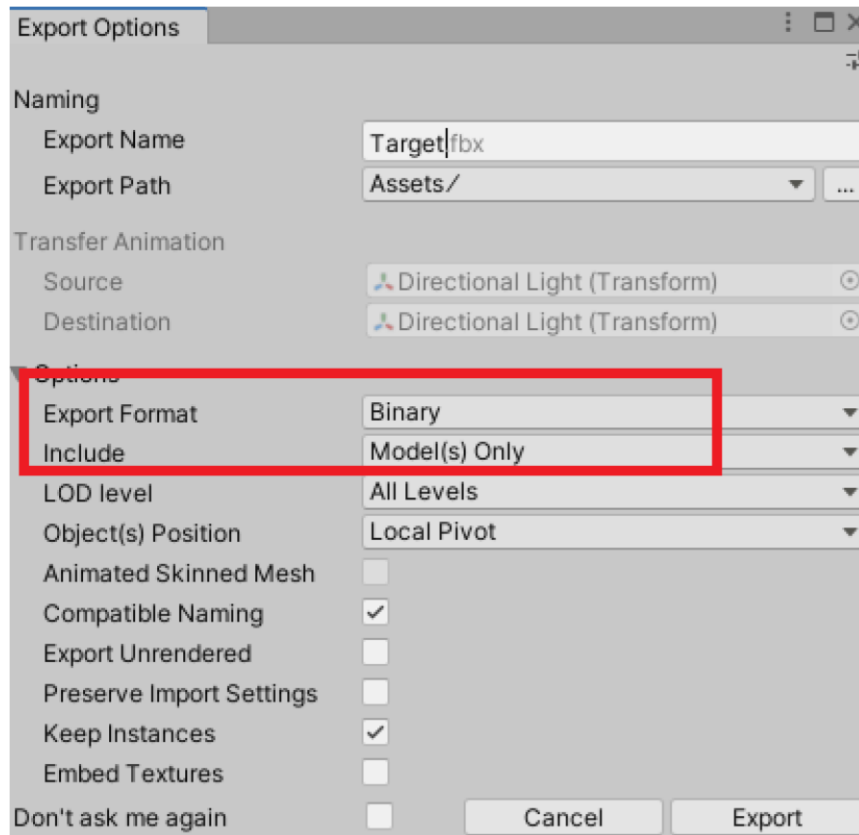
Triangles count: The sum of all the triangles of the selected objects

Note: If you want to save pivot position, your selected objects must be at the 0 0 0 position (xyz) before combine action

You can create a new empty game object and drag your target objects under the empty game object then set empty game object's position to the 0 0 0 the combine it to use empty game object's position as pivot position

Note: You can export the combined model by using the FBX Exporter

1. Open Window->Package Manager
2. From “Unity Registry” search and install “FBX Exporter”
3. Select your model in the scene and export model from menu: GameObject->Export To FBX...”
Settings:



Lighting Tools:

<https://assetstore.unity.com/packages/slug/326099>

Racing Games:

<https://assetstore.unity.com/packages/slug/326183>
