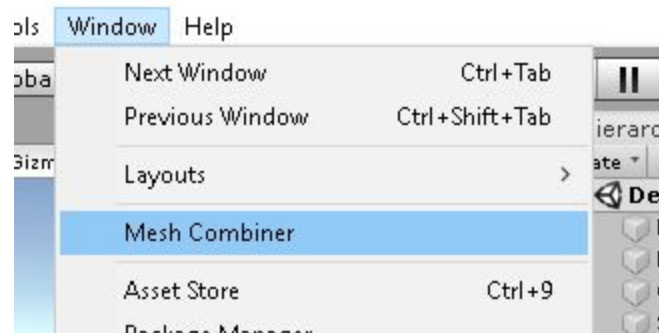


# Mesh Combiner



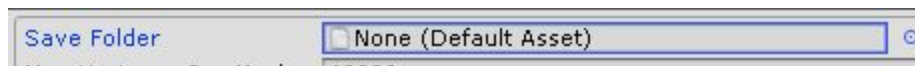
Mesh Combiner is a tool that enables you to merge meshes into each other that shares similar materials. Drag and drop your renderers into a list in a simple window and bake prefabs into the assets folder containing meshes combined.



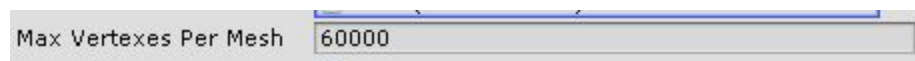
You can open up the tool by going to Window -> Mesh Combiner, it will open a draggable window and you can put anywhere you want just like any other window of the editor.



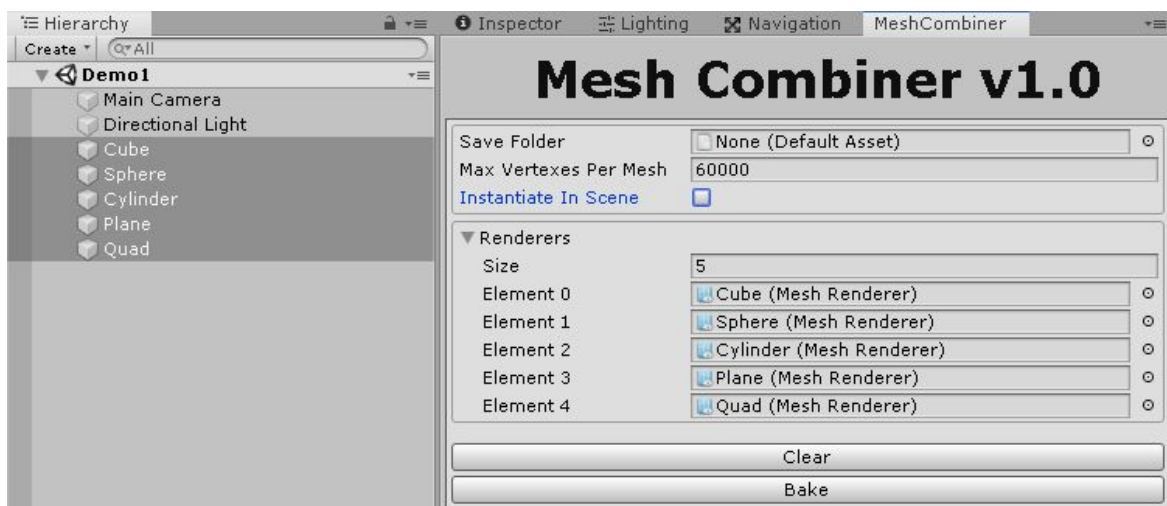
The window will look like this, a simple interface and very easy to manage.



You can create a folder and drag and drop a folder into this field, the prefabs generated out of the selected renderers will be saved in the folder you choose, otherwise they will be saved automatically in “Assets/GeneratedMeshes”.



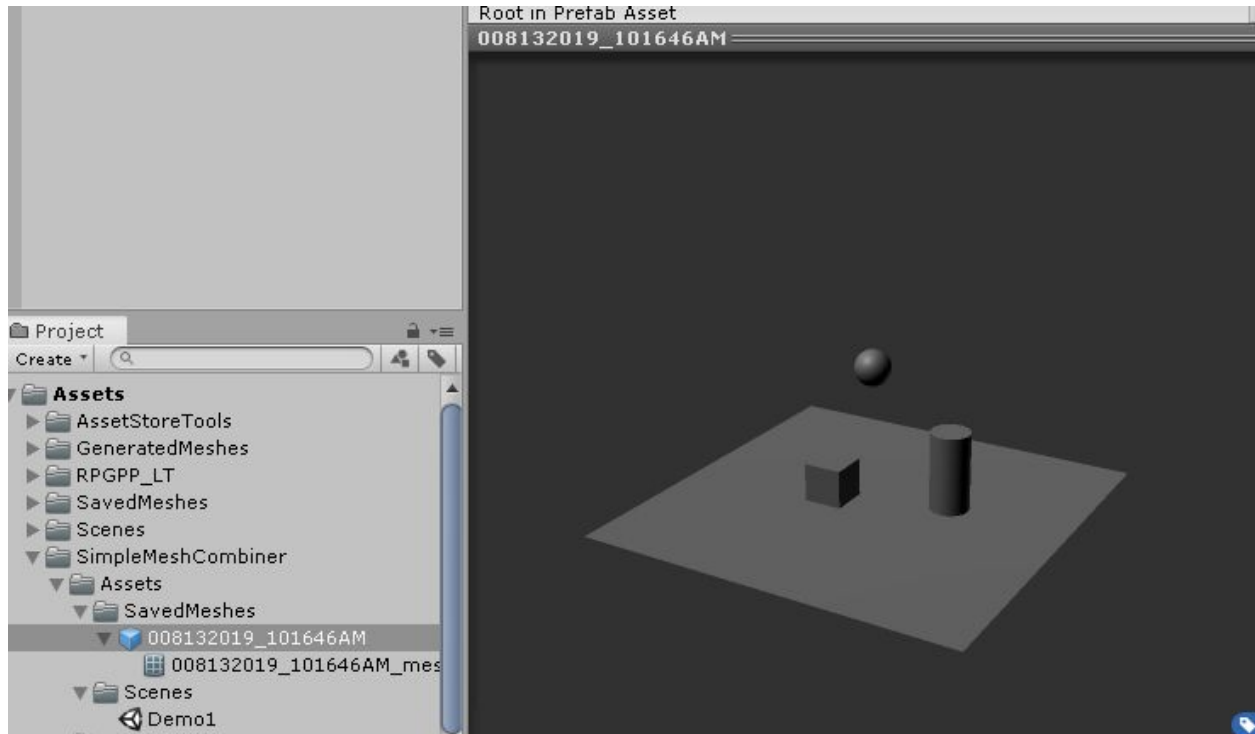
Here you can configure how much vertexes you want per combined mesh, if it reaches the limit even if the meshes share the same material it will generate a new mesh.



You can drag and drop mesh renderers from your scene (or the assets folder) into the field “Renderers”.



You can also toggle this option, after it creates the prefabs in the assets folder it will instantiate them into the current scene.



This is how it will look like when you click the “Bake” button, it will save your combined meshes into a prefab, and you can use that in any way you want.

### Next:

This asset is still in development and it will contain more features, such as:

- Skinned Mesh Renderers support
- Pivot Editing (maybe as simple as adding a child empty game object)
- Only instantiate on the scene
- Multiple materials matching
- Matching a specific material only
- Ignoring specific materials
- Etc

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Thanks for purchasing!  
Good luck!