WWW.MESHTINT.COM

SUPER SERIES
ZOMBIES IN HOSPITAL

Zombies In Hospital Pack

SUPER SERIES

A guide by Meshtint Studio

Meshtint Studio ◈

Website: www.meshtint.com

Unity Asset Store: https://assetstore.unity.com/publishers/3867
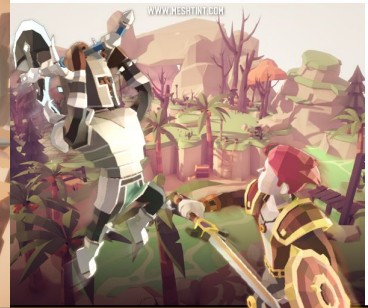
Email: info@meshtint.com

Facebook: https://www.facebook.com/MeshTint/

Twitter: https://twitter.com/Meshtint

Youtube: https://www.youtube.com/channel/UCG9WBTCp07YIzYkz31BFchg
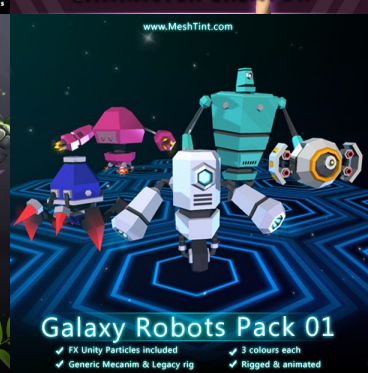
Optimization

- When having modular characters in game, one common thing that you will notice is the increase of drawcalls. This is because modular characters have more that one material due to having separated body parts and different materials. We recommend you to check out these or similar assets to help increase your game performance.
  - Mesh Baker ([Click link here](#))
  - Skinned Mesh Combiner MT ([Click link here](#))
  - Mesh Animator ([Click link here](#))
- One efficient to increase game performance is to bake mesh and create texture atlas for the game assets that you are using in your game scene. We recommend you to check out these or similar assets to help increase your game performance.
  - Mesh Baker ([Click link here](#))
- Note that the aforementioned assets are recommendation. If you need any support, please contact the publisher of the asset.

Thank you for your purchase!
See more assets at www.meshtint.com