



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

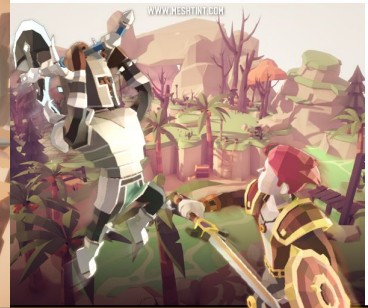
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CUBE SERIES
WASTELAND



POLYGONAL SERIES
FANTASY PACK



CUSTOMIZABLE
LITTLE HEROES MEGA PACK

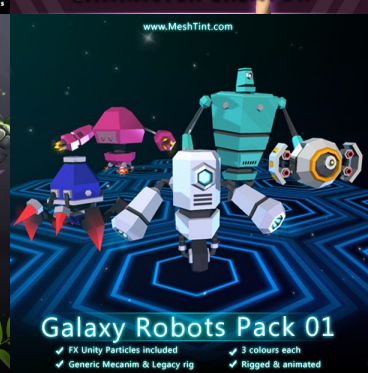


VERSION 1.4
FOREST CREATURES PACK

✓ Unity Package Included
✓ Generic Mecanim & Legacy rig set up
✓ Colour variation
✓ Rigged & animated



O-SIMP SERIES
CHARACTER CREATOR



Galaxy Robots Pack 01

✓ FX Unity Particles included
✓ Generic Mecanim & Legacy rig
✓ 3 colours each
✓ Rigged & animated

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 than 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 way 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