Initial Build Report

Uncompressed usage by category (Percentages based on user generated assets only):

**Textures 9.7 mb 68.7%**

Meshes 858.3 kb 5.9%

Animations 150.5 kb 1.0%

Shaders 2.1 mb 14.9%

Other Assets 1.0 mb 7.3%

Scripts 207.8 kb 1.4%

File headers 88.4 kb 0.6%

Total User Assets 14.1 mb 100.0%

Complete build size 573.6 mb

Used Assets and files from the Resources folder, sorted by uncompressed size:

**1.5 mb 0.3% Packages/com.unity.render-pipelines.universal/Shaders/PostProcessing/UberPost.shader**

**1.0 mb 0.2% Assets/TextMesh Pro/Resources/Fonts & Materials/LiberationSans SDF.asset**

**611.8 kb 0.1% Assets/Textures/Gravel Cobble Ground Texture.jpg**

**611.8 kb 0.1% Assets/Textures/Gold Texture\_R.tif**

**611.8 kb 0.1% Assets/Textures/Gold Texture\_N.tif**

**611.8 kb 0.1% Assets/Textures/Gold Texture\_M.tif**

**611.8 kb 0.1% Assets/Textures/LiftOffHead.png**

**611.8 kb 0.1% Assets/Textures/LiftOffBody.png**

**611.8 kb 0.1% Assets/Textures/Gold Texture.tif**

**500.4 kb 0.1% Assets/Models/LiftOff@T-Pose.fbx**

BaseLine

Graphical user interface, chart

Description automatically generated

After Object Pooling

Chart

Description automatically generated with low confidence

After Combining Meshes

A picture containing graphical user interface

Description automatically generated

After we used a single MeshRenderer on the tileParent and removed all MeshRenderers from individual tiles:

Graphical user interface

Description automatically generated with medium confidence