Explanation

Repeat the steps from the first lesson and create a single texture atlas.

Now create a Meshes Combiner.

1. **Tools -> NGSTools -> Super Level Optimizer 2 -> Meshes Combiner**.

2. **MeshesCombiner -> Selection Tool -> Add Automatic**.

3. **Press Combine**.

Now all objects should be combined into a single one. With just a few simple steps, we have merged 8 objects with different materials into one object and reduced the number of Draw Calls to 1!