

# Mesh

This volumetric shape allows you to make sounds emanate from a mesh. If your GameObject already has a Mesh Collider then all settings will be automatically copied over.

## MeshCollider

If you set this, then the settings below will automatically be copied from the mesh collider.

## Mesh Filter

If you set this, then the settings below will automatically be copied from the mesh filter.

## Mesh

This allows you to set the mesh used for the shape.

## Is Hollow

Enable this if you only want the sound the emanate from the surface of the mesh.

NOTE: If you disable this then your mesh will be treated as volumetric. For this feature to work correctly, your mesh has to be closed. For example: this will work correctly if your mesh is a torus, but it will not work correctly if it's a 5 sided cube.

## Ray Separation

If your mesh isn't hollow, then set this to some low value (must be higher than 0). You should only adjust this value if the volumetric check fails for meshes. This will typically happen if your mesh is very very small, in which case you'd need to reduce the value until it begins working again.

## Bake Mesh

If you click this button then the mesh will be compiled into a static format that's very efficient.

NOTE: Once you bake a mesh, any changes made to the mesh will be ignored until you bake it again. This means that you cannot use dynamic meshes with the baking feature, unless you bake it every time you finish modifying it.

## Clear Baked Mesh

If you click this button then the compiled mesh data will be deleted.