Initial Build Report

Build Report

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

Textures 9.2 mb 66.6%

Meshes 830.9 kb 5.9%

Animations 149.9 kb 1.1%

Shaders 2.3 mb 16.5%

Other Assets 1.1 mb 7.9%

Scripts 207.8 kb 1.5%

File headers 88.4 kb 0.6%

Total User Assets 13.8 mb 100.0%

Complete build size 573.1 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/LiftOffHeadTexture.png**

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

**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/Gold Texture.tif**

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

BaseLine

图表

描述已自动生成

After Object Pooling

电脑萤幕截图

描述已自动生成

After Combining Meshes

日程表

描述已自动生成