



A guide by Meshtint Studio

## Meshtint Studio



Website: www.meshtint.com

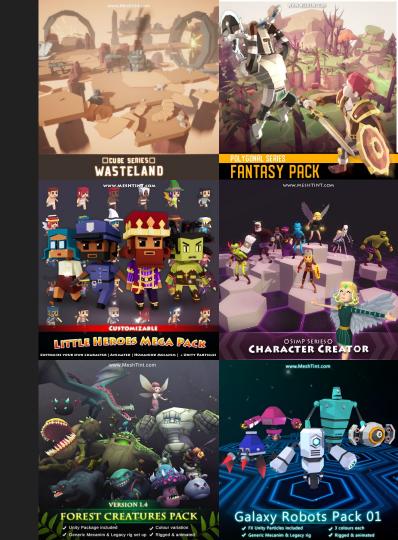
Unity Asset Store: <a href="https://assetstore.unity.com/publishers/3867">https://assetstore.unity.com/publishers/3867</a>

Email: info@meshtint.com

Facebook: <a href="https://www.facebook.com/MeshTint/">https://www.facebook.com/MeshTint/</a>

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Youtube: https://www.youtube.com/channel/UCG9WBTCp07YIzYkz31BFchg



## **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 that 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 (<u>Click link here</u>)
  - Mesh Animator (<u>Click link here</u>)
- One efficient 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 (<u>Click link here</u>)
- 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 <a href="https://www.meshtint.com">www.meshtint.com</a>