



# Hospital Pack

SUPER SERIES

A guide by Meshtint Studio

# Meshtint Studio

Website: [www.meshtint.com](http://www.meshtint.com)

Unity Asset Store: <https://assetstore.unity.com/publishers/3867>

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



CUBE SERIES  
**WASTELAND**

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CUSTOMIZABLE

**LITTLE HEROES MEGA PACK**

CUSTOMIZE YOUR OWN CHARACTER | ANIMATED | HUMANOID MECANIM | + UNITY PARTICLES

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VERSION 1.4

**FOREST CREATURES PACK**

✓ Unity Package Included    ✓ Colour variation  
✓ Generic Mecanim & Legacy rig set up    ✓ Rigged & animated



POLYGONAL SERIES  
**FANTASY PACK**

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OSIMP SERIES  
**CHARACTER CREATOR**

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**Galaxy Robots Pack 01**

✓ FX Unity Particles included    ✓ 3 colours each  
✓ Generic Mecanim & Legacy rig    ✓ Rigged & animated

# 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 than 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 ([Click link here](#))
  - Mesh Animator ([Click link here](#))
- One efficient way 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 ([Click link here](#))
- 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 [www.meshtint.com](http://www.meshtint.com)