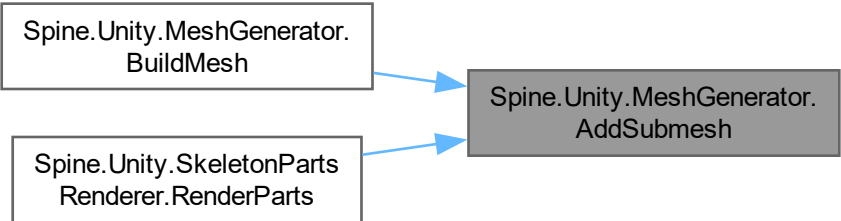


Spine.Unity.MeshGenerator.
BuildMesh

Spine.Unity.SkeletonParts
Renderer.RenderParts

Spine.Unity.MeshGenerator.
AddSubmesh



```
graph LR; A[Spine.Unity.MeshGenerator.BuildMesh] --> C[Spine.Unity.MeshGenerator.AddSubmesh]; B[Spine.Unity.SkeletonPartsRenderer.RenderParts] --> C;
```