```csharp
using System.Collections;
using System.Collections.Generic;
using UnityEngine;

public class Generator : MonoBehaviour
{
    private GameObject _feet;
    public float widthMesh = 50f;
    public float heightMesh = 50f;
    void Start()
    {
        _feet = GameObject.Find("TTBFeetB") as GameObject;

        MeshFilter m_f = GetComponent<MeshFilter>();
        Mesh _mesh = new Mesh();
        m_f.mesh = _mesh;
        //âåðøèíè
        Vector3[] _vect = new Vector3[4] { new Vector3(0f, 0f, 0f), new
Vector3(widthMesh, 0f, 0f), new Vector3(0f, heightMesh, 0f), new
Vector3(widthMesh, heightMesh, 0f) };
    //Òðèêóòíèêè
    int[] tri = new int[6]
    {
            0,2,1,2,3,1
    };
        //â³äîáðàæåííÿ òåêñòóð
        Vector2[] _uv = new Vector2[4] {
        new Vector2(0f,0f),new Vector2(1f,0f),new Vector2(0f,1f),new
Vector2(1f,1f)};



        _mesh.vertices = _vect;
        _mesh.triangles = tri;
        _mesh.uv = _uv;
}
// Update is called once per frame
void Update()
    {

    }
}
```