Asset Hunter
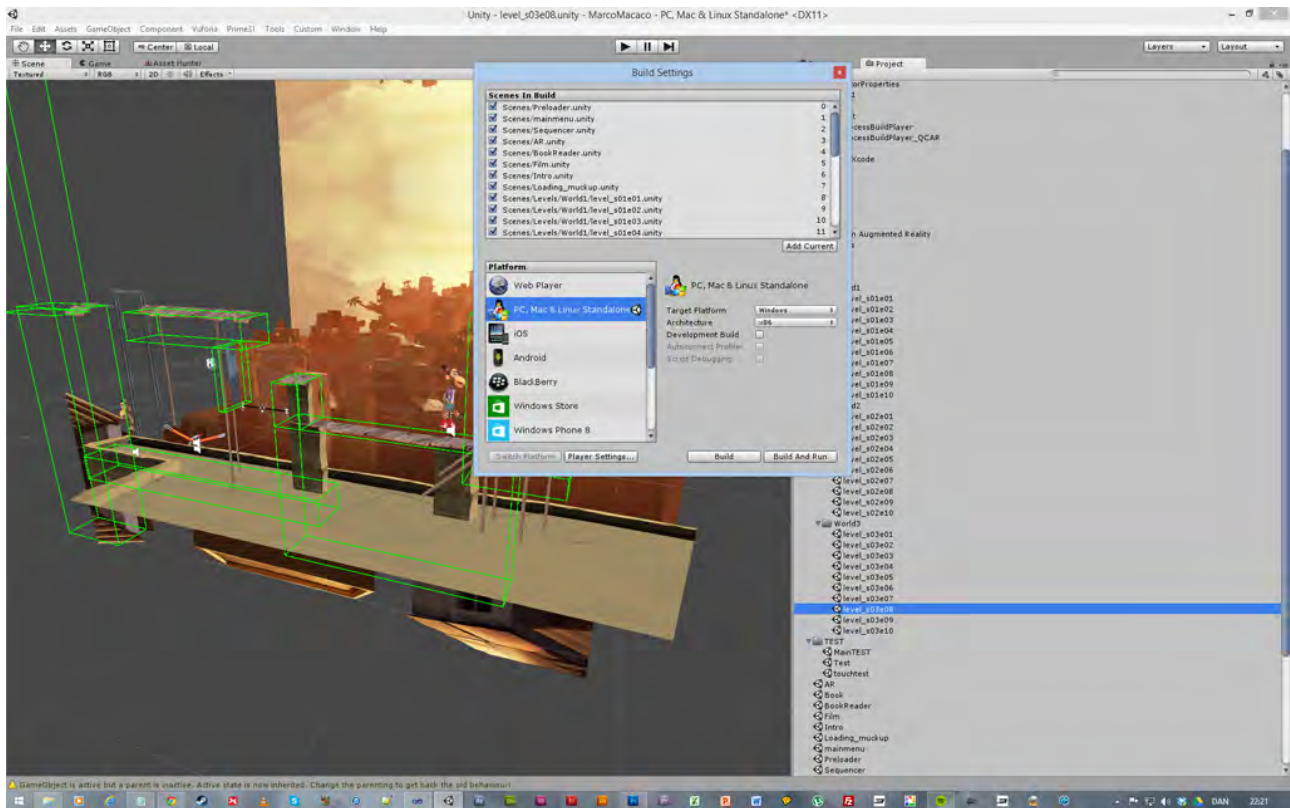
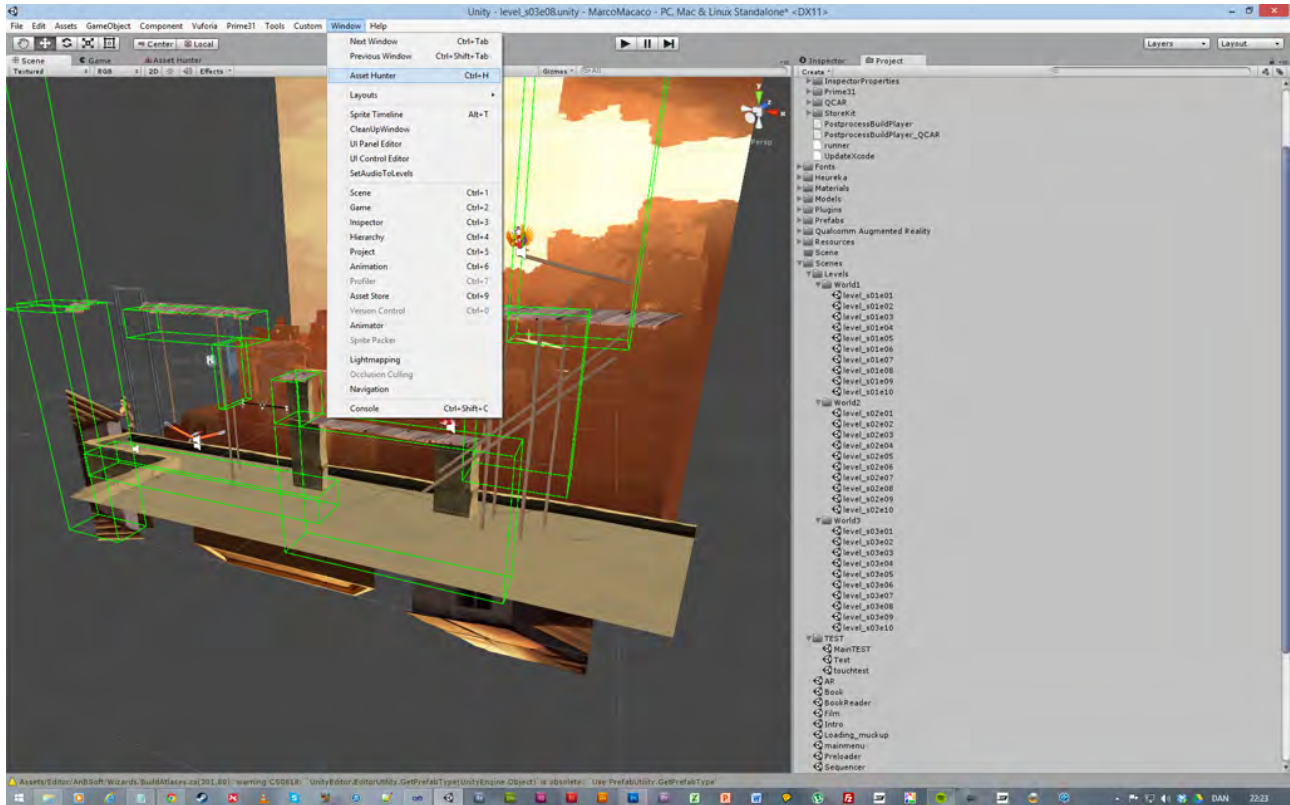Using Asset Hunter is extremely easy, and literally works at the push of a button.

Contents

Step 1: Make a build

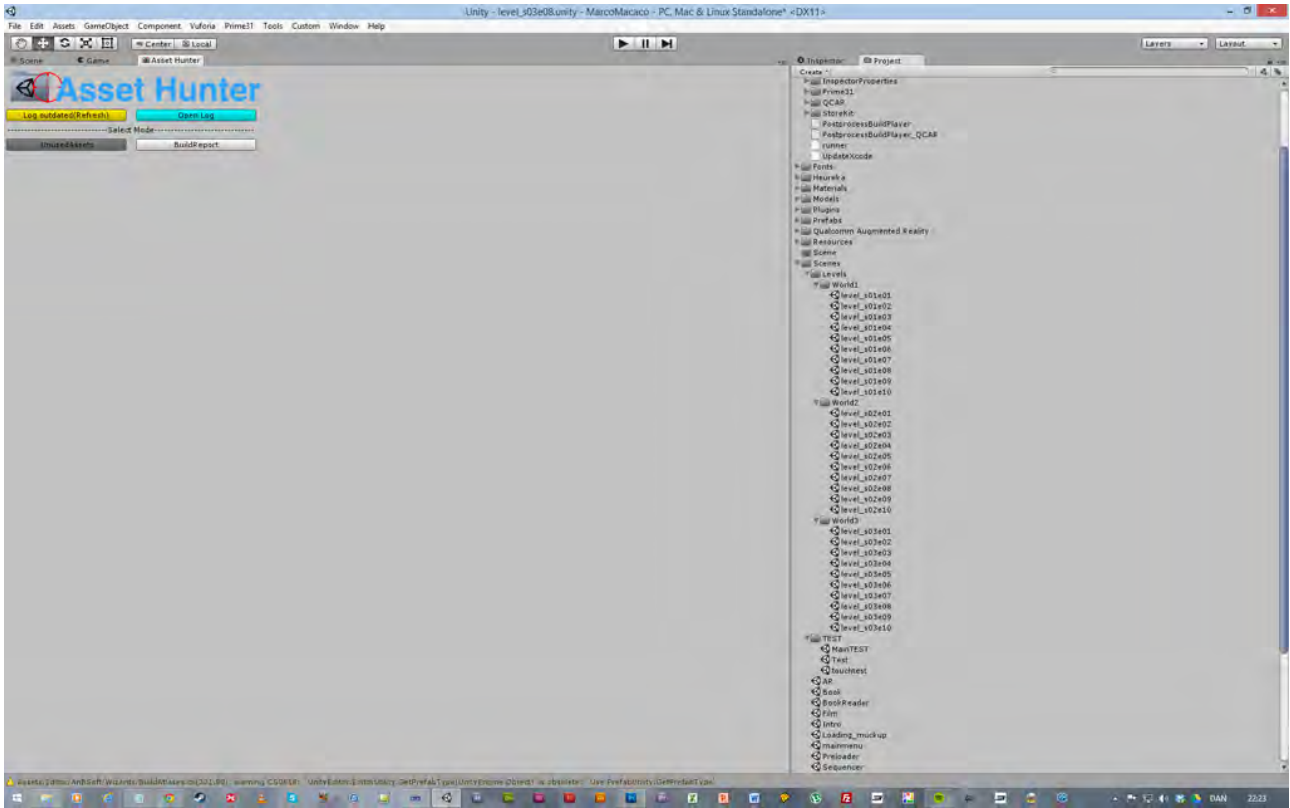Open the Build Settings (ctrl+shift+b) and create a build

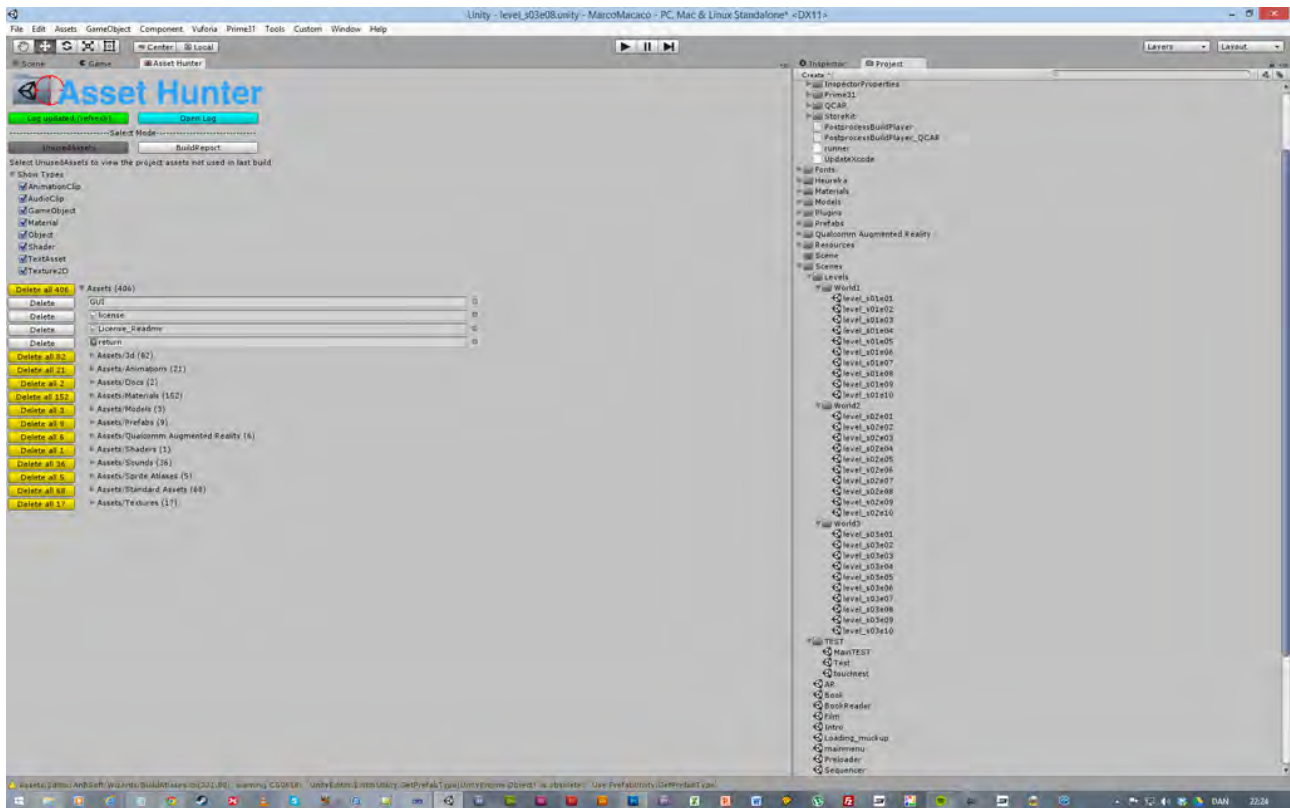## Step 2: Open Asset Hunter Window

("Window->Asset Hunter" or ctrl+h)

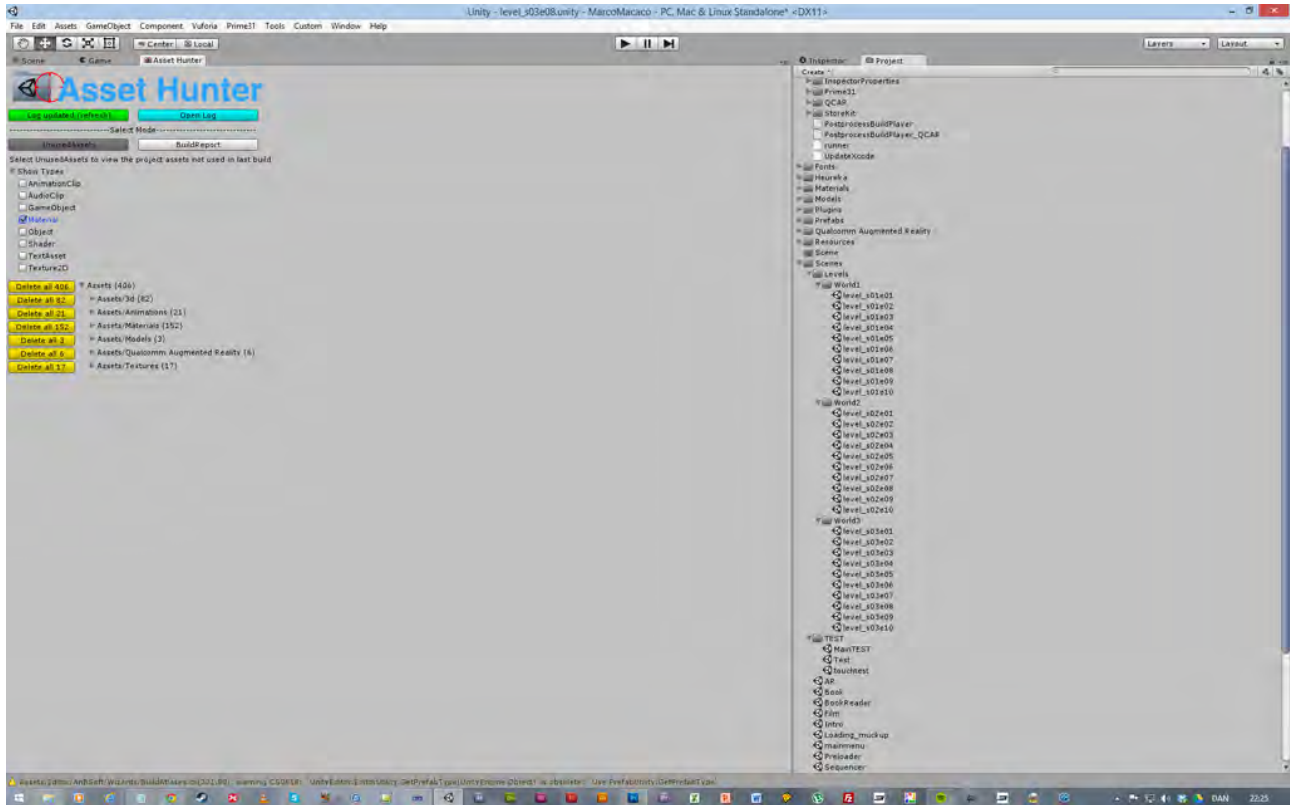## Step 3: Press Button

The yellow button, marked "refresh"!

Step 4: See the unused assets

Wait and let the tool analyse your build log and scene files, and you will see a complete list of all unused assets in your project
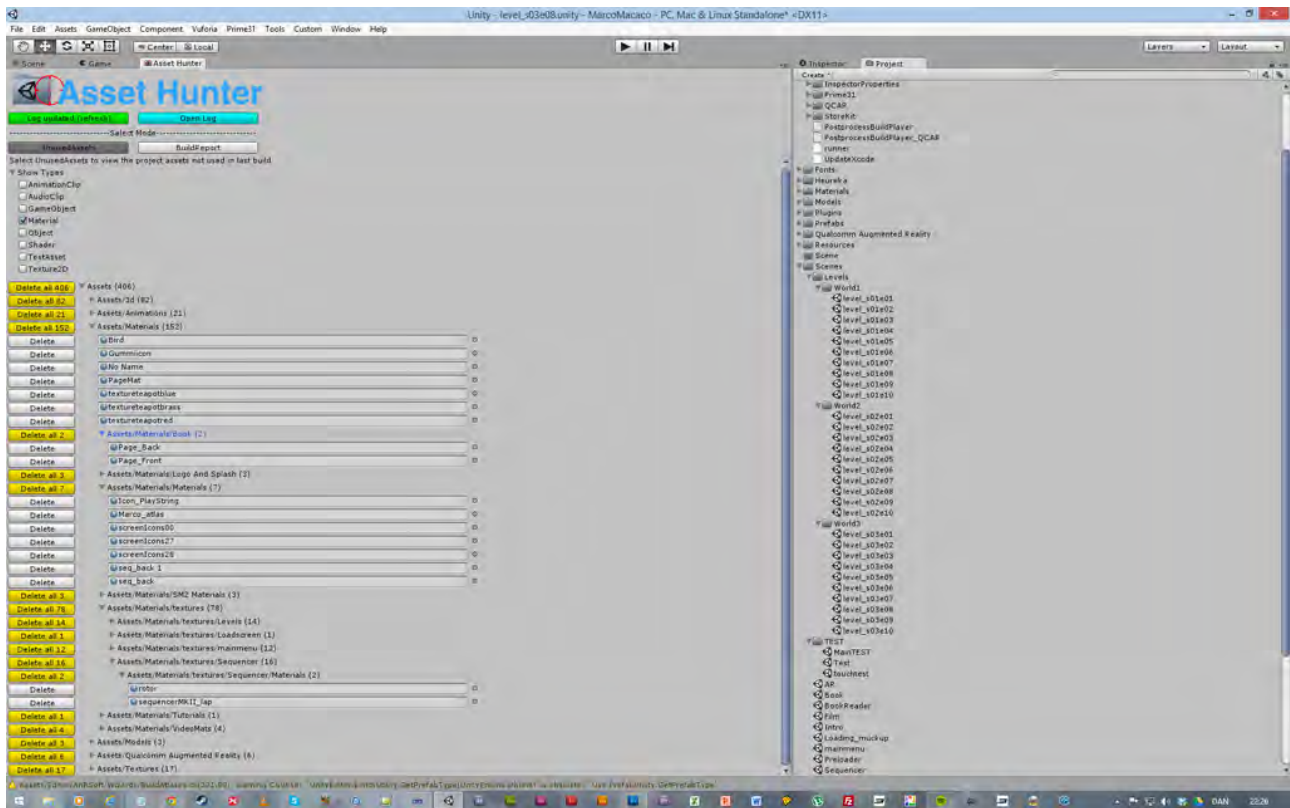
Step 5: Limit by type

You can select to view only certain types, i.e materials
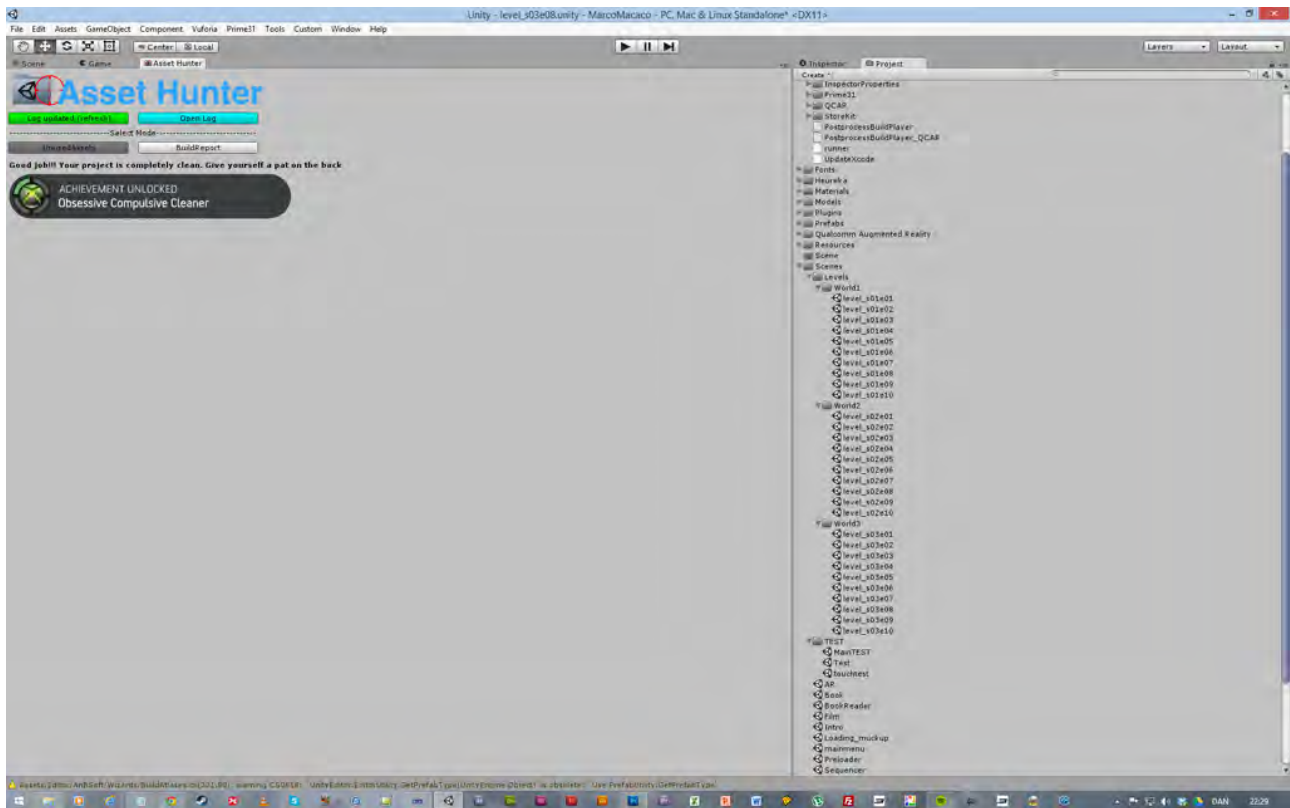
Step 6: Expand folder structure

The unused asset list has a fully functional folder structure making it easy to navigate and getting an overview.

Step 7: Little reward

And as a little reward, if you fully clean your project, I'll give you an achievement!

The build log

Aside from listing all the unused assets, Asset Hunter also provides you with an overview of all the assets used in the build, and their respective uncompressed size. This can help you minimize the final buildsize. Also lists all included assemblies, again making it easier for you to minimize buildsize.