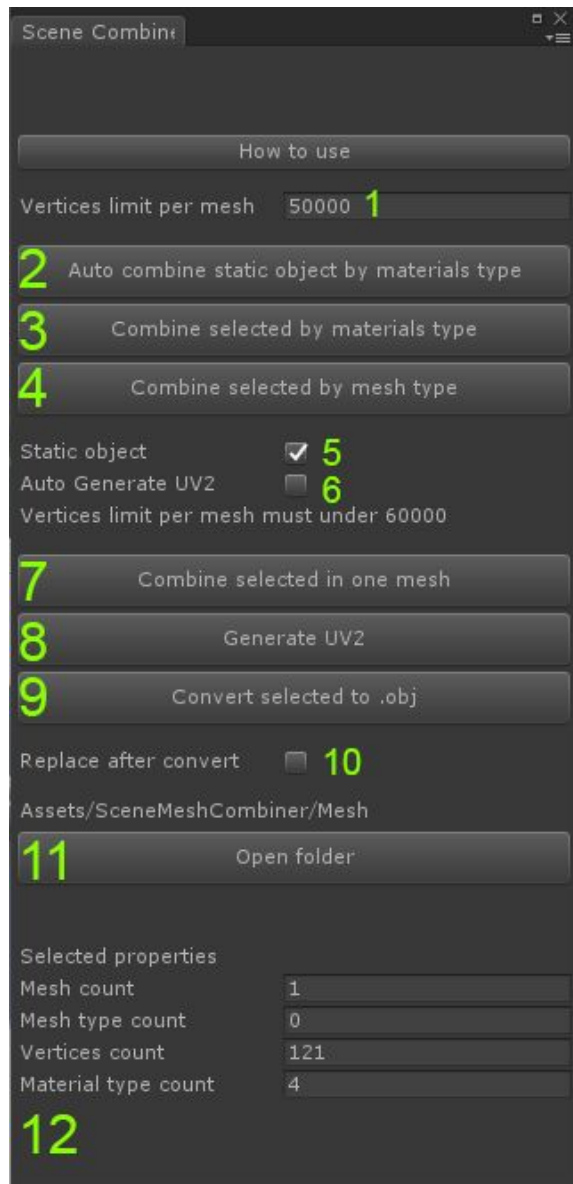


# Scene Mesh Combiner Tools

## How to use

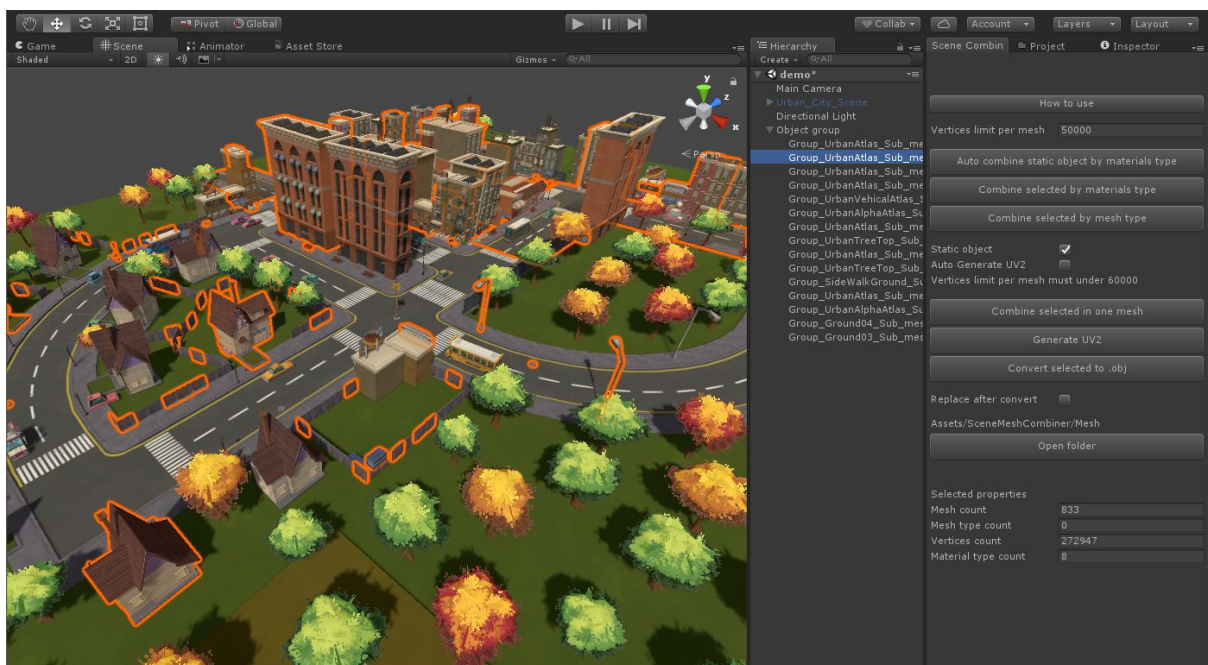
After imported to open a tool please go to **Windows > Scene Mesh Combiner tool**



1. Vertices limit is a number of vertices per mesh. this number must under 64k and under 50k for UV2 generate
2. Auto select and combine all static scene objects by group them with material type.
3. Combine selected game objects by group them with material type.
4. Combine selected game objects by group them with mesh type.
5. Auto set the objects to static after combined.
6. Auto generate UV2 for light baking this process will freeze the editor a couple second depending on how much vertices or number of meshes.
7. Combine selected to a single mesh no materials type considered and limited by **Vertices limit per mesh** parameter.
8. Generate new UV2 for selected objects this process will freeze the editor a couple second depending on how much vertices or number of meshes.
9. Convert seleted to .obj and save as asset model in Assets/SceneMesh/Combiner/Mesh/
10. replace all object after converted with new .obj object.
11. Open Mesh folder
12. Objects selected properties. you can see all the information.

The screenshot displays the Unity 5.6.0f3 development environment. The main 3D viewport shows a city scene with various buildings, roads, and trees. The Hierarchy panel on the right lists the scene's objects, including 'Main Camera', 'Urban\_City\_Scene', and a 'Ground' object with multiple 'Road' and 'Road\_L' sub-objects. The Inspector panel on the far right shows the 'Scene Combiner' component, which is currently set to 'Auto Generate UV2' and 'Combine selected by materials type'. The 'Assets/SceneMeshCombiner/Mesh' folder is open, showing a list of mesh assets.

**Auto combine static object by material type**  
But make sure all the scene must set as **Static**



After this process the object group up and combined separated by Materials type, and original objects are just hidden there so you can re activate anytime.

