Navmesh

A navmesh is a way to allow for an object to navigate an area avoiding obstacles. We will be looking at how to bake a navmesh and what some of the properties are used for. First we will need an area with a floor and a few walls for the objects to avoid. When you add a navmesh you will need to define a number of aspects such as distance from static objects, clearance height for doors, maximum walk angle, etc. Then you need to make sure that all your walls and floors are marked as static so that the navemesh knows where the walkable areas are. Finally you are ready to build your navemesh.