Video Tutorial : https://youtu.be/LXZSc37_RjM

Introduction

Hi, guys! Today we are going to delve into MeshFusion Pro, and I will show you how to use it to optimize your Unity project. In the "Preparation" and "Quick Start" sections, I'll give you the necessary basics, and then we'll take a closer look at the components of MeshFusion Pro. Let's get started!

Preparation

You need to install two packages, Burst and Collections, into your project.

1. Open “Package Manager window”
2. Install Burst package
3. Click on “+” -> “Add from git”
4. Enter “com.unity.collections”
5. Install

Quick Start

For objects in your scene to be combined using MeshFusion Pro, you need to have two components – MeshFusionController and MeshFusionSource.

You can create a MeshFusionController through a special menu in the Tools tab. (Tools->NGSTools->MeshFusionPro)

MeshFusion Pro supports three types of objects: static, dynamic, and LODGroups. These objects can already be in the scene, or they can be created in runtime or even be procedurally generated. All you need to do is attach the desired component to the object.

Quick Start: MeshFusionSource

For an object to be successfully combined, it must have MeshRenderer and MeshFilter , or LODGroups components.

Attach the StaticMeshFusionSource component on static objects, DynamicMeshFusionSource on dynamic ones, and LODMeshFusionSource on LODGroups.

After you attach one of the three components on an object, you can see a message if such an object is not compatible with the MeshFusionPro system, and also the reason for the incompatibility.

QuickStart: SourceTracker

If your object is interactive, you can additionally attach the SourceTracker component on such an object.

For static objects and LODGroups, this component will work like this: if the original object is destroyed, part of the combined mesh will also be destroyed.

If you attach SourceTracker on a dynamic object, it will track the movements of this object.