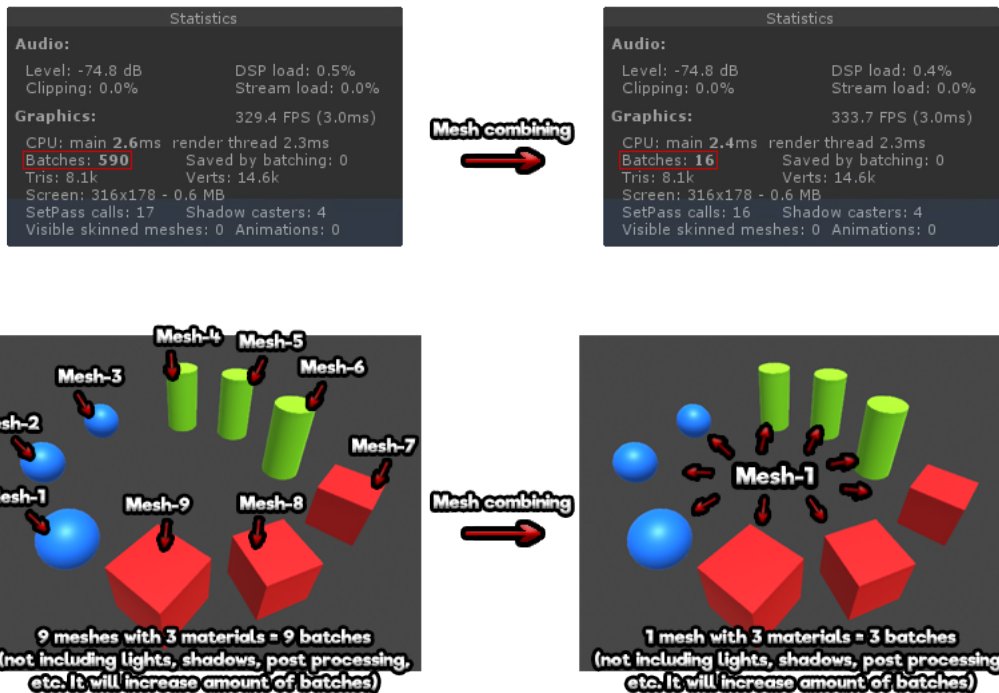# Mesh Combiner

Mesh Combiner is a little script which can **combine different meshes into one mesh** for reduce the amount of batches / draw calls, making your game more optimized.

Tutorial video:

https://youtu.be/PxkthEMiEQI

The video content:

Mesh Combiner

1. What is a Mesh Combiner? (00:05)
2. Mesh combining with the same material. (00:15)
3. Mesh combining with the same material & colliders. (01:23)
4. Mesh combining with different materials. (02:16)
5. Saving created mesh. (03:08)
6. How to prevent some meshes from combining? (03:30)
7. Mesh combining via code. (04:04)
8. Optimization example. (05:02)

Mesh combining via code example from the video:

```
public class CombineMeshesOnStart : MonoBehaviour
{
    private void Start()
    {
        MeshCombiner meshCombiner = gameObject.AddComponent<MeshCombiner>();

        meshCombiner.CreateMultiMaterialMesh = true;
        meshCombiner.DestroyCombinedChildren = true;

        meshCombiner.CombineMeshes(false);
    }
}
```

← Add the MeshCombiner component to the gameObject.

← Set MeshCombiner settings.

← Combine children's meshes of this gameObject into one mesh.

Optimization example from the video:

Shadows ON
After mesh combining, a small side effect is the increased number of triangles.

Shadows OFF
Without shadows, the number of triangles is the same.