

# Simplest Mesh Baker

**Simplest Mesh Baker** is a simple plugin that helps you bake multiple meshes into one with just a couple of clicks.

It also includes a **Bone Baker**, a straightforward wrapper for the `SkinnedMeshRenderer.BakeMesh()` method, allowing you to transform `SkinnedMeshRenderer` into `MeshRenderer` while accounting for transformations and poses, also with just two clicks.

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## How to Use

### Installation

To install, copy the **Simplest Mesh Baker** folder into your project.

### Baking Meshes

1. Select GameObjects with `MeshRenderer` or `SkinnedMeshRenderer` components (on the objects themselves or their children).
2. Right-click and select **Bake Meshes**.

### Important Notes:

- A single mesh cannot contain more than 65,000 vertices. If the combined source meshes exceed this limit, **Simplest Mesh Baker** will automatically split them into multiple objects.
- The plugin will prompt: **"Do you want to separate objects with different materials?"**
  1. If you select **Yes**, the source objects with different materials will be baked into separate meshes.
  2. If you select **No**, all meshes will be baked together, and one of the source materials will be applied to the result.
- If some (but not all) source meshes use UVs, vertex colors, or normals, the plugin will ask how to handle this. You can choose to:
  1. Remove these features from all objects.
  2. Add default values where needed.

After this, the plugin will ask: **"Do you want to remove the source objects?"**

- Select **Yes** to remove them.

- Select **No** to keep the original objects.

Finally, a popup will appear showing the number of baked objects created.

## Baking Bones

1. Select GameObjects with **SkinnedMeshRenderer** components (on the objects themselves or their children).
2. Right-click and select **Bake Bones**.

The plugin will prompt: **"Do you want to remove bones after baking?"**

- Select **Yes** to remove them.
  - Select **No** to keep the bones.
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## YouTube Tutorials

- [How to Bake Meshes](#)
  - [How to Bake Bones](#)
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## Support and Feedback

You can report bugs or submit pull requests on GitHub:

<https://github.com/Kovnir/UnitySimplestMeshBaker>

If you have any problems or ideas, feel free to contact me at:

**[kovnir.alik@gmail.com](mailto:kovnir.alik@gmail.com)**

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Thank you for using Simplest Mesh Baker! 😊