

Digital Opus

MESH BAKER MANUAL



Table Of Contents

- [Contact And Support](#)
- [Quick-start \(Combining Meshes and Materials\)](#)
- [How It Works](#)
- [Combining Skinned Meshes](#)
- [Baking Meshes Without Creating An Atlas First](#)
- [Recommended Workflow](#)
- [Preparing Models For Static/Dynamic Batching \(Batch Prefab Baker\)](#)
- [Preparing Models For Static/Dynamic Batching Legacy Method \(Bake Mesh Assets In Place\)](#)
- [Combining Meshes at Runtime \(Bake Texture Atlases Only\)](#)

- [Multiple Materials](#)
- [Options](#)
 - Fix Out-Of-Bounds UVs
 - Atlas Padding
 - Resize Power of 2 Textures
 - Custom Shader Property Names
 - Lightmapping UVs
- [Best Practices](#)
- [Creating Custom Group By Filters](#)
- [Runtime Use \(Advanced\)](#)
- [FAQ](#)

Contact And Support

You can contact DigitalOpus for support or questions:

- Unity forum Mesh Baker thread (preferred) :<http://forum.unity3d.com/threads/mesh-baker-by-digital-opus-released.159258/>
- DigitalOpus website: <http://digitalopus.ca/>
- Email: contact.digitalopus@gmail.com

Quick-start (Combining Meshes and Materials)

This is not the only way to use Mesh Baker but it is a common use case.

1. Create a new Mesh Baker object in your scene. If your source objects exceed 64k vertices use a Multi Mesh And Material Baker
 - GameObject -> Create Other -> Mesh Baker -> Mesh And Material Baker
2. Add objects to combine. For best results, these should use the same shader(s), but they don't have to. Use the provided tools to make this fast and easy.
3. Click 'Create Empty Assets For Combined Material'. This will create material assets for the combined material(s) and also an MB2_TextureBakeResults asset that contains information mapping materials to UV rectangles in the atlases.
4. Select shader on Combined Mesh Material. Mesh Baker tries to duplicate the material settings on the first object in the list of objects to combine. Mesh Baker will build a texture atlas for each texture property in this shader (main, bump, specular etc...).
5. Set any options then click 'Bake Materials into a Combined Material'.

6. Look at warnings / errors in the console. Decide if action needs to be taken. Look at the combined material asset in the inspector to see that the generated atlases look correct. You may need to adjust non-texture properties in the combined material shader(s) to match the source material(s).
7. If your meshes are distributed throughout the scene or clustered you may want to use the MB3_ClusterGrouper to group your meshes into multiple combined meshes. This will create several MB3_MeshBaker components.
8. In the MB3_MeshBaker component click 'Bake'. This will create the combined mesh and a new game object that uses it. The combined mesh is an instance (not an asset) so it can't be used in a prefab. If you want to use the combined mesh in a prefab then select "output" -> "bake into prefab" (Create a prefab with an empty GameObject and drag it to the resultPrefab slot). The mesh will be saved as an asset and assigned to the provided prefab.
9. (optional) Disable renderers in source objects.

Once this has been done, you can remove the Mesh Baker object from the scene or keep it around for easy re-baking. If anything changes in any of your source models or textures, just bake again to regenerate the combined mesh and texture atlases.

How It Works

Mesh Baker consists of two core components. A MB3_TextureBaker component and a MB3_MeshBaker component. These components can be used together or separately.

The MB3_TextureBaker creates atlas assets and a special Material Bake Result asset that maps the source materials to UV rectangles in the atlases. Once this has been created then **any mesh that uses the source materials can be added to the combined mesh, even meshes that were not included in the texture bake.**

The user must provide:

- A Combined Mesh Material and set the shader on this material
- A Material Bake Result (MB2_TextureBakeResults)
- A list of game objects with MeshRenderers or SkinnedMeshRenderers to be combined

MB3_TextureBaker has a list of names of common texture properties that it looks for in the Combined Mesh Material shader. An atlas will be created for each texture property found in this shader. If the shader contains texture properties with non-standard names these should be added in the list of "Custom Shader Property Names". For each object to be combined, the

materials on that object are collected and the textures in those materials are added to the appropriate atlases. If a material does not have a required texture property or a texture is not assigned for a property then Mesh Baker makes a calculated guess at the correct color for the atlas based on the name of the texture property and other properties that may be present. For example if an Emission texture slot is empty Mesh Baker will use the EmissionColor if it is present. If a source material has extra texture properties not included in the Combined Mesh Material shader, then these are ignored. If a material uses tiling then that tiling will be baked into the atlas up to the “maximum tiling bake size”. Textures that are used more than once on the source objects will only be included once in the atlas provided they use the same tiling and offset.

The generated atlases are added to the Material Bake Result (MB2_TextureBakeResults) asset. This asset also contains information mapping source materials to their texture locations (UV rectangles) in the atlases.

The Material Bake Result asset can be used in other scenes or even exported with the combined material and atlases and used in another project.

The user then uses the MB3_MeshBaker component to combine the meshes. This can step can happen in a different scene or a different project as long as the user has generated a Material Bake Result asset. The user must provide:

- A Material Bake Result (MB2_TextureBakeResults) asset. This is usually the same as the one used by the MB3_TextureBaker component.
- A list of objects to be combined (game objects or prefabs with MeshRenderers or SkinnedMeshRenderer components). This is usually the same as the list of objects used to build the atlases, however it can include objects not on that list as long as all materials on included objects have been baked into the Material Bake Result.

As each mesh in the list of objects to be combined is added, mesh baker uses its materials to look up the correct UV rectangle in the MB2_TextureBakeResults object. The UVs in the mesh to be added are scaled to fit this UV rectangle. If “fix out of bounds UVs” was checked in the MB3_TextureBaker component then UVs are scaled to be in the range 0,0 .. 1,1. All submeshes on the source objects are collapsed into a single mesh unless the user is using the multiple combined materials option in which case Mesh Baker creates submeshes.

The MB3_MeshBaker component internally keeps track of the objects in the combined mesh so it is possible to quickly add and remove objects at runtime.

What is done with the combined mesh depends on the “output” option selected.

- Bake into scene object: A new game object is created in this scene and a MeshRenderer or SkinnedMeshRenderer is added. The mesh is an instance so the created game object won't work as a prefab.
- Bake into prefab: The user must provide a prefab containing a game object. The mesh is saved as an asset and it is added to the prefab.
- Bake meshes in place: See the section [Preparing Models For Static/Dynamic Batching \(Bake Mesh Assets In Place\)](#)

Combining Skinned Meshes

Combining SkinnedMeshRenderers is no different than combining ordinary meshes except that the “Render” field should be set to “SkinnedMeshRenderer”. You can even combine a group of MeshRenderer objects into a single skinned mesh.

You can build custom SkinnedMesh characters by mixing and matching arms, legs, hands, feet, heads, hair etc... To do this:

- Each source mesh (arm, leg etc...) must be its own skinned mesh
- All source meshes must be attached to the same rig when imported
- To ensure joins are seamless:
 - Vertex positions at the joins must be identical in the source meshes that share a join.
 - The BoneWeights at the joins must be identical in the source meshes.

There are some special considerations when combining meshes into SkinnedMeshRender:

- You must leave the original SkinnedMeshRender bones in the scene, since the original bones are used by the animations and the combined SkinnedMeshRender object. Disable the SkinnedMeshRender component on the source objects.
- ***If animations stop working after combining***
 - ***Check the “culling type” on the animation.*** Unity is probably culling the animation:
 - Set the animation component culling type to “Based On Clip Bounds” or “Always animate”. Avoid “based on renderers” since the original renderer is disabled.
 - Mesh Baker includes a component for culling out of bound animations.

- Alternatively you can move the bones underneath the Animator component in the hierarchy.
- **You may need to update the “bounds” field of the combined skinned mesh.** This bounds is NOT updated automatically. Unity culls a skinned meshes if its bounds are outside the camera frustum. If you have combined several skinned meshes that can move some unpredictable distance apart then you will need to update the bounds of the skinned mesh. Mesh Baker includes two scripts that can be attached to your combined mesh that will update the bounds. You can also call the UpdateSkinnedMeshBounds methods on the mesh baker components if these have been left in the scene. Updating the bounds every frame is expensive so consider carefully if the bounds could be static or adjusted infrequently **THERE IS A BUG IN UNITY SET AND UNSET THE `updateWhenOffscreen` FIELD OR THE UPDATED RENDER BOUNDS IS IGNORED:**
 - MB2_UpdateSkinnedMeshBoundsFromBones
 - MB2_UpdateSkinnedMeshBoundsFromBounds
- SkinnedMeshRender objects to be combined do not need to share a common parent.
- **You can combine MeshRenderer objects with SkinnedMeshRenderers.** This is useful for adding hats, weapons, armor etc. to skinned characters. The transform that the MeshRenderer is attached to becomes a bone.
 - Parent the MeshRenderer object to the appropriate bone (for example a skinned character’s hand)
 - Position, rotate and scale it correctly
 - Include it in the list of objects to be combined
- If you want to make a prefab out of the combined SkinnedMeshRenderer, then all the bones (source objects) must be included in the prefab. See the FAQ for the procedure for this.
- You can customize characters by adding or removing swords, weapons, armour, etc. while the game is playing. To do so, you will need to bake all the textures that could possibly be added into the **combined material**. A subset of the objects should be baked into the **combined mesh**. Uncheck the Objects To Be Combined -> “Same As Texture Baker” field. Then add this subset of objects that you want to combine in the mesh.
- Mesh Baker cannot combine Skinned Meshes that use blend shapes at this time.
- Mesh Baker cannot combine Skinned Meshes that have “Optimize Game Object” checked in the import settings “Rig” tab.

Baking Meshes Without Creating An Atlas First

If all the meshes you are combining use the same material then you don’t need to bake the textures. You can ignore the MB3_TextureBaker. Simply add your objects to the

MB3_MeshBaker and bake.

Recommended Workflow

To use Mesh Baker quickly and efficiently, it is highly recommended that you use the “Tools For Adding Objects”. These can save you hours of work.

1. Add a Mesh Baker object to your scene.
2. Click “Open Tools For Adding Objects” and then “List Shaders In Scene”. Use the Group By fields to organize this list. You can create a MaterialBaker/MeshBaker object for each group by clicking the button beside the group. If there is a Group By filter that you would like but is not provided it is VERY easy to create your own custom group by filters. See the section later in this manual.
3. If you want to add objects to an existing Mesh or Material Baker you can use the “Search For Meshes To Add” tab.
 - Drag the target Mesh or Material Baker to the “Target to add objects to” slot.
 - Select objects in the hierarchy and click “Add Selected Meshes”. Mesh Baker crawls through the selected objects (including their children) and adds objects with Renderers attached. It applies the filters as it goes.
4. Bake the materials and meshes.
5. Keep the Mesh Baker objects around. You can disable them if you like. If any of your source objects change, then just re-bake.

If the source objects are needed in physics calculations or have scripts on them, you may want to keep the source objects in the scene with the render components disabled.

Preparing Models For Static/Dynamic Batching (Batch Prefab Baker) AKA Combining Textures Without Combining Meshes

Unity’s static/dynamic batching only works with meshes that use the same material. If you have meshes that use different materials, the Batch Prefab Baker feature can create a combined material, and copies of your prefabs that use the combined material. The duplicate prefabs (using the combined material) will now be batched by Unity.

1. (Optional) Open an empty scene for creating the prefabs.

2. Create a Batch Prefab Baker from GameObject -> Create Other -> Mesh Baker -> Batch Prefab Baker.
3. Bake the materials together on the prefabs using the MB3_TextureBaker component on the Batch Prefab Baker. You may need to create instances of the prefabs in your scene to do this step.
4. Enter the number of prefabs to bake in the 'Prefab Rows Size' field.
5. Drag source prefab assets to the 'Source Prefab' slots. These need to be project assets NOT scene objects. Renderers do not need to be in the root of the prefab. There can be more than one renderer in each prefab.
6. Create some prefab assets of empty game objects and drag them to the 'Result Prefab' slots.
7. Click Batch Bake Prefabs.

Preparing Models For Static/Dynamic Batching Legacy Method (Bake Mesh Assets In Place)

This is an older method for preparing models for static/dynamic batching. It has more steps but is more flexible so it may work in cases where the previous method does not.

1. Create a new Mesh Baker object in your scene under the Game.
 - GameObject -> Create Other -> Mesh Baker -> Mesh And Material Baker
2. Create combined material asset(s).
3. Select shader on result material(s). Mesh Baker will build a texture atlas for each texture property in these shaders.
4. Add objects to combine. **These can be prefabs.** If you use scene objects, the translation/rotation/scaling will be baked into the saved meshes (which may not be what you want). You probably want the prefab at position (0,0,0), rotation (0,0,0) scale (1,1,1).
5. Set any options, then click 'Bake Materials into a Combined Material'.
6. Look at warnings / errors in the console. Decide if action needs to be taken.
7. Set the output to "bakeAssetsInPlace".
8. Choose a directory where the generated meshes will be saved.
9. Click "bake". This will create a new mesh asset for every mesh in the list of objects to combine. Look in the console for a list of all the meshes that were created.
10. For each prefab in the list of objects to combine.
 - Replace the mesh with the generated mesh
 - Replace the material(s) with the combined material(s)

Your objects are now ready for static/dynamic batching!

Combining Meshes at Runtime (Bake Texture Atlases Only)

See below. This is an advanced topic.

Lightmapping

Lightmapping in Unity 5 is very different than in Unity 4.

Unity 4

The safest approach is to generate_new_UV2 layout and re-bake the lightmaps after the combined mesh has been generated.

Alternatively it is possible to combine meshes that have been lightmap baked and preserve the lightmapping on the combined mesh provided all source meshes use the same lightmap. To do this choose the preserve_existing_lightmapping option. Check the console for warnings and errors after baking.

Unity 5

Unity 5 uses a completely different lightmapping system and also includes precomputed GI for static objects.

The safest approach is to generate_new_UV2 layout or ignore_UV2 and re-bake the lightmaps after the combined mesh has been generated. Note that if no UV2 is present in the combined mesh Unity will try to use the UV channel when baking the lightmaps. This is a problem if there are overlapping islands in the UV layout. There are some important settings in the lighting panel that affect the quality of the lightmapping:

- Ensure the combined mesh is marked “Lightmap Static” in the object tab
- Lightmap Scale can affect quality. If it is set too large look for a warning “Objects size in lightmap has reached maximum atlas size”. Reduce the scale until this warning does not appear.

- In the Lighting -> Scenes tab experiment with the Baked Resolution and Baked Padding values.
- Unity 5 does not like lightmapping objects that are very large scale in the scene. The performance and quality are poor. Consider baking parts of the scene that are close together.

The `preserve_existing_lightmapping` does not work in Unity 5.

Multiple Materials:

Some meshes use submeshes. A submesh is nothing more than an extra list of triangles in a mesh so that an extra material can be applied. A mesh can have one material for every list of triangles (submesh) it contains.

By default Mesh Baker will collapse all source submeshes into a single submesh in the combined mesh. Mesh Baker treats each submesh as if it were its own mesh. Think of each submesh as its own entry in the the list of Objects To Be Combined. This is often preferable to preserving the submeshes as it results in fewer draw calls.

The Multiple Combined Materials feature allows you to create a combined mesh with submeshes and gives you fine grained control over how the source submeshes map to the submeshes in the combined mesh. To enable the feature check “Multiple Combined Materials.

If you are combining tree creator trees. There are additional tips in the FAQ.

To use this feature you must define a mapping so that Mesh Baker knows which submesh in the combined mesh a source submesh should map to. Mesh Baker uses the Material that is on a submesh in the mapping definition. Consider this trees example:

Banyan

Banyan Bark (Soft Occlusion Bark)
Banyan Leaves (Soft Occlusion Leaves)

Alder

Alder Bark (Soft Occlusion Bark)
Alder Leaves (Soft Occlusion Leaves)

Birch

Birch Bark (Soft Occlusion Bark)
Birch Bark (Soft Occlusion Leaves)

Combined Mesh

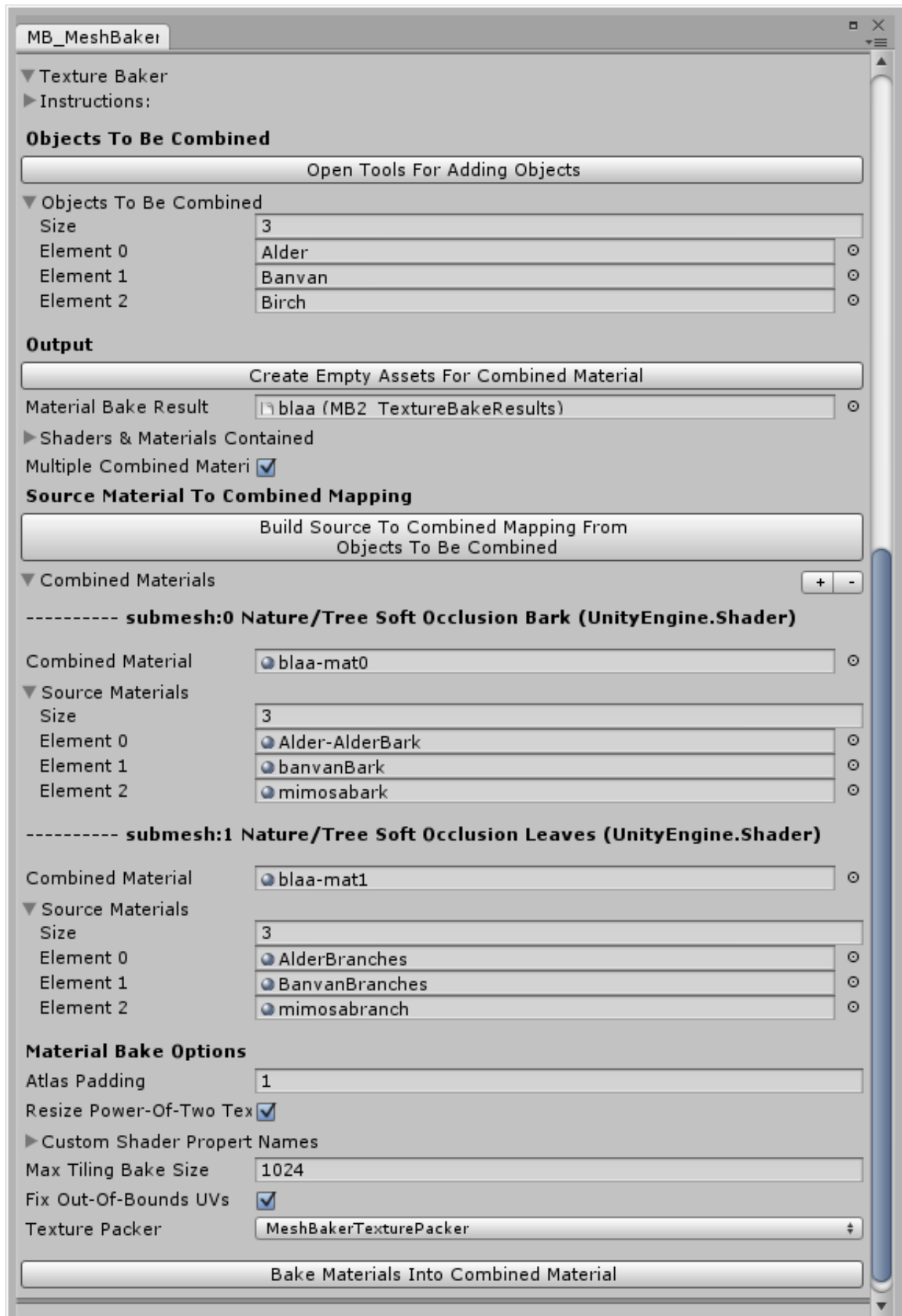
Bark (Soft Occlusion Bark)
Leaves (Soft Occlusion Leaves)



We want the source submeshes with bark materials mapped into one submesh in the combined mesh, and the all the submeshes with leaf materials combined into a different submesh in the combined mesh.

1. Add your objects to combine. If you do this first then mesh baker can examine the shaders on these objects and try to generate the source material to combined material mappings automatically for you.
2. Click "Create Empty Assets For Combined Material".
3. Click the "Multiple Combined Materials" checkbox. Notice that the "Combined Material" field is replaced by a list of materials.
4. Try the "Build Source To Combined Mapping From Objects To Combine" button. Look at the results. You can modify it as desired.
5. Click the "+" or "-" buttons to add or remove mappings.
6. Drag material assets to the slots in the mapping list.

Here is how the inspector should look in the example given above.



Options

Fix Out-Of-Bounds UVs

What It Does: Some models have UVs outside the range 0..1. This produces the same result as tiling. These meshes are hard to combine, because the tiling will pick up neighboring textures in the atlases. Fix Out-Of-Bounds UVs will scale the UVs in the model so that they fit inside the 0..1 range. Tiling will be baked into the combined texture.

When To Use It: The “List Shaders In Scene” report will tell you if you have UVs outside the range 0..1 on your models. Fix Out-Of-Bounds UVs is often the only way to have tiling models share textures in an atlas. Be aware that using this feature is sometimes not the best choice. For example, consider a castle model with many different parts (towers, walls, buttresses, etc). Each part tiles the same tiny brick texture. These can all be combined together (with tiling) provided the brick texture is the only texture in the atlas. This is probably a better choice than baking the tiling on each piece into one huge atlas.

Atlas Padding

What It Does: Adds a clear border around the textures in your atlas so that adjacent textures don't bleed into each other.

When To Use It: Normally, a value of 1 or 2 pixels produces good results. If your textures to be combined already have a clear border, you could set the border to 0.

Texture Packer

What It Does: Mesh Baker can use three different texture packing algorithms.

- **Unity's Pack Textures** always packs textures into an atlas that has power-of-two dimensions. This can lead to wasted space in atlases. This texture packer can also generate MissingReferenceExceptions when combining many textures into a large atlas. If textures are too large for the platform then they will be resized.
- **Mesh Baker Texture Packer** A custom texture packer created for Mesh Baker that handles memory better. If textures are too large for the platform then they will be resized.
- **Mesh Baker Texture Packer Fast** Same as the Mesh Baker Texture Packer but uses a RenderTexture to pack the textures using the GPU instead of the CPU. This is faster and has the bonus that source textures do not need to be in uncompressed format. Great for runtime texture baking. It requires Unity 5 or Unity 4 Pro. If textures are too large for the platform then they will be resized.

Resize Power of 2 Textures

What It Does: If checked, this option shrinks power-of-two textures so they have a border of “atlas padding” around them. For example a 128×512 texture with 2-pixel padding is shrunk by 4 pixels, so that it is 128×512 after padding. This only affects power-of-two textures (32, 64, 128, 512)

When To Use It: You will usually want to leave this feature on if using Unity’s Texture Packer. It is not necessary if using Mesh Baker’s texture packer. This option can dramatically reduce wasted space in the atlases. Unity’s texture packer likes to jump by powers of two (eg.. 512×512 jumps to 512×1024). If you are combining two source textures that are 512×512 each then, after padding (514×514) the atlas will jump to 1024×2048. If you have textures that you really do not want resized, then turn this feature off or set the padding to 0.

Custom Shader Property Names

What It Does: Mesh Baker looks at the properties in the combined mesh shader to decide which atlases to build. It has a list of built in texture property names to look for: “_MainTex”, “_BumpMap”, “_BumpSpecMap”, “_DecalTex”, “_Detail”, “_GlossMap”, “_Illum”, “_LightTextureB0”, “_ParallaxMap”, “_ShadowOffset”, “_TranslucencyMap”. If any of these are present, then it builds an atlas for that texture property.

When To Use It: If you are using a custom shader, then it may include a texture property that is not on this list. You can include this property by typing its name in the list of Custom Shader Property Names. Do not type the name that is visible in the inspector. You will need to open the shader and look at list of properties and use the name from there.

Lightmapping UVs:

Instructs meshbaker what to do with the UV2 channel in the combined mesh. The UV2 channel in Unity is reserved for lightmapping.

- **ignore_UV2:** No UV2 channel will be generated in the combined mesh.
- **copy_UV2_unchanged:** Use this if all your source meshes use UV2 for a purpose other than lightmapping and you want these values preserved in the combined mesh.
- **preserve_current_lightmapping:** **This feature does not work in Unity 5** Use this if your source meshes are already lightmapped and you want to preserve the lightmap. All source meshes must use the same lightmap index. NOTE: Lightmapping in Unity 5 is very different from Unity

4 and this feature should be considered experimental in Unity 5.

- **generate_new_uv2_layout (RECOMMENDED APPROACH):** Use this if you want to generate lightmaps using the combined mesh after it has been generated. Make sure that the combined scene object is 'static' and 'enabled' and that source objects are disabled before baking lightmaps. This is the most robust approach for lightmapping.

The MultiMeshBaker Component

Use this component if the number of vertices in your source objects exceeds 64k. It will create as many combined meshes as necessary to accommodate the objects.

Best Practices

For best results results, source meshes and materials should:

- Use the same shader
- Have all textures present
- Have all textures in a single material be the same size

The console is your friend. Look there for warnings and other information. Click on the line that says "Report" to see a list of all the textures that were combined and the objects they are on. This is useful for tracking down problems.

Use the "List Shaders In Scene" report to plan what to combine in your scene.

Experiment. Try different options to see what produces the best results.

If textures are missing, a default empty texture will be created. If textures are different sizes, they will be copied and resized to the same size as the largest texture in each material.

Creating Custom Group By Filters

You can easily create your own Group By filters. The easiest way to do this is to duplicate one of the Group By scripts:

- Search the Project tab for "GroupBy"
- Select and duplicate one of the GroupBy scripts

- Rename the script and the name of the class within the script. The script may reside anywhere in the assets folder as long as it is contained within a folder called “Editor”.
- Modify the script to filter the way you want. The file MB3_SearchFilter contains the interface definition and the GameObjectFilterInfo class which contains useful information on which to base your filter.

Runtime Use (Advanced)

If you want to add, delete or move objects in a combined mesh, then you will need to use the runtime API.

How it works:

- When a MB3_TextureBaker creates combined materials, it creates an MB_TextureBakeResult asset which contains a mapping of materials to UV rectangles in the atlases. It is recommended to do this step in the editor since it is slow and only works with uncompressed textures. The MB3_TextureBaker can be removed from the scene after it has baked the combined material.
- A MB3_MeshBaker component is added to the scene and the “Material Bake Result” field is set to the MB_TextureBakeResult asset created in the previous step.
- At runtime, when an object is added, MB3_MeshBaker uses the object’s material to look up the UV Rect. The mesh uvs are adjusted as the object is being added to the combined mesh.
- The API has methods AddDeleteGameObject() and UpdateGameObject() for adding and deleting and updating the game objects. Apply() changes to the mesh.

Typical Use Pattern:

The developer decides which objects he would like to be able to combine at runtime in each Mesh Baker instance.

- Create a “Combine Materials Only Baker”
- Bake a Combined Material as per instructions described in previous sections
- Add a MB3_MeshBaker component to the scene either from the GameObject menu or create an empty Game Object and add the script. The MB3_TextureBaker component won’t be needed.
- Set the “Material Bake Result” field to the asset generated in the material bake.

This Mesh Baker instance is ready to be used at runtime. A typical use pattern would be:


```
using UnityEngine;
using System.Collections;

public class MB_Example : MonoBehaviour {

    public MB3_MeshBaker meshbaker;
    public GameObject prefab;

    GameObject go1, go2;

    void Start(){
        // Instantiate some prefabs
        go1 = (GameObject) Instantiate(prefab);
        go1.transform.position = new Vector3(5f,5f,5f);

        // Can use a prefab not baked into the materials to combine
        // as long as it uses a material that has been baked
        go2 = (GameObject) Instantiate(prefab);
        go1.transform.position = new Vector3(5f,5f,5f);

        //Add the objects to the combined mesh
        GameObject[] objsToCombine = new GameObject[2] {go1,go2};
        meshbaker.AddDeleteGameObjects(objsToCombine, null);

        //apply the changes we made this can be slow. See docs
        meshbaker.ApplyAll();
    }

    void Update () {
        go1.transform.position =
            new Vector3(5f,5f*Mathf.Sin(Time.time),5f);
        go2.transform.position =
            new Vector3(5f,5f, 5f*Mathf.Cos(Time.time));
        GameObject[] objsToUpdate = new GameObject[2] {go1,go2};
        meshbaker.UpdateGameObjects(objsToUpdate);
    }
}
```

```
void LateUpdate(){  
    //Apply, after this and other scripts have made changes  
    //Only want to call this once per frame since it is slow  
        //Only change verts since it is slow to update everything  
    meshbaker.Apply(false,true,false,  
                    false,false,false,false,false);  
}  
}
```

Performance Considerations

- Try to call AddDeleteGameObjects as few times as possible in a frame. It takes almost the same amount of time to add one object as many so batch the adds and deletes. It is good practice to do this in LateUpdate after collecting objects to add and delete.
- You can delete and add the same game object in a single AddDeleteGameObjects call. This is useful if you want to change the material on an object or you have changed the mesh in an objects MeshFilter.
- Apply takes approximately the same amount of time to execute Apply as AddDeleteGameObjects.
- There is a roughly linear relationship between the number of channels and time to AddDeleteGameObjects/Apply. So a mesh with vertices, colors will bake twice as fast as one with vertices, normals, tangents, uvs.
- Update is about 3x as fast as AddDeleteGameObjects so if you want just want to move objects around in the combined mesh use Update instead of AddDeleteGameObjects. It also puts a much lower load on the garbage collector.
- If you want to move objects around almost every frame then consider baking into a SkinnedMeshRenderer. It is much faster than Update.
- There are effectively three copies of each mesh in memory when a mesh is baked (the source mesh, the combined mesh and internal buffers of the MeshBaker object) If you don't intend to modify a combined mesh then consider deleting the source meshes and the MeshBaker object from the scene:

Baking Materials at Runtime

Baking textures at runtime does incur a serious performance hit. Expect baking to take 1-20 seconds or longer to bake atlases at runtime. If possible use the “Mesh Baker Texture Packer

Fast” option. It does not require textures to be in uncompressed format.

For building atlases at runtime it is essential that:

- textures be in tricolor/RBGA32 format (Not necessary if using the Mesh Baker Texture Packer Fast)
- textures have read flag set (Not necessary if using the Mesh Baker Texture Packer Fast)

Try to avoid resizing and tiling. It can reduce bake time by 80%

- build padding into textures so you don't have to pad.
- don't use padding when creating atlases
- don't use tiled materials

If you are having problems look at the Debug Log on the device

Here is a simple example:

```
using UnityEngine;
using System.Collections;

public class BakeTexturesAtRuntime : MonoBehaviour {
    public GameObject target;
    float elapsedTime = 0;

    void OnGUI(){
        GUILayout.Label("Time to bake textures: " + elapsedTime);
        if (GUILayout.Button("Combine textures & build combined
mesh")){
            MB3_MeshBaker meshbaker =
target.GetComponent<MB3_MeshBaker>();
            MB3_TextureBaker textureBaker =
target.GetComponent<MB3_TextureBaker>();

            //These can be assets configured in editor
            // or you can create them
            // on the fly like this
```

```
textureBaker.textureBakeResults =  
    new MB2_TextureBakeResults();  
textureBaker.resultMaterial =  
    new Material( Shader.Find("Diffuse") );  
  
textureBaker.CreateAtlases();  
  
//only necessary if your not sure whats  
//in the combined mesh  
meshbaker.ClearMesh();  
meshbaker.textureBakeResults =  
    textureBaker.textureBakeResults;  
//Add the objects to the combined mesh  
meshbaker.AddDeleteGameObjects(  
    textureBaker.GetObjectsToCombine().ToArray(),  
    null);  
  
meshbaker.Apply();  
    }  
}  
}
```

Using An External Atlas Generator with Mesh Baker

Although MeshBaker does not directly support this it is not difficult to use a third party atlas generation tool with Mesh Baker. The MB3_MeshBaker component does not need a MB3_TextureBaker component, all it needs is the Material Bake Result asset. You can create on of these assets yourself and populate. Try selecting this asset in the project to look at the fields it contains in the inspector. All you just need to populate is the “Materials” list and the “Prefab UV Rects” list

API

[Full API Documentation](#)

Mesh Baker was created by Ian Deane. Other assets by Ian Deane include:

- ***Fast Shadows***
- ***Mesh Master***
- ***Ramp Brush***
- ***Crater Brush***

Mesh Baker is available in the [asset store](#).