

Unity asset - Poly Few Mesh Simplifier and Auto LOD Generator v7.76

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Introduction: The performance of any 3D application heavily relies on the total number of polygons processed by the GPU per frame in a 3D scene. Complex scenes with high-polygon 3D models and numerous meshes utilizing various materials can significantly impact game performance. PolyFew offers a comprehensive optimization solution for Unity, addressing this challenge by enabling the optimization of intricate 3D scenes effortlessly.

PolyFew integrates a range of features aimed at optimizing high-quality complex 3D scenes, including:

- **Mesh Simplification:** Reduce polygon count without compromising visual quality.
- **Automatic LOD Generation:** Generate Level of Detail models automatically to enhance performance at varying distances.
- **Mesh and Material Combining:** Merge meshes and combine materials to reduce draw calls and improve rendering efficiency.

Ease of Use: PolyFew provides a user-friendly experience with no coding knowledge required. Leveraging its full suite of features is as simple as a few clicks in the Unity editor.

Compatibility and Flexibility:

- Supports simplification of both skinned and static meshes, including meshes with 16-bit and 32-bit index formats.
- Capable of handling complex nested object hierarchies and objects with sub-meshes and multiple materials.
- Supports combining static and skinned meshes, including rigged skinned meshes and meshes with blendshape/morph animations.
- Material combining utilizes Texture Arrays, offering advantages over traditional texture atlases such as avoiding texture bleeding and resolution limitations.

Advanced Functionality:

- Allows mass generation of LODs for multiple selected objects simultaneously.
- Preserves texture mappings and animations on meshes, including blend shapes.
- Options to preserve UV seams, UV foldovers, and border edges.
- Supports animated meshes and allows preservation of specified areas while simplifying the rest of the model.

User Interface and Visualization:

- The tool is conveniently packed into an inspector window placed under the components hierarchy.
- Provides visualizations of changes before application.
- Supports Undo/Redo functionality per object, ensuring flexibility in experimentation.

Transparency and Accessibility:

- All source code is included, enabling customization and understanding of the tool's inner workings.
- Editor tooltips are provided for every control, facilitating ease of understanding and usage.

Conclusion: PolyFew offers a comprehensive optimization solution for Unity developers, particularly beneficial for resource-constrained platforms like mobile phones and low-end devices. By streamlining mesh and material management, PolyFew empowers developers to enhance game performance with minimal effort, reducing the need for extensive manual optimization and potentially cutting costs associated with artist resources.



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