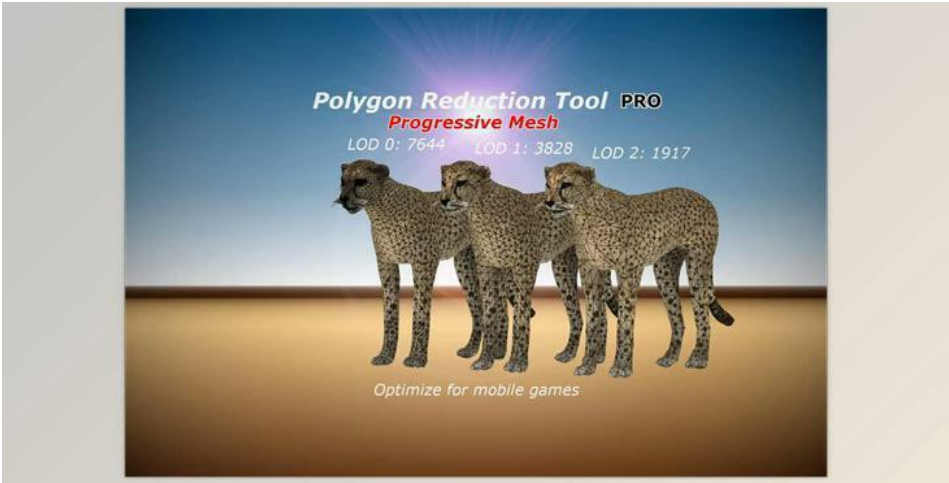




Unity asset - Mantis LOD Editor – Professional Edition v8.1

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Unity asset - Mantis LOD Editor – Professional Edition v8.1:

Introducing Mantis LOD Editor Pro, the ultimate solution for mesh simplification, offering a comprehensive suite of tools including an editor extension, batch generator, command-line utility, standalone app, and progressive mesh runtime.

Render Pipeline Compatibility:

Seamlessly integrates with Unity's Built-in Render Pipeline, Universal Render Pipeline (URP), and High Definition Render Pipeline (HDRP), ensuring compatibility across various platforms and graphical requirements.

Description:

- Mantis LOD Editor Pro provides a complete mesh simplification solution, allowing you to generate LOD seamlessly within Unity's editor, through the standalone app, or via the command-line tool.
- Produce high-quality LOD meshes with significantly reduced triangle counts, essential for optimizing performance in mobile games.
- Compatible with Windows x86_64, Linux, and macOS, ensuring accessibility across multiple operating systems.
- Utilizes advanced progressive mesh technology, eliminating the need for manual LOD creation.
- Progressive meshes generated by Mantis LOD Editor Pro are compatible with all platforms, offering versatility and efficiency.
- Experience the power of automatic LOD generation with Mantis LOD Editor Pro, revolutionizing mesh simplification in Unity.
- Access to source code for seamless customization, ensuring it fits perfectly with your project requirements.
- Automatically generates Level of Detail (LOD) for both static and skinned meshes, optimizing performance without sacrificing quality.
- Ensures protection of UV and material boundaries, preserving the integrity of your textures and materials.
- Offers options to protect open boundaries or intelligently merge smooth parts of open boundaries, maintaining visual coherence.
- Safeguards all blend shapes during the simplification process, preserving your model's expressive capabilities.
- Blazingly fast performance, capable of simplifying up to 50,000 triangles per second, ensuring efficient workflow.
- Real-time preview of the final effect, allowing for immediate feedback and adjustments.
- Simplify massive 3D models effortlessly with the standalone application.
- Streamline your workflow by simplifying hundreds of 3D models at once using the command-line utility with shell scripts.
- Employs advanced progressive mesh technology for efficient optimization.
- Batch generates progressive meshes for hundreds of 3D models, saving time and effort.
- Supports vertex color maps (Red channel) as a detail map, enabling precise control over areas requiring more detail.
- The progressive mesh runtime seamlessly integrates with XR, ensuring compatibility with extended reality applications.



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