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**STORE**

# MESH SIMPLIFY MANUAL



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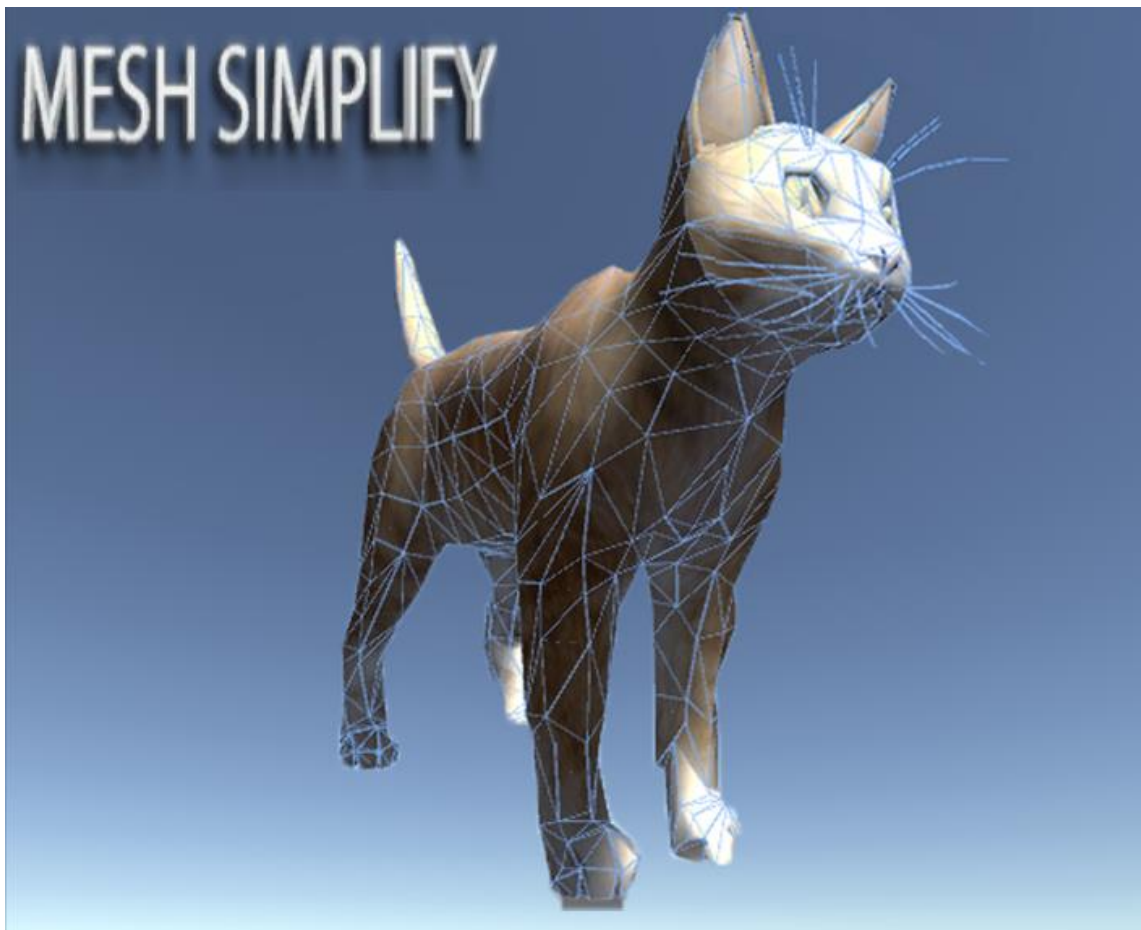
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## 1 Introduction

Mesh Simplify has been designed to satisfy the needs of mesh polygonization without using third party programs.

The products features are decimation , subdivision and the smoothing processes. It also comes with needed feature like decimation with targeting vertex count .



## 2 FAQ

### **Does it have save feature?**

Yes you can save your results as Unity Mesh , Prefab or .Obj.

### **What are the main objectives of the asset?**

It provides decimation , subdivision and smoothing processes.

### **Does it target vertex count?**

Yes you can target vertex count. But sometimes desired count has not corresponding Triangulation in this case algorithm makes some predictions and creates the closest desired mesh to user.

### **Does it support runtime ?**

No, this is an editor window and it is not optimized for runtime. Try our runtime product in this case.

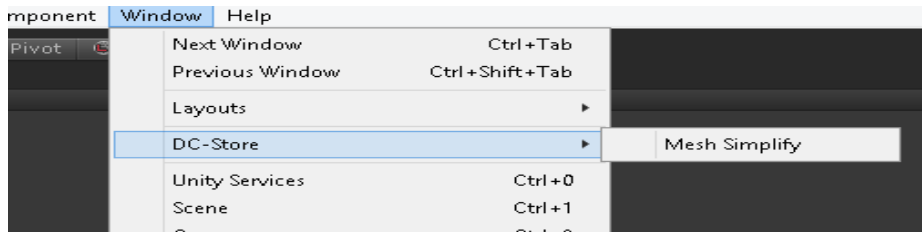
### **Can you tell about smoothing ?**

There are two different smoothing options. The basic and the advanced you can try both of them to get you best result.

### **Does it save prefabs ?**

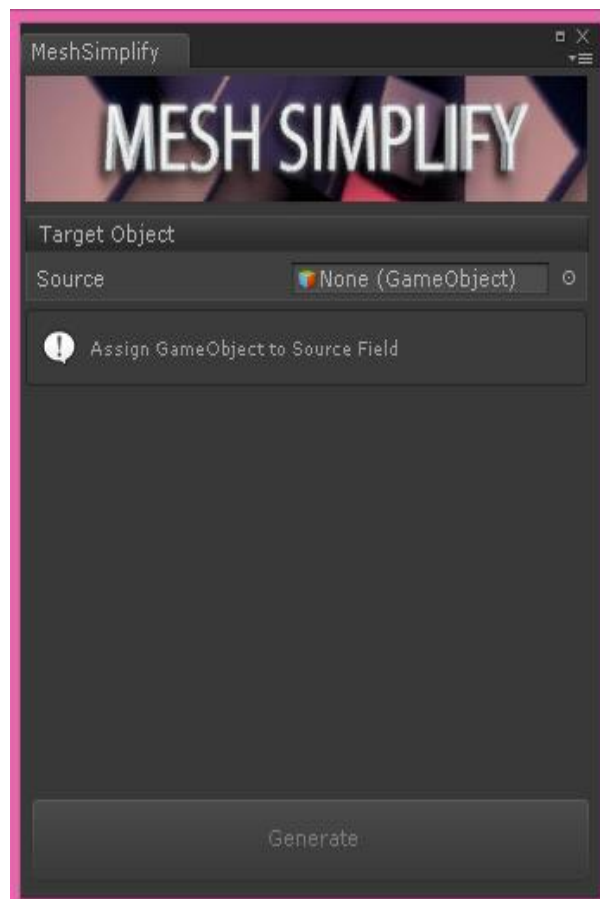
Yes you can save as Unity Mesh , Prefab or .Obj.





### 3 Tutorial

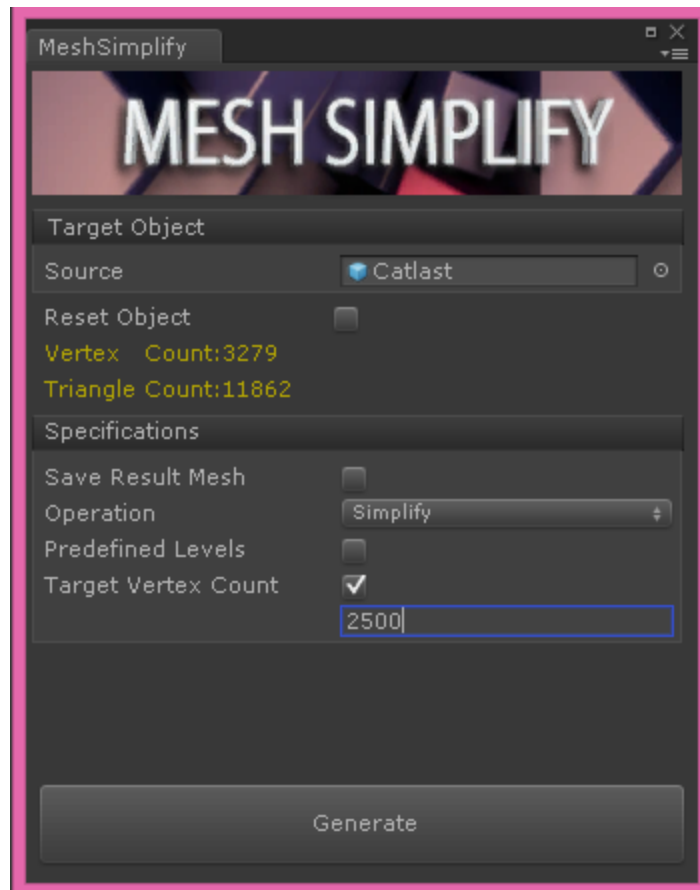
Please find Mesh Simplifier plug-in at Window/Dc-Store/Mesh Simplifier location. Now you will see a window for wating for assigned GameObject. Drag your GameObject to source field.



After assigning the GameObject to source field you will see operation types And save option.



Let's continue with decimation targeting vertex count. We will be choosing Simplify operation targeting 2500 vertex for Target Vertex Count.



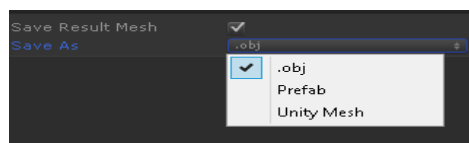
This is our result mesh with the prefab in the demo scene.



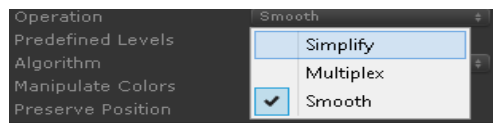
## 4 The Properties of the Plug-In:

### Properties Related to Save Process

Save Result Mesh checkbox is the option to save our our Gameobject as Mesh , Prefab or Unity Mesh .



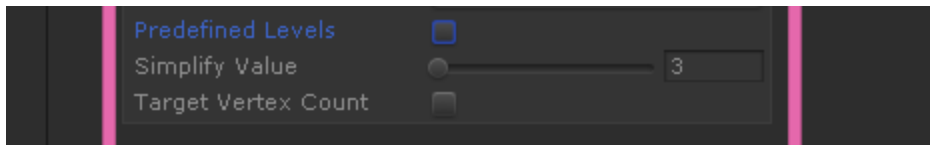
Operation dropdown list lets us to select desired mesh operation.





## Properties Related to Simplification

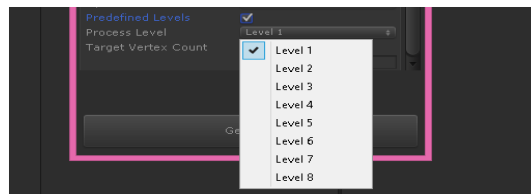
There three different options are available in this case



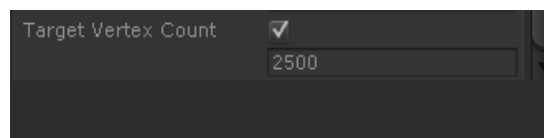
Simplify Value slider will change the coefficient in simplification process.



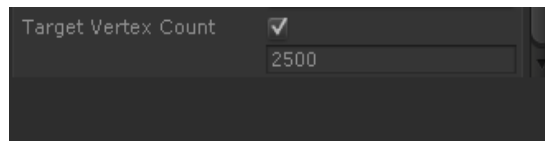
Predefined Leves checkbox is the option to use 8 predefined coefficients. As the level increases and the coefficient does.



Target Vertex Count checkbox is the option to simplify meshes targeting vertex count.

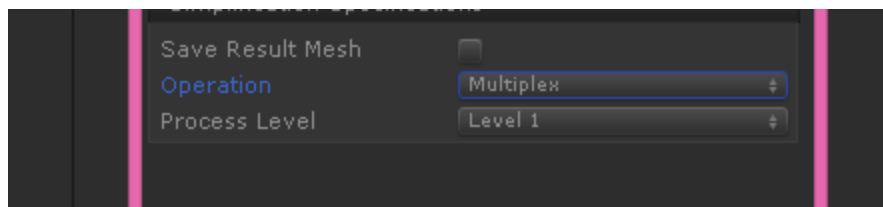


**Target Vertex Count checkbox** is the option to simplify meshes targeting vertex count.



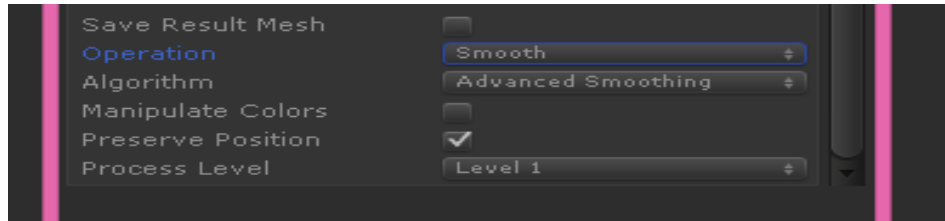
### Properties Related to Multiplex(Subdivision)

There is just an option in this case. It is the selection of predefined levels.

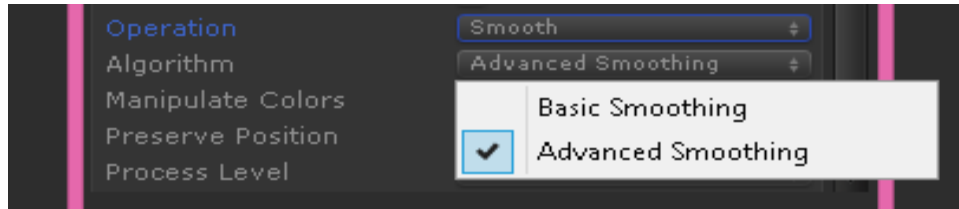


### Properties Related to Smoothing

There are four different options available in this case.



The Algorithm dropdown list provides Basic Smoothing and advanced Smoothing options



Manipulate Colors Check Box enables color smoothing.



The smoothing with higher level coefficients sometimes effects objects original position and boundaries. For this reason preserve position disables the change in the objects original position.

**Do you want to get things done at run time ?  
Just hit link below .**

<https://www.assetstore.unity3d.com/en/#!/content/55504>

