Merge Skinned Mesh / ??????

?????? SkinnedMeshRenderer ? MeshRenderer ?????? SkinnedMeshRenderer .

????????????????? SkinnedMeshRenderer ??????????????????????)

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?? SkinnedMeshRenderer ???????????????? ??????????????????????????????

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??????????????????????????????????????

??????????????BlendShape ????????????????????? MergeSkinnedMesh ???????? SkinnedMeshRenderer ??????? Anchor Override ??

????????????????????????????? BlendShape ?????????BlendShape ????????? BlendShape ????????? SkinnedMesh ????????????????????? BlendShape???????????????????????

????????????????????/??????????? BlendShape?????? Freeze BlendShape ???????? BlendShape ????????????????? SkinnedMeshRenderer ???????????????? SkinnedMeshRenderer ????????????? BlendShape?????????? Trace and Optimize ??? `Automatically Freeze BlendShape` ???????????

> Trace And Optimize ??????????????????????????????

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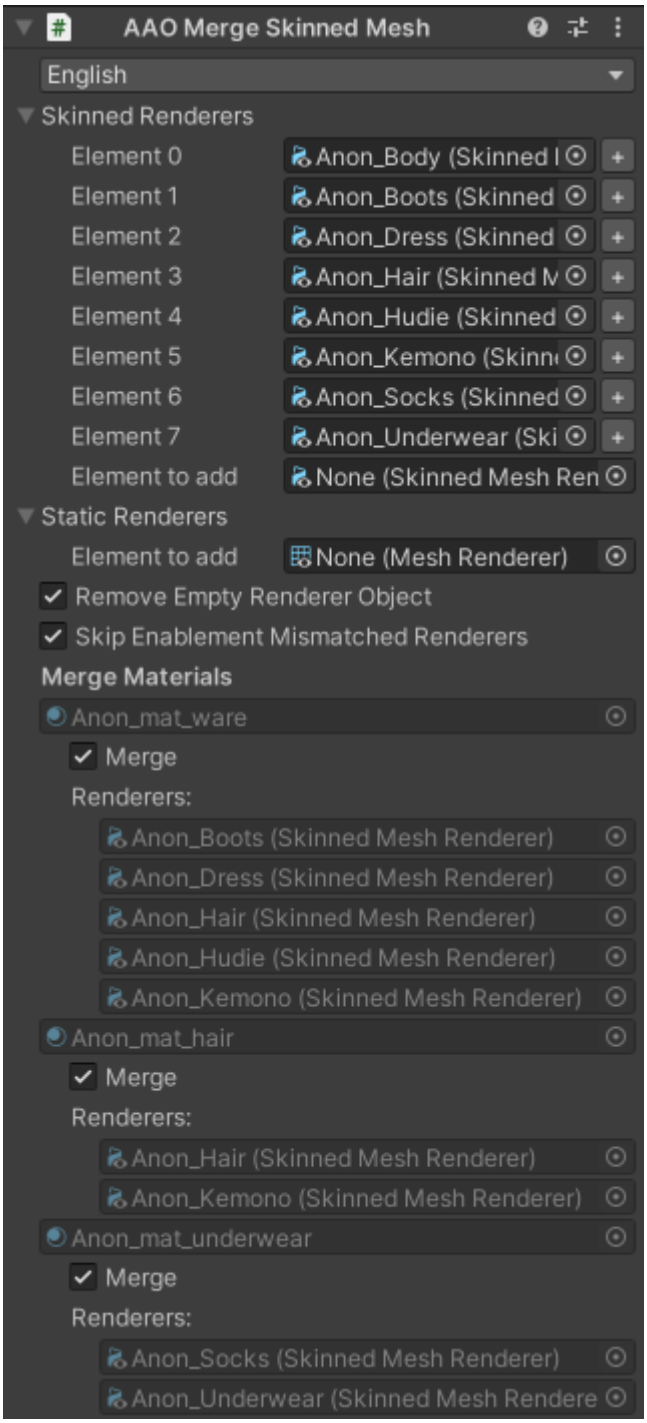

Skinned Renderers / ?????

???? SkinnedMeshRenderer ???

??????????? None ??????????? SkinnedMeshRender????????? None ???

Static Renderers / ?????

???? MeshRenderer ????????????Blendshape ?????

??????????? None ??????????? MeshRender, ???????? None ???

Remove Empty Renderer GameObject / ???????????

????????????? SkinnedMeshRenderer ??????? SkinnedMeshRenderer ??????????????????????

Skip Enablement Mismatched Renderers / ???????????

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Merge Materials / ?????

????????????????????????????????

?? `Merge` ????????????????????????????????

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