

# Merge Skinned Mesh /

SkinnedMeshRenderer MeshRenderer SkinnedMeshRenderer

☐ SkinnedMeshRenderer ☒

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[illegible]

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[illegible]

```

Mesh Material BlendShape  Bound MergeSkinnedMesh  SkinnedM

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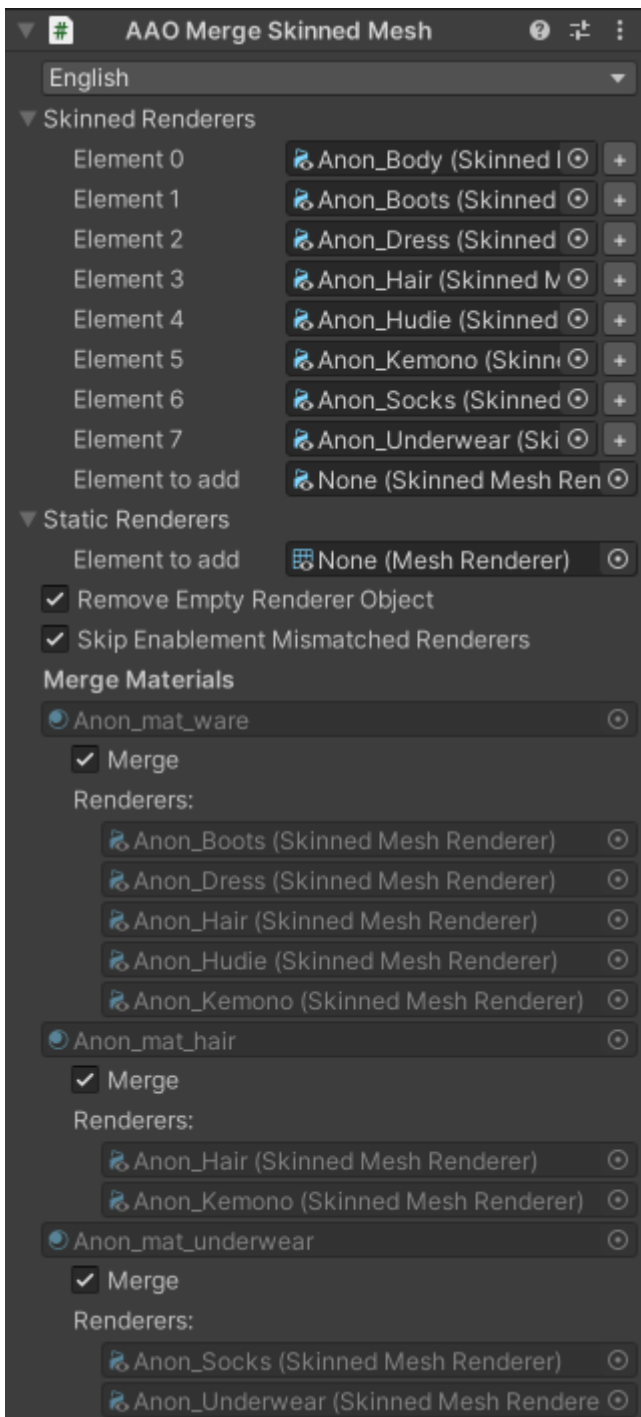
BlendShape BlendShape BlendShape Sl

[illegible]

BlendShape Trace and Optimize [ Automatically Freeze BlendShape ]

## Trace And Optimize

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Skinned Renderers / [ ][ ][ ][ ]

[ ][ ][ ] SkinnedMeshRenderer [ ][ ][ ]

[ ][ ][ ][ ][ ][ ][ ][ ] None [ ][ ][ ][ ][ ][ ][ ][ ][ ][ ] None [ ][ ][ ][ ][ ][ ][ ][ ]

Static Renderers / [ ][ ][ ][ ]

[ ][ ][ ][ ] MeshRenderer [ ][ ][ ][ ][ ][ ][ ][ ][ ][ ]

[ ][ ][ ][ ][ ][ ][ ][ ][ ] None [ ][ ][ ][ ][ ][ ][ ][ ][ ][ ] None [ ][ ][ ][ ][ ][ ][ ][ ]

## Remove Empty Renderer GameObject /

SkinnedMeshRenderer SkinnedMeshRenderer

## Skip Enablement Mismatched Renderers / ██████████

[illegible]Merge Materials / 

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[ Merge ]

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