

# Remove Mesh By Mask /

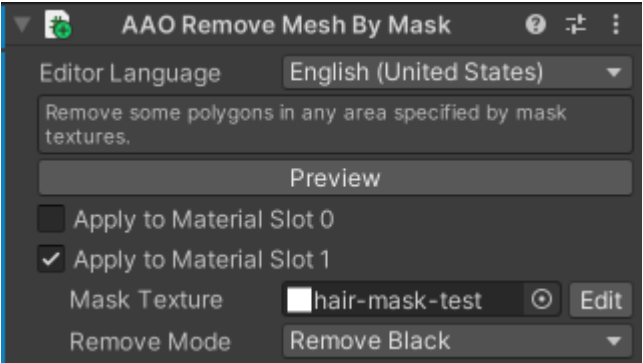


 SkinnedMeshRenderer 



 BlendShape 

 [MeshDeleterWithTexture](#) 








 “Edit” 





- ☐ Remove Black 
- ☐ Remove White 