

TEXTURE TRIMMER

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Change log

1.0 Initial release

Texture Trimmer

Texture Trimmer (TT) was put into the world to make it easier to work with certain assets found on the Unity Asset store. I own most of the Synty packs – and they are just great. But, they also make it quite difficult to use just a small part of their assets, without ending up with huge textures I really don't need. I'm by no means a wizard in Blender, so I had to make a work around, trimming those textures to a manageable size.

Texture Trimmer lets you extract a single or multiple model(s) from a texture. If more than one model is selected, they will be combined into one single texture with all their colors. If you have child Game Objects, you can choose to include them into the texture also – even if they don't share the same material. In this release, sub-meshes are NOT remapped, and only UV1 is processed. See [Caveats](#) for more.

Texture Trimmer will be located in the "Tools" menu in the editor.

Examples

Let's start with our trustworthy English captain for the Synty Pirate pack. First an image of him in the standard T-pose, without running Texture Trimmer.



A fine-looking specimen of the British Navy! Lets also show the texture that goes with him, downscaled quite a bit.




Original resolution is 1024x1024.

Alright, skipping forward to the TT version of the same captain.



Well, looks very much the same! How about the texture?

 There you have it! Actual size is 8x16. Let's enlarge it a bit



It gets a bit blurry, but trust me when I say, that the original is pixel perfect, using about 384 bytes of memory – hurray!

Only the colors used by the captain is remapped to a new texture.

But there is another possibility too!



Our dear captain is back – but this time there is no texture.

The texture has been removed, and we now totally rely on Vertex coloring.

Now let's examine a use case, where the Texture Trimmer really should not be used. This is the original mesh with its texture applied.



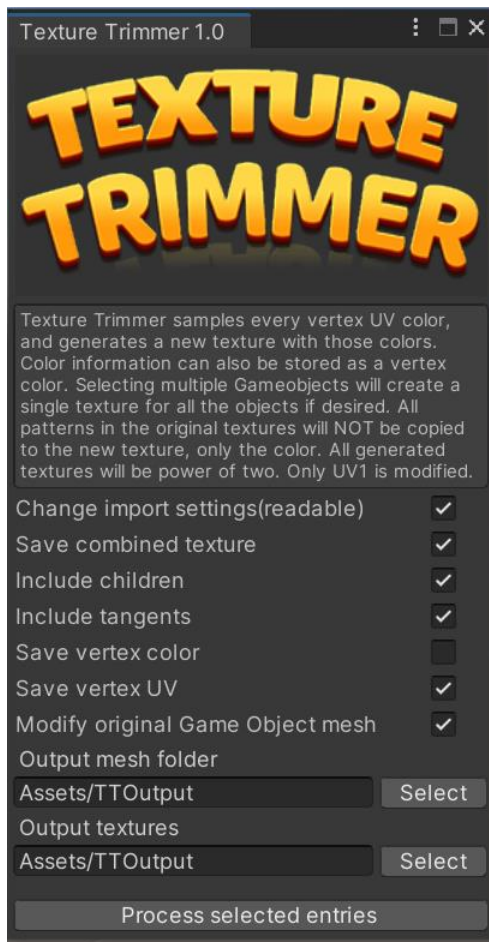
it's a very nice pirate flag! But what happens when Texture Trimmer is let loose on it? Let's check it out...



If you squint your eyes, and step far enough away from your monitor, you almost can't tell the difference – right? RIGHT??

This is just how Texture Trimmer works. It samples the color at the Vertex UV position. It does not copy the old texture.

Settings



Change import settings

Settings this to true, will change the import settings on all processed meshes and textures to “Read/Write Enabled”. Those assets will be reimported with the new setting. After processing, the property will be disabled again.

Save combined texture

If you only plan on using the vertex color feature, disable this setting.

Include children

Set to true, if all child Game Objects should be processed. Normally this is the way to go.

Include tangents

If you want to reduce the mesh size, disable this. Tangents will only take up space and reduce the possibility of GPU instancing.

Save vertex color

Should the color be saved per vertex? Disable if you only plan on using textures.

Save vertex UV

If going the vertex color route, disable this, as there is no reason for saving the UV coordinates.

Modify original Game Object mesh

The original mesh will be replaced by the new remapped mesh. The old mesh will remain intact in your project. You still have to change the texture manually.

Process selected entries

Whatever you have selected in the Hierarchy will be processed. If a Game Object does not contain either a mesh renderer or a skinned mesh renderer object, it will be discarded. You can select multiple Game Objects that will be combined into the same texture. Max generated texture size is 1024x1024.

How to

After Texture Trimmer has processed the Game Objects, a bunch of new meshes has been generated. The name of the meshes will be the same as the source mesh but with “_TT” prepended. It also means, that it will overwrite any old meshes with the same name.

When the texture is being generated, it will prompt if there already exists a file with the same name in the given location.

You now have to replace the old texture with the new texture. Either just replace the texture in the current material or make a new material with the new texture. Do remember to rename the texture and move it 😊

Caveats

This is not a texture shrinking tool. Details will be lost in the process, meaning if you have a texture with text or images you expect to be preserved, you are mistaken. Only the color below each vertex's UV1 coordinate is sampled.

- Only the first material is processed
- Only the first texture (main texture) is processed
- Only UV1 is processed. UV2-UV8 are copied to the new mesh

Help

If you need help, the Asset store comment section is NOT the way to go! Instead go to www.cydonia.dk and request assistance there. Or hit me up on contact@cydonia.dk.

Always remember to check out the YouTube video, where I go over most things.