Animation Texture Baker Editor Tool

Descripción

Files: CGFAnimationTextureBakerEditorTool.cs

Path: "CGF/Editor/Tools/AnimationTextureBaker"

Menu: "CGF/Animation/Animation Texture Baker"

Description

Editor window to bake animations from a or into textures (position, normal and tangent) and generate a material/prefab capable of playing them via a texture playback shader.

Reference

- **Source GameObject** – GameObject whose Animator, skinned meshes and animation clips will be baked into animation textures.
- **Output Folder** – Project-relative folder where the baked textures, meshes, materials and metadata assets will be created.
- **Browse** – Choose the project folder that will receive the baked animation assets.
- **Sample steps per second** – Time interval, in seconds, between sampled animation frames. Smaller values create smoother playback but more texture data.
- **Select All** – Enable every animation clip in the list for the next texture bake.
- **Deselect All** – Exclude every animation clip in the list from the next texture bake.
- **Bake** – Sample every enabled animation clip from the target, pack vertex animation data into textures and create the output assets.

Use

Open the tool from `CGF/Animation/Animation Texture Baker` in the Unity editor.
Use the controls listed in Reference to configure the window workflow.