

Overview	Total	Self	Calls	GC Alloc	Time ms	Self ms	△
EditorOverhead	39.2%	39.2%	2	0 B	3.69	3.69	
▶ Profiler.CollectGlobalStats	30.6%	2.1%	1	0 B	2.89	0.20	
▼ Camera.Render	16.0%	0.8%	1	0 B	1.50	0.08	
▶ Drawing	7.6%	0.3%	1	0 B	0.71	0.03	
▶ CullResults.CreateSharedRendererScene	3.9%	0.6%	1	0 B	0.36	0.06	
▶ Culling	2.5%	0.4%	1	0 B	0.23	0.03	
▶ DestroyCullResults	0.7%	0.0%	1	0 B	0.06	0.00	
Camera.FireOnPreRender()	0.1%	0.1%	1	0 B	0.01	0.01	
RenderTexture.SetActive	0.1%	0.1%	2	0 B	0.00	0.00	
FlattenRenderData	0.08%	0.08%	1	0 B	0.00	0.00	