

Optimizing Designs

You can test your UIs on the target devices to make sure you get the best performance out of your animations. To solve performance problems, you typically need to optimize the graphical assets used in the UI, such as images, effects, or 3D scenes.

How to optimize UIs for different target devices:

- > Minimize image size
- > Use transparency sparingly

For more useful information for application developers, see [Performance Considerations And Suggestions](#).

For more information about optimizing 3D scenes, see [Creating Optimized 3D Scenes](#).

Minimizing Image Size

Images are a vital part of any user interface. Unfortunately, they are also a big source of problems due to the time it takes to load them, the amount of memory they consume, and the way in which they are used.

We recommend that you make image size as small as possible without negatively affecting image quality.

For more information about how to use images efficiently in your UI, see [Images](#).

Avoid Transparency

Opaque content is generally a lot faster to draw than transparent because the latter needs blending and the renderer can potentially optimize opaque content better.

An image with one transparent pixel is treated as fully transparent, even though it is mostly opaque. The same is true for a [Border Image](#) with transparent edges.

[< Production Quality](#)[Creating Optimized 3D Scenes >](#)



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