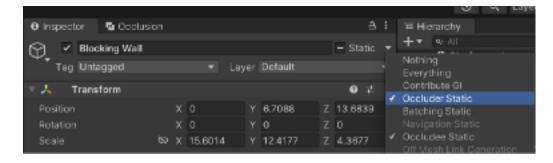
Frustum Culling

Occlusion Culling

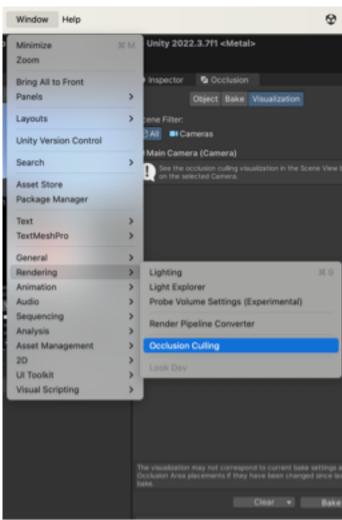
Setup:

Mark objects as "Occluder/Occludee Static"

Note: these objects should NOT move!



Occluder = object that can block other objects' visibility Occludee = object that gets hidden behind occluders



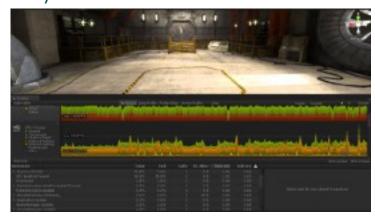
Open Occlusion tab

Click "Bake"

Select "Visualization"

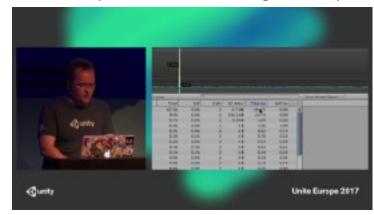
Resources

Unity Official - Introduction to the Profiler



- Graphics performance fundamentals
- <u>URP Optimize for better performance</u>

Unite Europe 2017 - Practical guide to profiling tools in Unity



Unite Europe 2017 - Performance optimization for beginners

