Frustum Culling

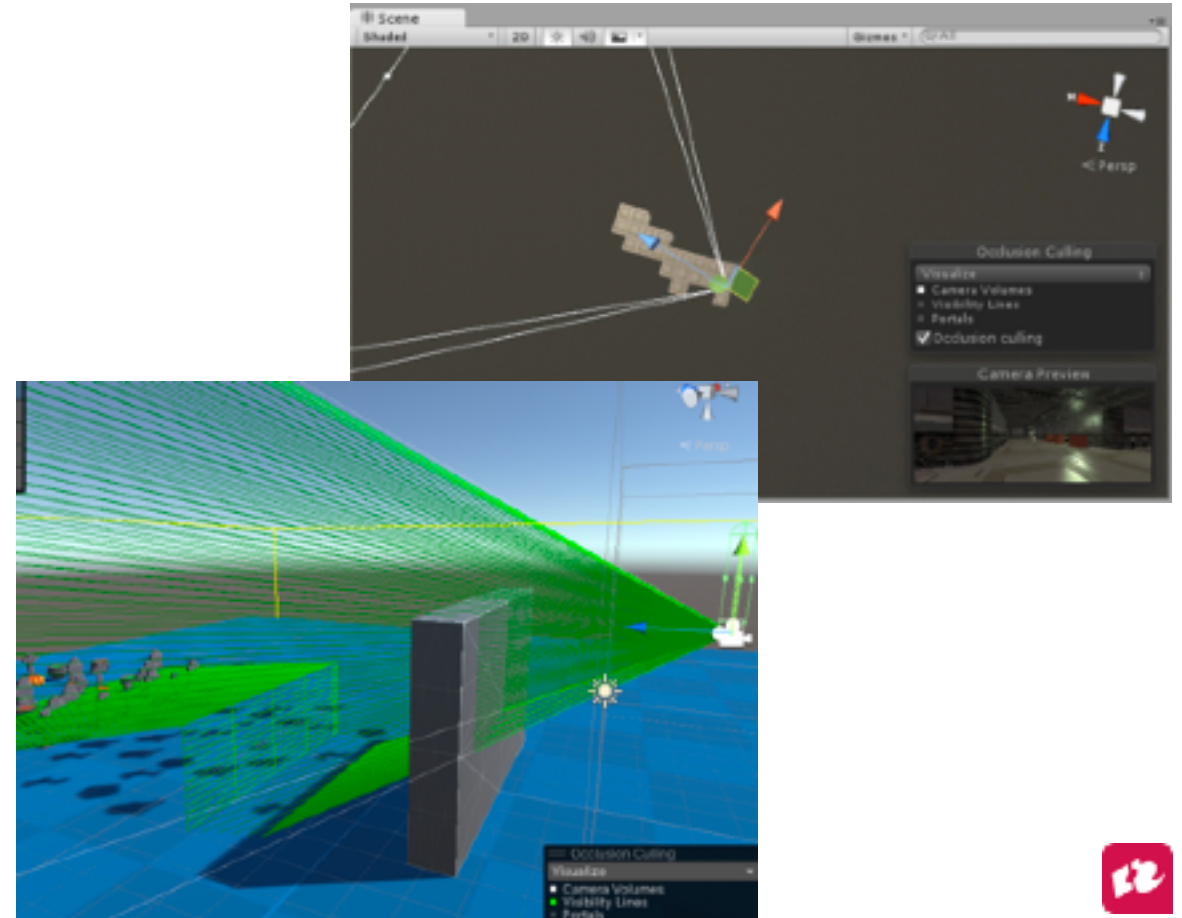# Occlusion Culling

Don't render objects outside of the camera's view

Don't render objects that the camera can't see

Frustum Culling   Occlusion Culling
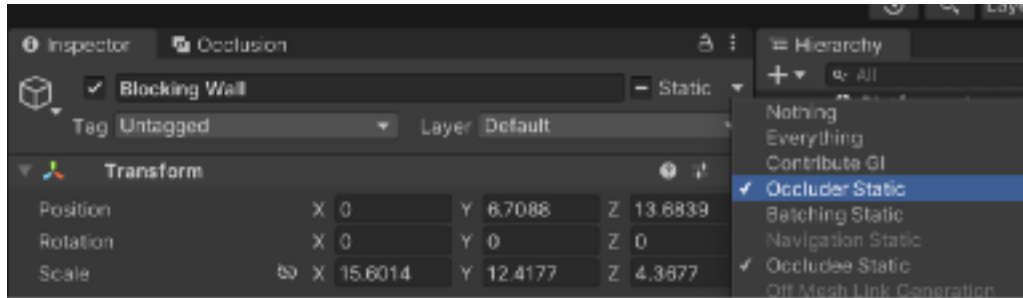
Setup:

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"