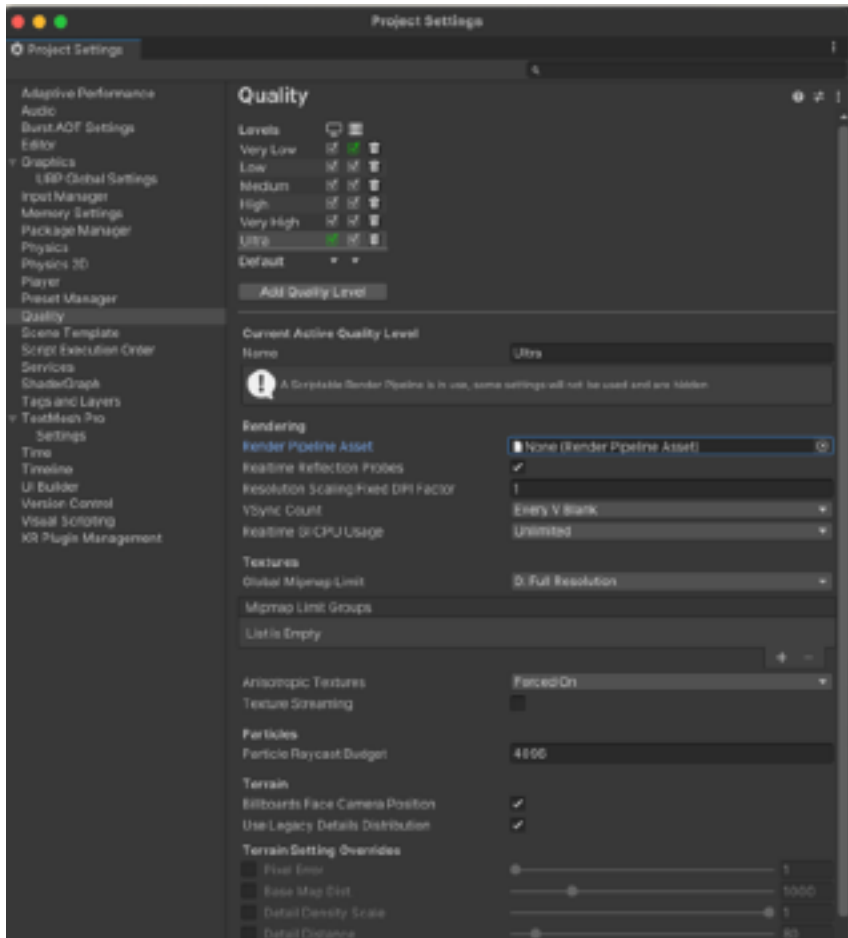# Quality Settings

Edit > Project Settings > Quality

Customisable quality settings for the player
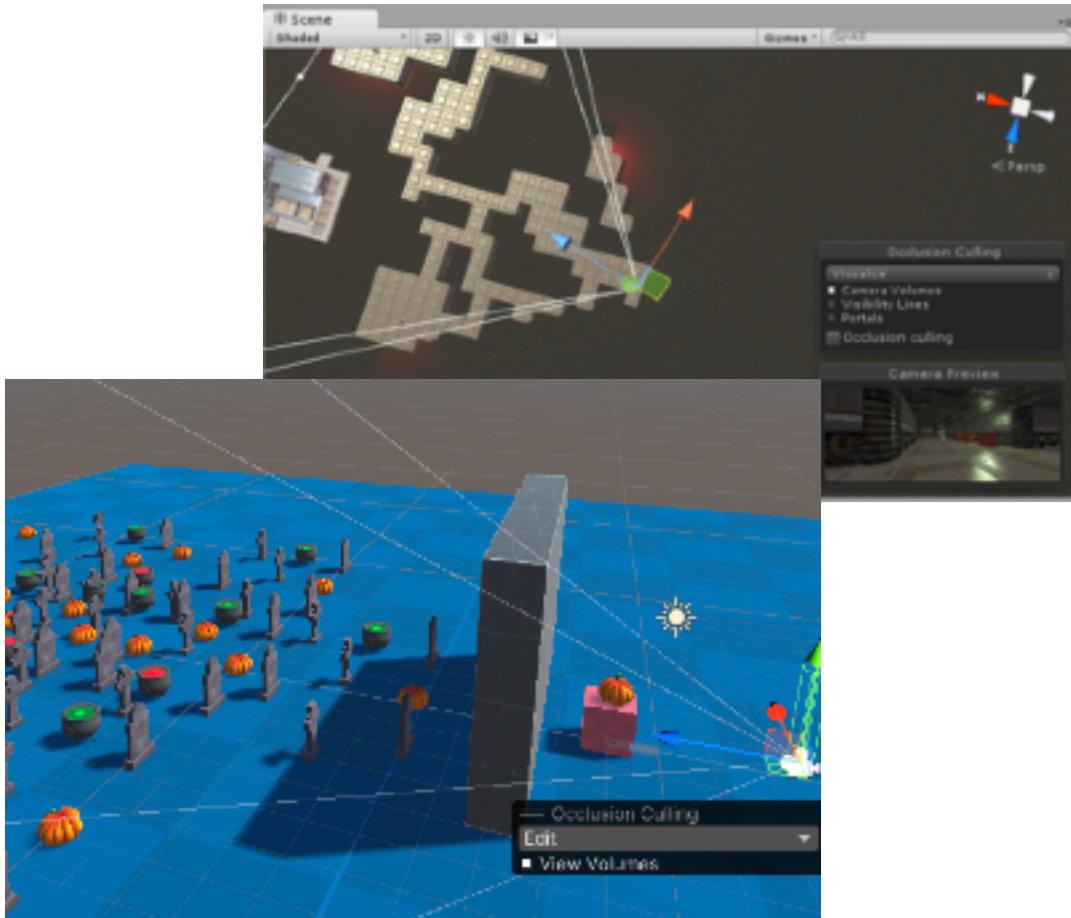


```csharp
public void SetQuality (int qualityIndex)
{
    QualitySettings.SetQualityLevel(qualityIndex);
}
```

Frustum Culling

Occlusion Culling

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

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