HIDDEN SURFACE REMOVAL HSR EARLYZ

What's It Used For ?

This is a performance optimization tool. You can use this tool to reduce GPU Transparent/Opaque overhead.

Why Is GPU Overhead So High ?

There are two camera rendering, One for 3D scene, one for 2D UI Panel. The 3D camera render all models' triangles, although most part of screen area is covered by 2D UI Panel, we can only see a subregion 3D scene. So the GPU Transparent/Opaque of 3D camera is wasteful.

The feature of this tool is to reduce the overhead.

Demo Scene Overview

1. Open the demo scene. At Assets/Hidden Surface Removal HSR EarlyZ/Demo/Demo.unity.

2. There are 2 camera in the scene. 3D camera rendering many particles, 2D camera rendering a UI Panel.

3. Play the scene.

4. Open Profiler window, add GPU Profiler.

5. Switch the toggle in the UI Panel to observe GPU overhead in Profiler.

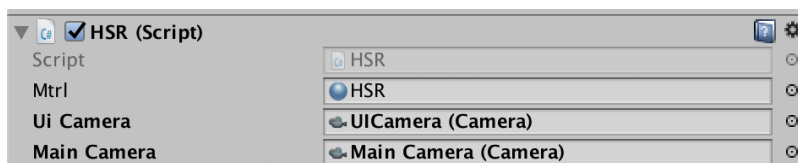Comparision between turning on HSR and turning off HSR.
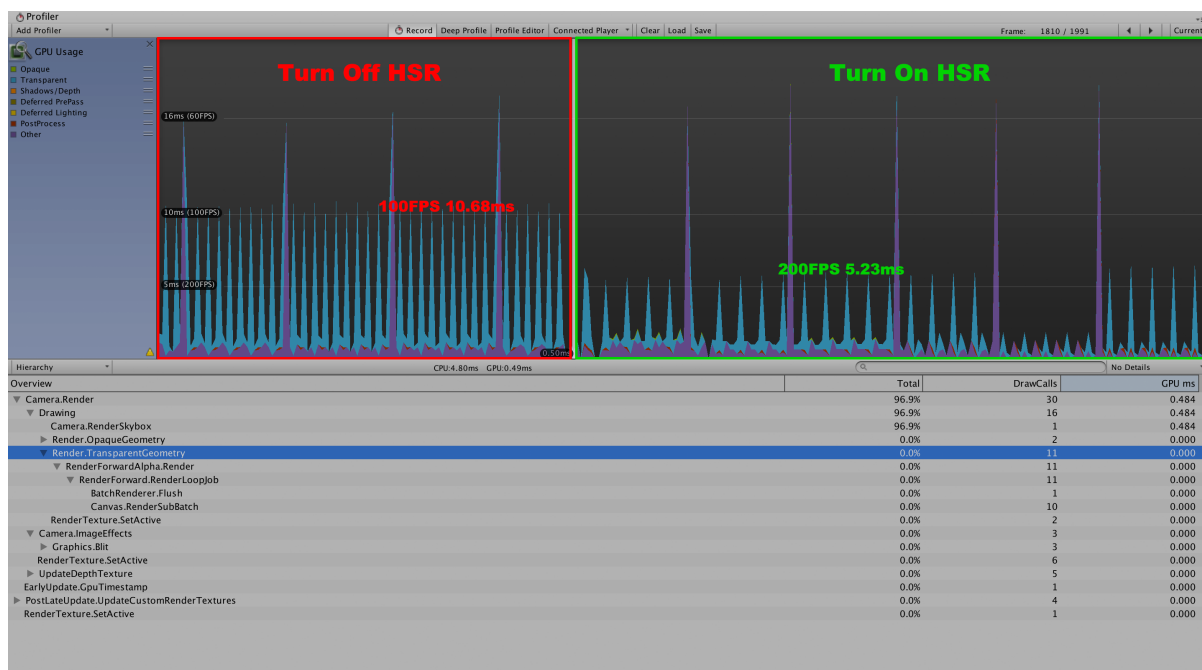
How To Use In You Project ?

1. Drag prefab(Assets/Hidden Surface Removal HSR EarlyZ/Prefab/HSR.prefab) into you UI hierarchy.
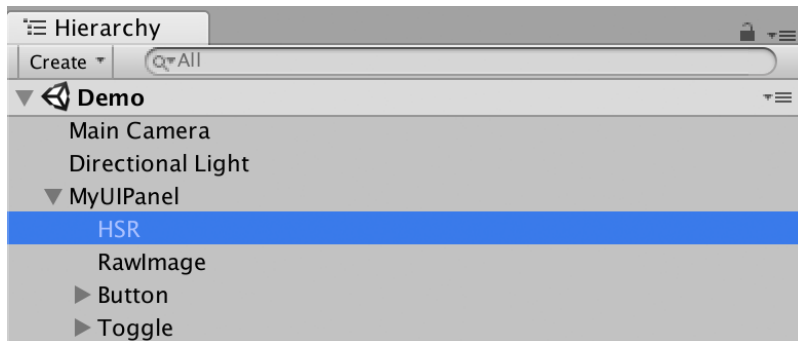
2. Set the Main Camera and UI Camera.

3. Scale it to fit your ui panel's size(The yellow frame in Scene View).