No baked lighting & No baked Occlusion Culling - Editor

	Average FPS (FPS)	Average triangles (Triangles)
Test 1	119	11949362,99
Test 2	120	11966353,64
Test 3	120	11969287,13
Test 4	119	11996799,9
Test 5	119	11968236,1
Average	**119,4**	**11970007,952**

Table 1 - Test results 'No lighting & No OC'

No baked lighting & Baked Occlusion Culling - Editor

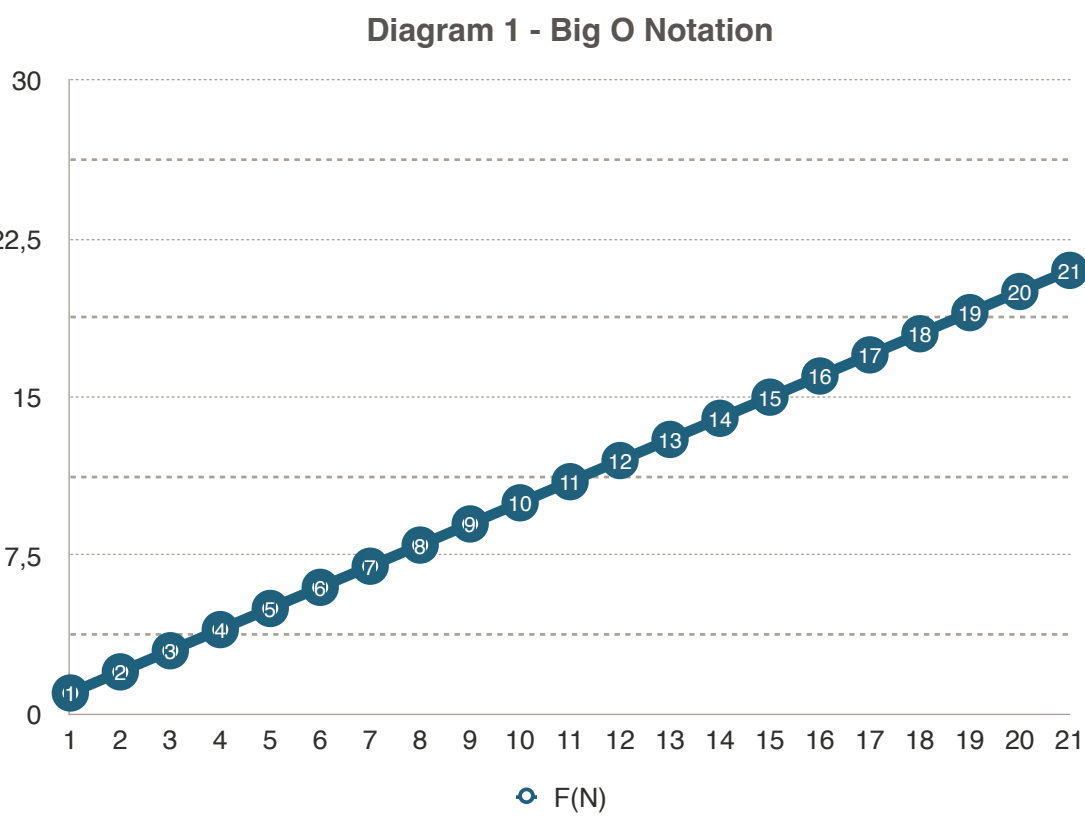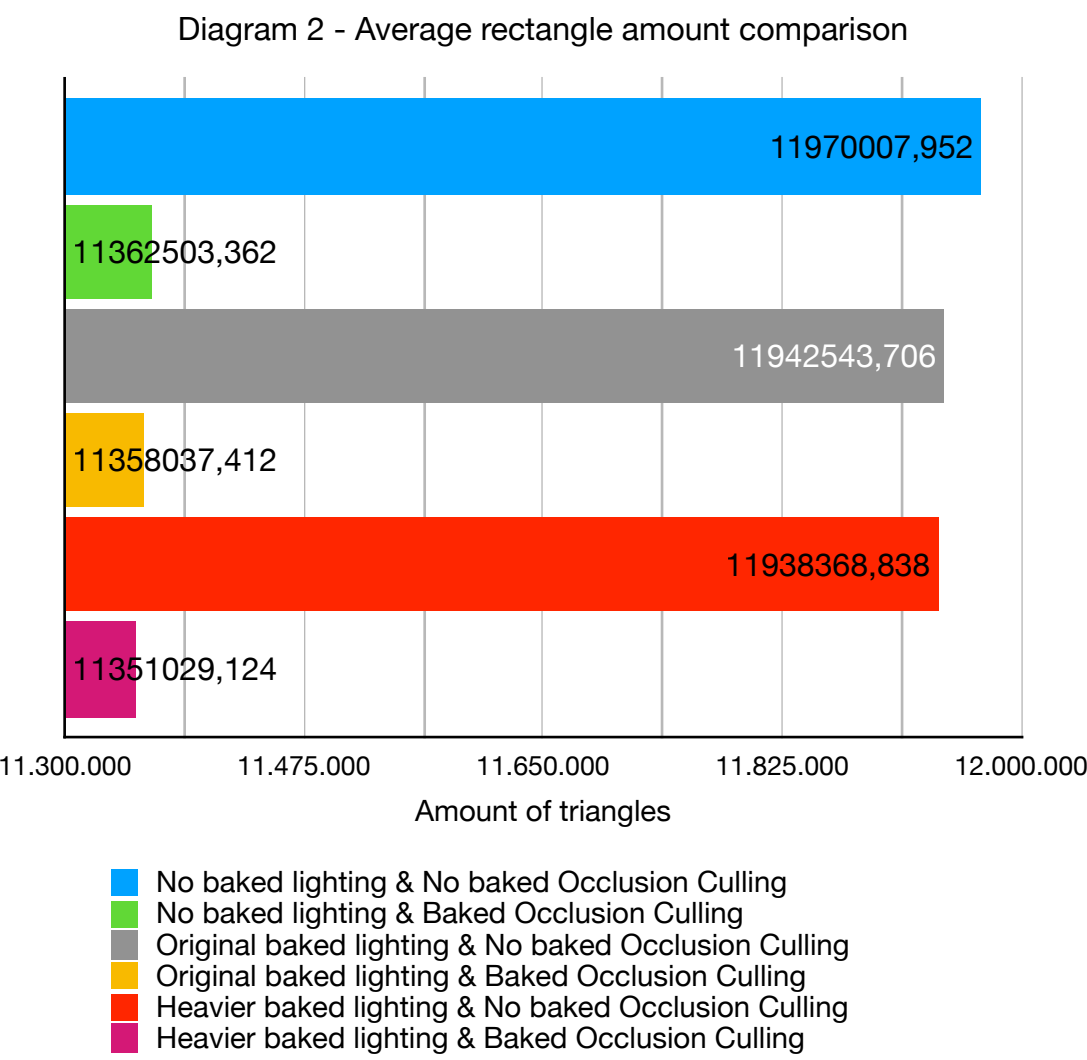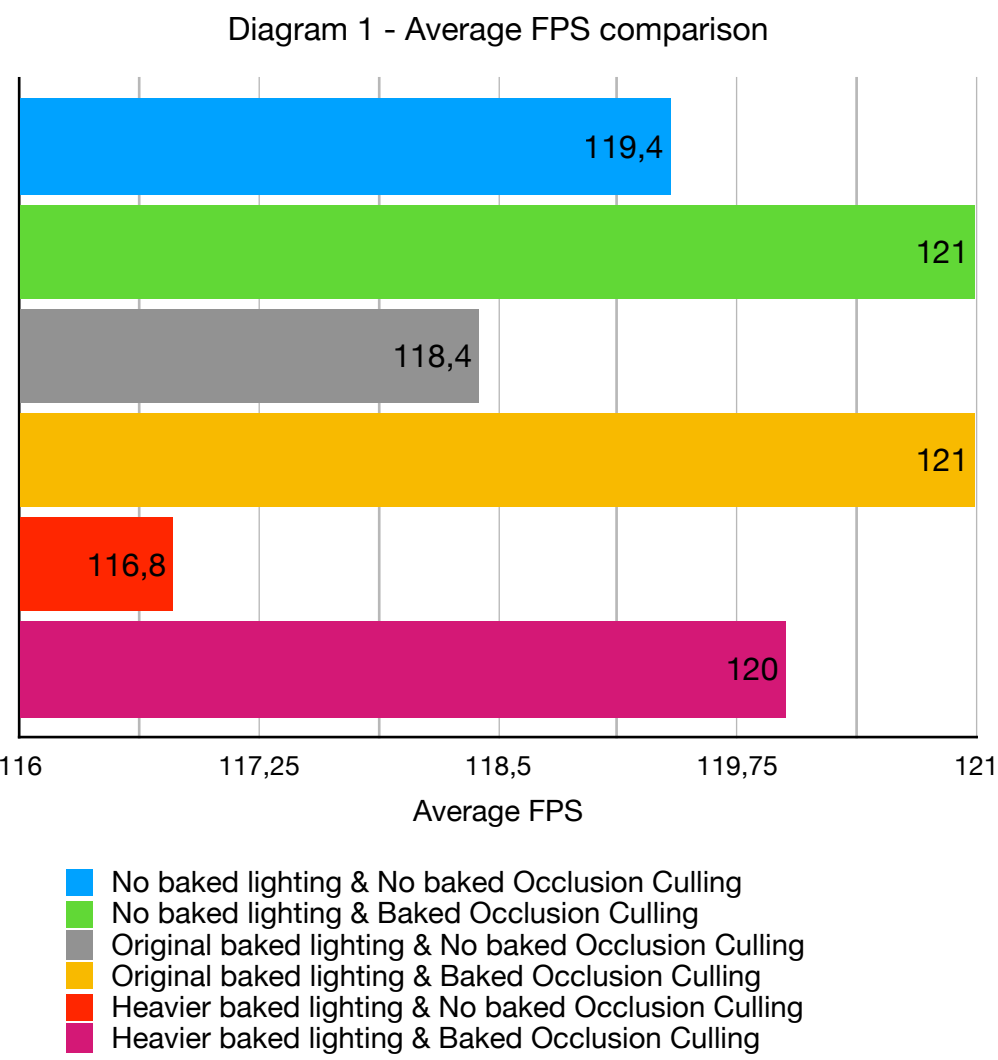|	Average FPS (FPS)	Average triangles (Triangles)
Test 1	121	11343046,53
Test 2	121	11377671,45
Test 3	121	11365804,52
Test 4	120	11371347,98
Test 5	122	11354646,33
Average	**121**	**11362503,362**

Table 2 - Test results 'No lighting & OC'

Original baked lighting & No baked Occlusion Culling - Editor

	Average FPS (FPS)	Average triangles (Triangles)
Test 1	118	12009125,15
Test 2	119	11940593,3
Test 3	119	11914941,85
Test 4	118	11966349,24
Test 5	118	11881708,99
Average	**118,4**	**11942543,706**

Table 3 - Test results 'Original lighting & No OC'

Original baked lighting & Baked Occlusion Culling - Editor

	Average FPS (FPS)	Average triangles (Triangles)
Test 1	120	11279540,84
Test 2	122	11415694,39
Test 3	122	11430008,6
Test 4	121	11341596,67
Test 5	120	11323346,56
Average	**121**	**11358037,412**

Table 4 - Test results 'Original lighting & OC'

Heavier baked lighting & No baked Occlusion Culling - Editor

	Average FPS (FPS)	Average triangles (Triangles)
Test 1	117	12003537,49
Test 2	116	11889398,77
Test 3	118	11907414,73
Test 4	116	11955346,84
Test 5	117	11936146,36
Average	**116,8**	**11938368,838**

Table 5 - Test results 'Heavier lighting & No OC'

Heavier baked lighting & Baked Occlusion Culling - Editor

	Average FPS (FPS)	Average triangles (Triangles)
Test 1	120	11348011,38
Test 2	121	11336096,17
Test 3	120	11339884,32
Test 4	120	11327546,96
Test 5	119	11403606,79
Average	**120**	**11351029,124**

Table 6 - Test results 'Heavier lighting & OC'

Diagram 1 - Average FPS comparison

- No baked lighting & No baked Occlusion Culling
- No baked lighting & Baked Occlusion Culling
- Original baked lighting & No baked Occlusion Culling
- Original baked lighting & Baked Occlusion Culling
- Heavier baked lighting & No baked Occlusion Culling
- Heavier baked lighting & Baked Occlusion Culling

Diagram 2 - Average rectangle amount comparison

- No baked lighting & No baked Occlusion Culling
- No baked lighting & Baked Occlusion Culling
- Original baked lighting & No baked Occlusion Culling
- Original baked lighting & Baked Occlusion Culling
- Heavier baked lighting & No baked Occlusion Culling
- Heavier baked lighting & Baked Occlusion Culling

Diagram 1 - Big O Notation

Results for 'Diagram 1 - Big O Notation'

	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21
F(N)	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21

Realtime lighting - Build

	No baked Occlusion Culling (Average FPS)	Baked Occlusion Culling (Average FPS)
Test 1	125	126
Test 2	130	132
Test 3	130	125
Test 4	126	131
Test 5	125	128
Average	**127**	**128**

Table 1 - Test results 'Realtime lighting & Different OC'

Diagram 1 - Average FPS comparison

- Realtime lighting & No baked Occlusion Culling
- Realtime lighting & Baked Occlusion Culling
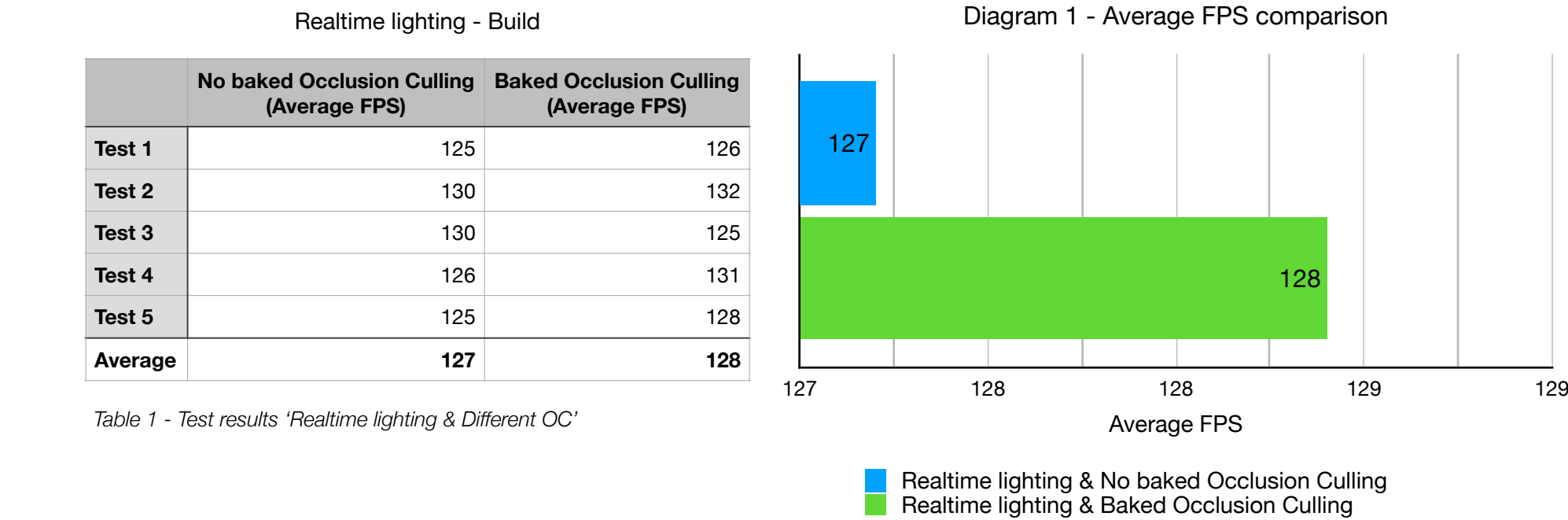
No baked lighting - Build

	No baked Occlusion Culling (Average FPS)	Baked Occlusion Culling (Average FPS)
Test 1	124	130
Test 2	124	128
Test 3	130	128
Test 4	128	128
Test 5	125	130
Average	**126**	**129**

Table 1 - Test results 'No lighting & Different OC'

Original baked lighting - Build

	No baked Occlusion Culling (Average FPS)	Baked Occlusion Culling (Average FPS)
Test 1	127	130
Test 2	126	127
Test 3	125	125
Test 4	125	130
Test 5	125	125
Average	**126**	**127**

Table 2 - Test results 'Original lighting & Different OC'

Heavier baked lighting - Build

	No baked Occlusion Culling (Average FPS)	Baked Occlusion Culling (Average FPS)
Test 1	126	125
Test 2	122	127
Test 3	123	124
Test 4	122	128
Test 5	126	126
Average	**124**	**126**

Table 3 - Test results 'Heavier lighting & Different OC'
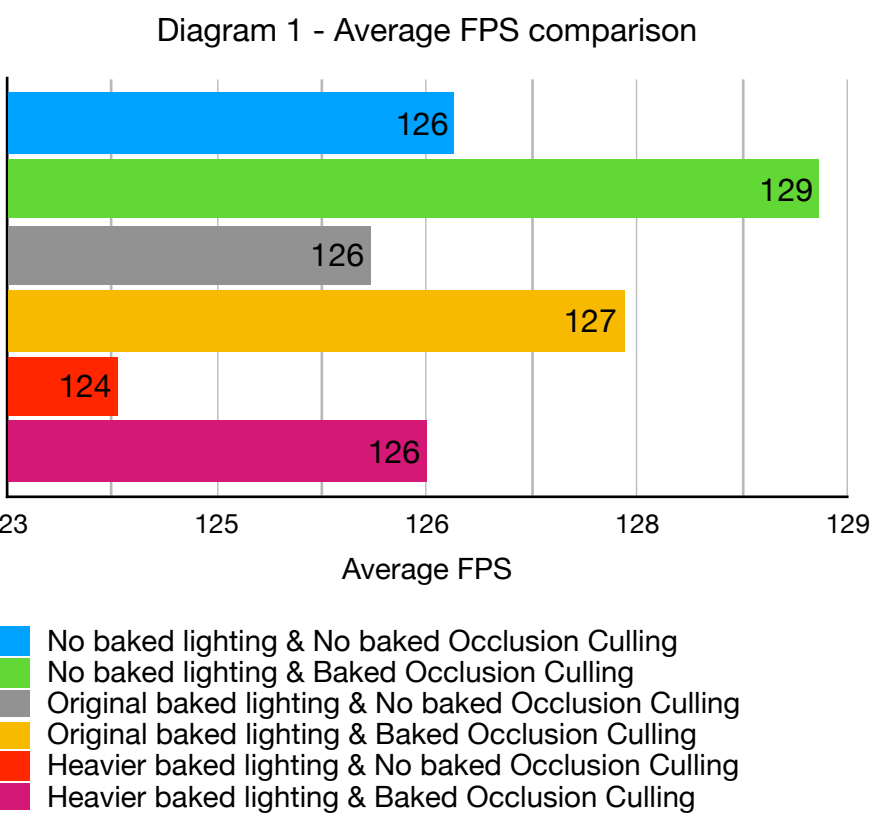
Diagram 1 - Average FPS comparison

- No baked lighting & No baked Occlusion Culling
- No baked lighting & Baked Occlusion Culling
- Original baked lighting & No baked Occlusion Culling
- Original baked lighting & Baked Occlusion Culling
- Heavier baked lighting & No baked Occlusion Culling
- Heavier baked lighting & Baked Occlusion Culling

Realtime lighting & No baked Occlusion Culling - Editor

	Average FPS (FPS)	Average triangles (Triangles)
Test 1	79	24365104,93
Test 2	78	24391829,7
Test 3	76	24235565,47
Test 4	77	23770606,44
Test 5	76	23964266,54
Average	**77,2**	**24145474,616**

Table 1 - Test results 'Realtime lighting & No OC'

Realtime lighting & Baked Occlusion Culling - Editor

	Average FPS (FPS)	Average triangles (Triangles)
Test 1	76	23403753,56
Test 2	76	22886743,39
Test 3	76	22809562,09
Test 4	76	22949351,69
Test 5	77	22976686,24
Average	**76,2**	**23005219,394**

Table 2 - Test results 'Realtime lighting & OC'

Diagram 1 - Average FPS comparison

- Realtime lighting & No baked Occlusion Culling
- Realtime lighting & Baked Occlusion Culling

Diagram 2 - Rectangle amount comparison

- Realtime lighting & No baked Occlusion Culling
- Realtime lighting & Baked Occlusion Culling