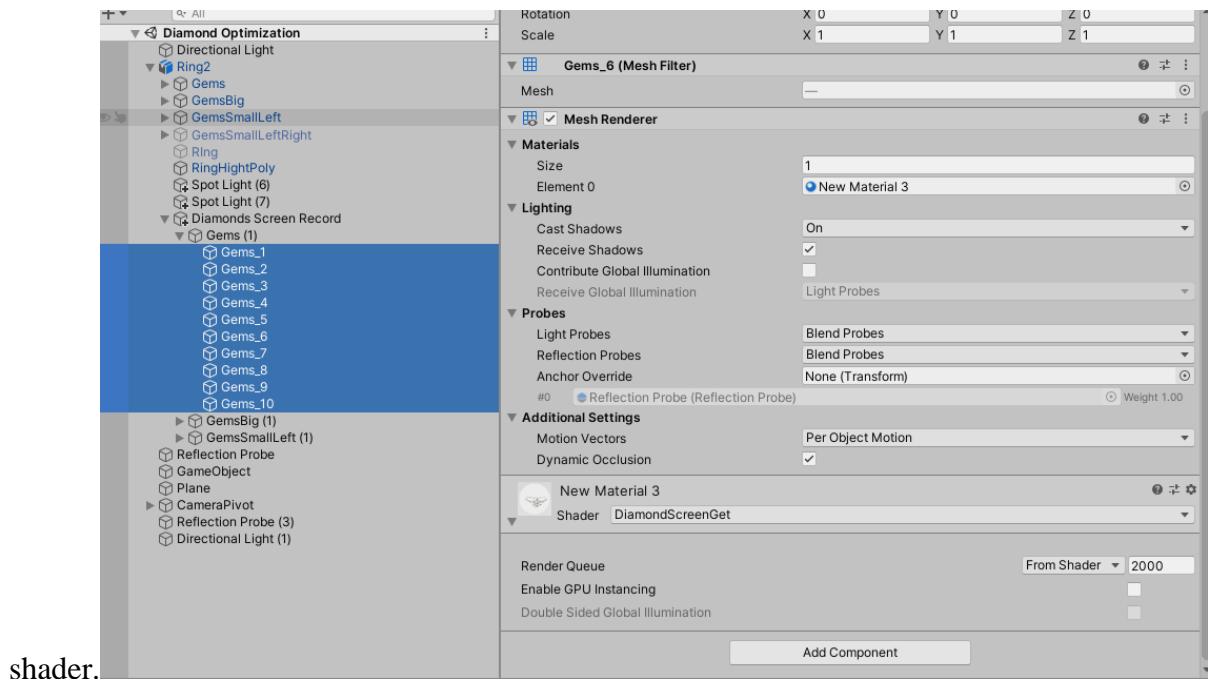


## Instructions on how to do optimization as in the Diamond Optimization scene

This instruction is for the method of reducing the resolution of the diamond render, for example, 2 times less pixels than on the screen.

- 1) You need to create copies of all the diamonds that you need to optimize.
- 2) Create a new separate material for these diamonds and assign it a "DiamondScreenGet"



- shader.
- 3) Remove the diamond rendering script from them.
  - 4) Assign the TransparentFX layer or any other name for the source diamonds.
  - 5) Create a second camera for your main camera so that this camera is a child of your camera and moves with it.
  - 6) Install for this camera CullingMask = TransparentFX or another one that you previously selected, and remove other layers so that this camera does not render, install a script for it, RenderTexture.cs and also remove all post-effects from it, use this script to set the value, for example 0.5 - this means that it will only render by half of the original screen size, which increases productivity by 2 times.
  - 7) For the main camera, remove the TransparentFX layer, and also remove post-effects if necessary to improve performance.
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