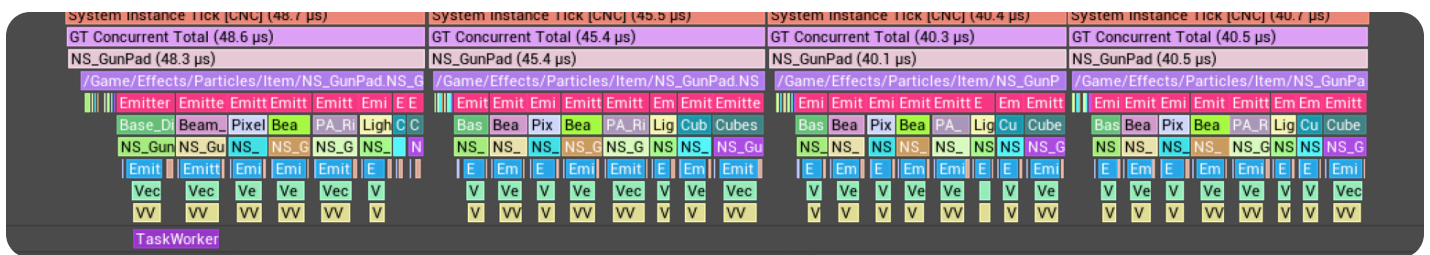


- Developer
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- / Creating Visual Effects
- / Debugging and Optimization in Niagara
- / Optimizing Niagara

Optimizing Niagara

Learn how to optimize your Niagara systems in Unreal Engine.



Follow these guides to learn how to optimize your Niagara Systems.



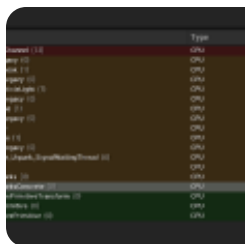
Measuring Performance

Learn about the tools available to profile Niagara systems in Unreal Engine.



Scalability and Best Practices

Learn about Niagara's scalability settings



Systems as a Service

Learn about two different approaches used by the Lyra project to dynamically spawn weapon impacts into Niagara systems.