SECTR OCCLUSION CULLING QUICKSTART

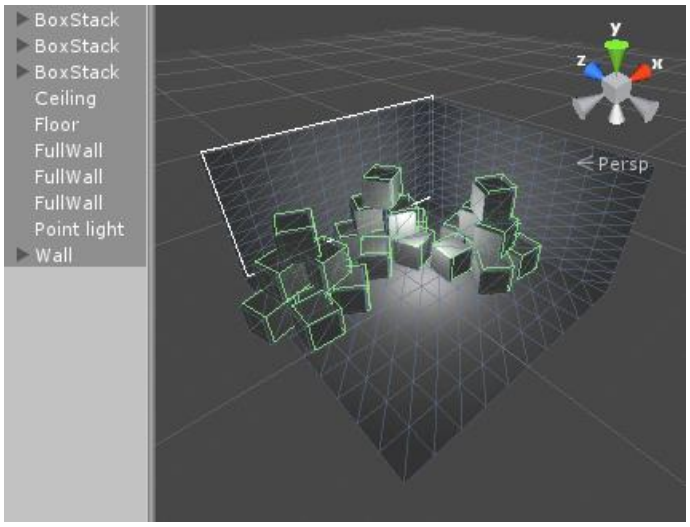
Please note: This is the quickstart guide that gives a fast introduction on how to use the occlusion culling capabilities of SECTR in your project.
Please refer to the full manual in the Documentation folder as well.

Version 2019.0.1

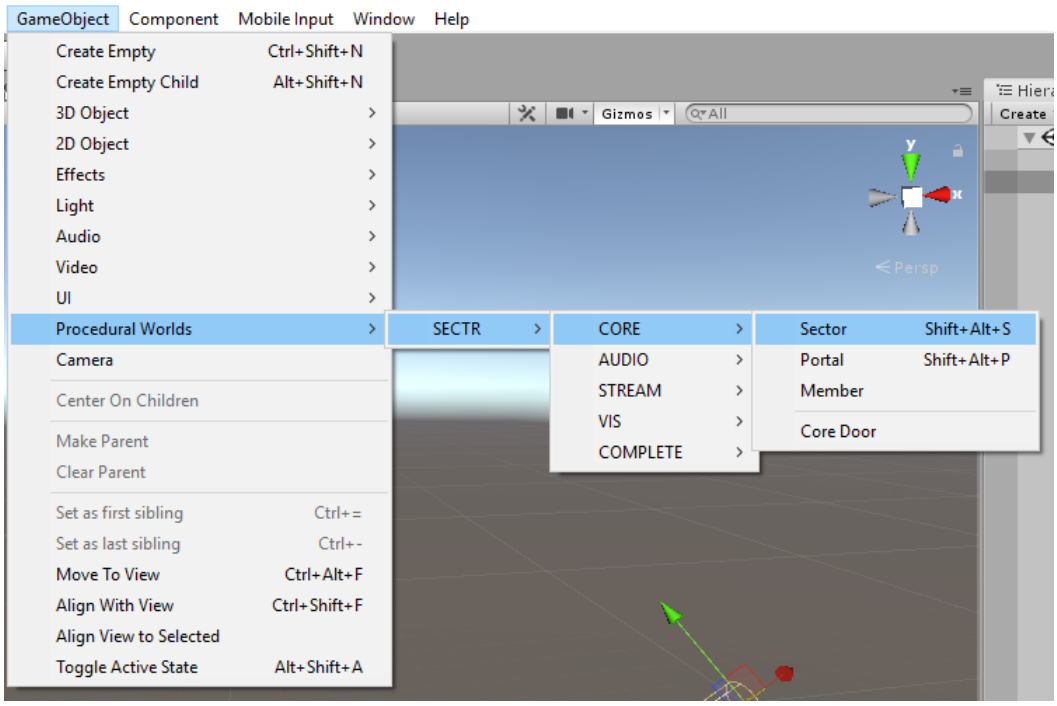
Contents

STEP 1: Setting Up

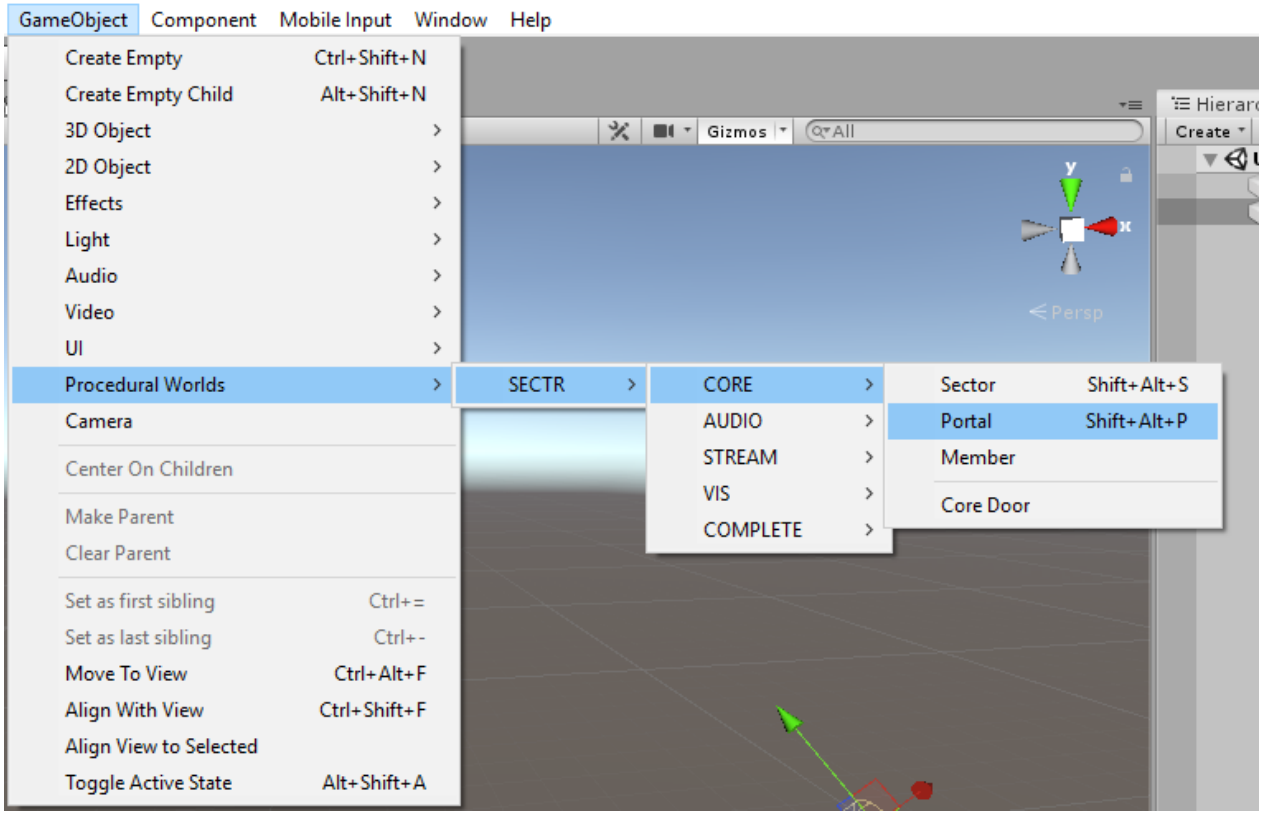
The first step in preparing a level for streaming is to create Sectors and Portals. See the SECTR Manual for full details. Here's a quick recap.



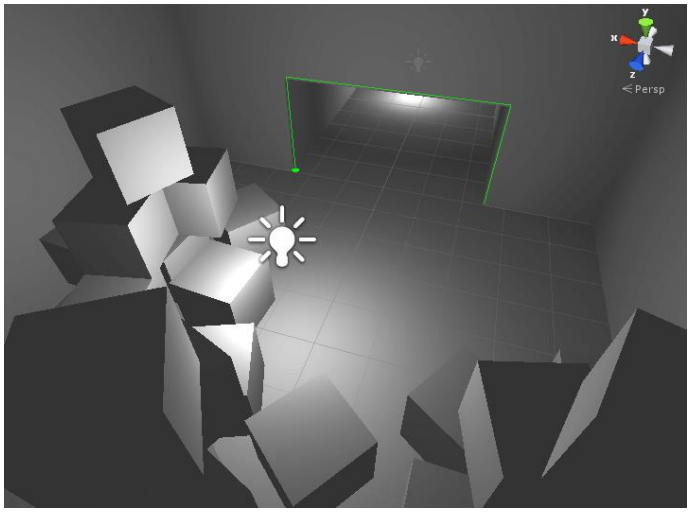
Select the objects you want to have in your Sector.



Create a new Sector through the Game Object menu or by pressing Shift+Alt+S



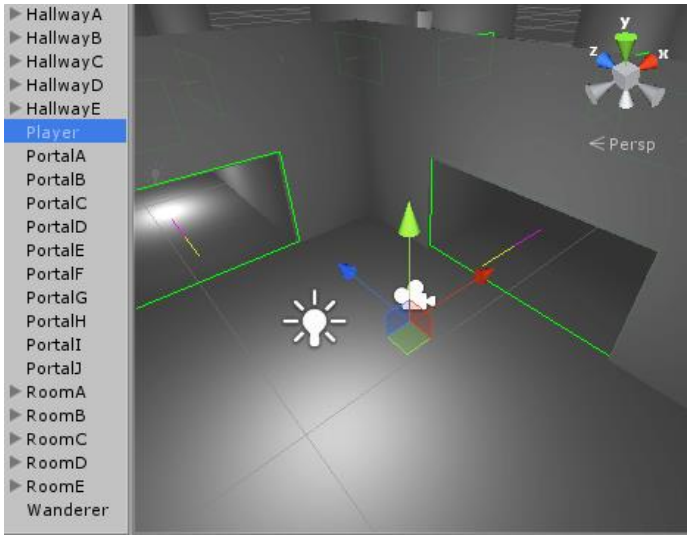
Create a new Portal through the GameObject menu or by pressing Shift+Alt+P or



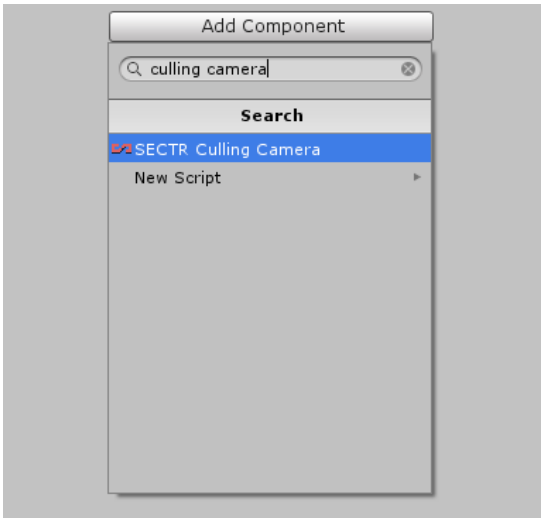
Draw the geometry of your new portal, and connect the front and back Sectors.

STEP 2: Activate Culling

With a scene that is setup with Sectors and Portals, enabling dynamic occlusion culling is as simple as adding one component.



First, select your main camera or your main camera Prefab if you create cameras/players from Prefabs.



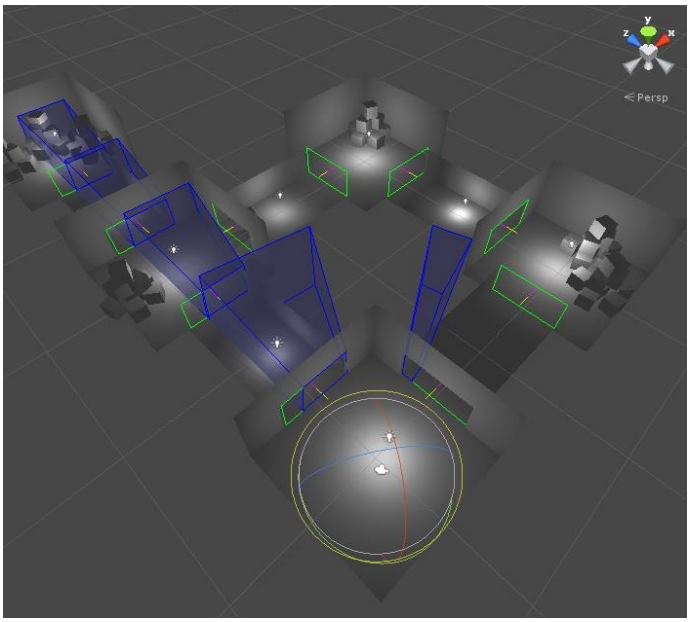
Next, add a SECTR Culling Camera component. That's it. Culling is now working in your scene.

Pro Tip:

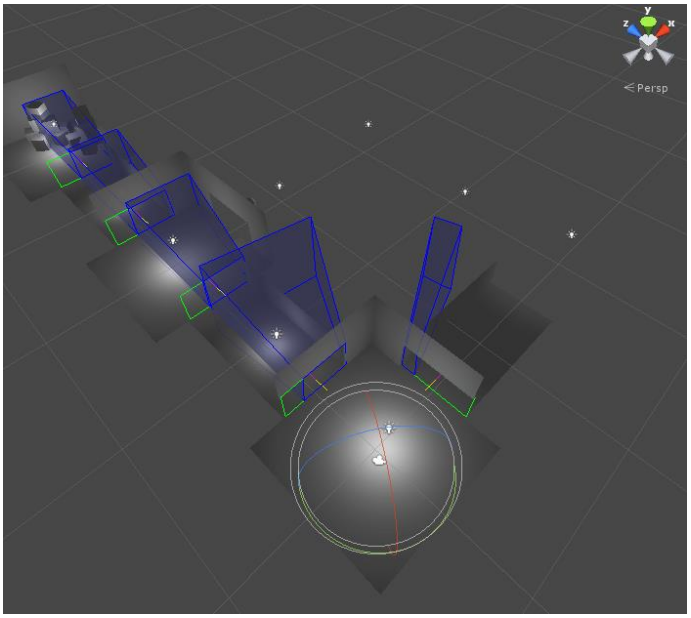
You can use Member components within Sectors to optimize how your scene is culled. See the SECTR manual for more information.

Step 3 (Optional): Visualizing Culling

It's often handy (and cool) to see how your scene is actually being culled. If you select a GameObject that has a Culling Camera and have Culling Camera gizmos enabled, you'll see a the culling frustums render in the editor view. Notice how they get smaller the further you get from the camera.



If you select your camera, check the Cull in Editor property in Culling Camera, and then Play, you'll see objects appear and disappear based on what's happening in the game. Neat!



Pro Tip

You can visualize the culling in game, too. The Vis Demos folder has some examples of how to do just that with a picture-in-picture camera.