Open console in Window > Developer tools > Output log

**Commands**

* stat fps : Show the current FPS
* t.MaxFPS 600 : Set the framerate cap to 600. The number is arbitrary, it’s just so we can observe impacts on framerate even if’s already past 60 or so.
* stat unit : Enables visualisation of time (in milliseconds) allowing us to assess if the bottleneck Is CPU or GPU. “Game” usually refers to CPU.
* stat rhi : Enables visualisation of memory spent on rendering, as well as counters for polygons and drawcalls.
* stat scenerendering : visualises time spent in each step of rendering

Re-entering the command disables it.

We can also assess the complexityof drawing specific parts of the level by using the scene view. On the third button of the viewport (most likely saying “Lit”) > Optimization Viewmodes > **Shader** **Complexity**

In the material editor, we can also asses the complexity of shaders by using the Window > Stats, which show us the amount of resources a material would consume.