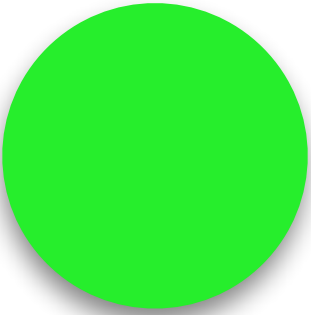
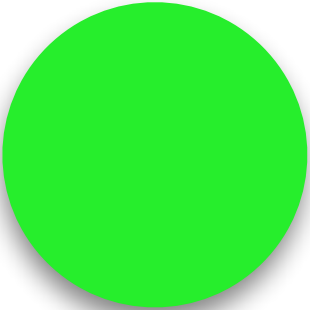
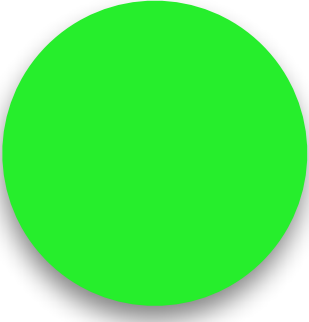
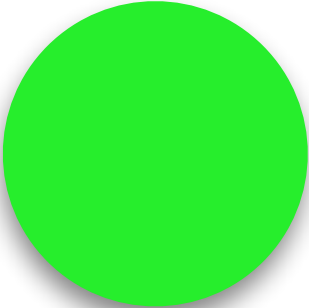
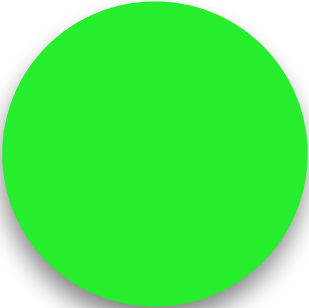
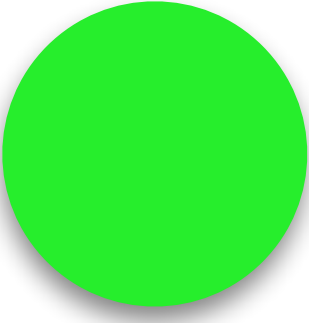


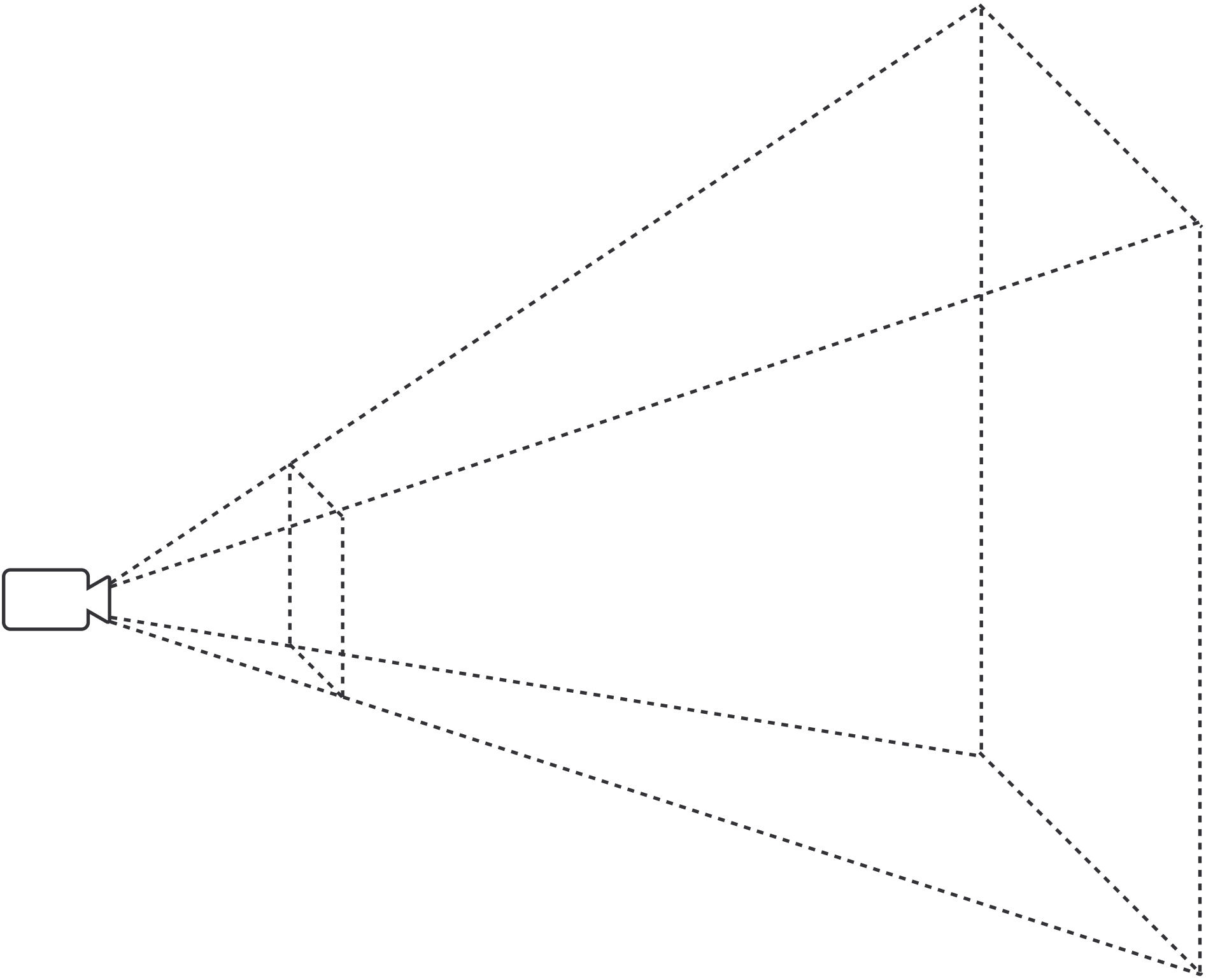


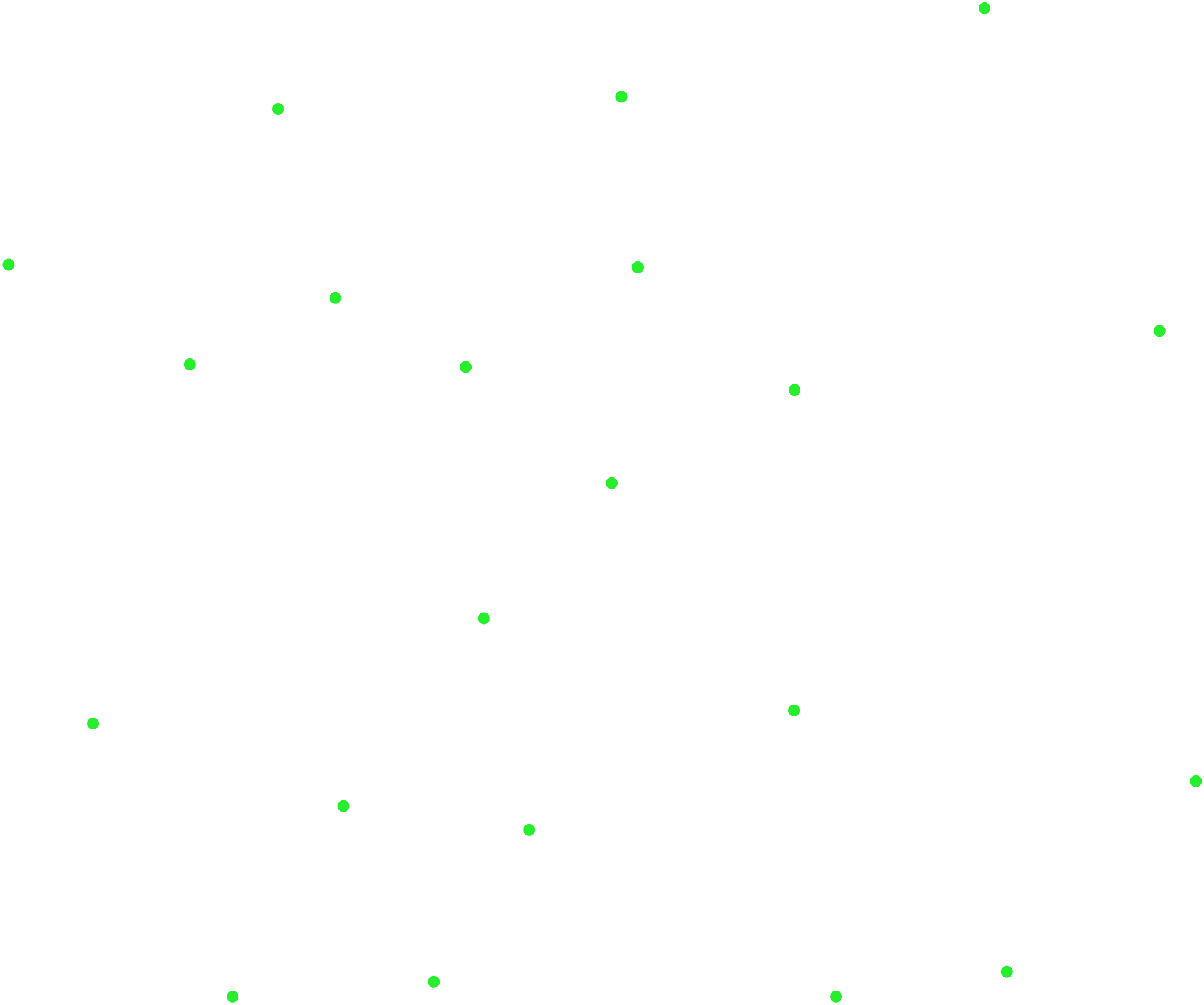


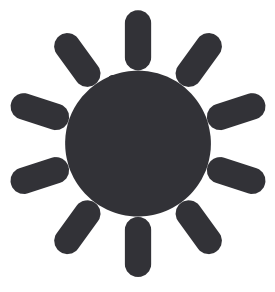








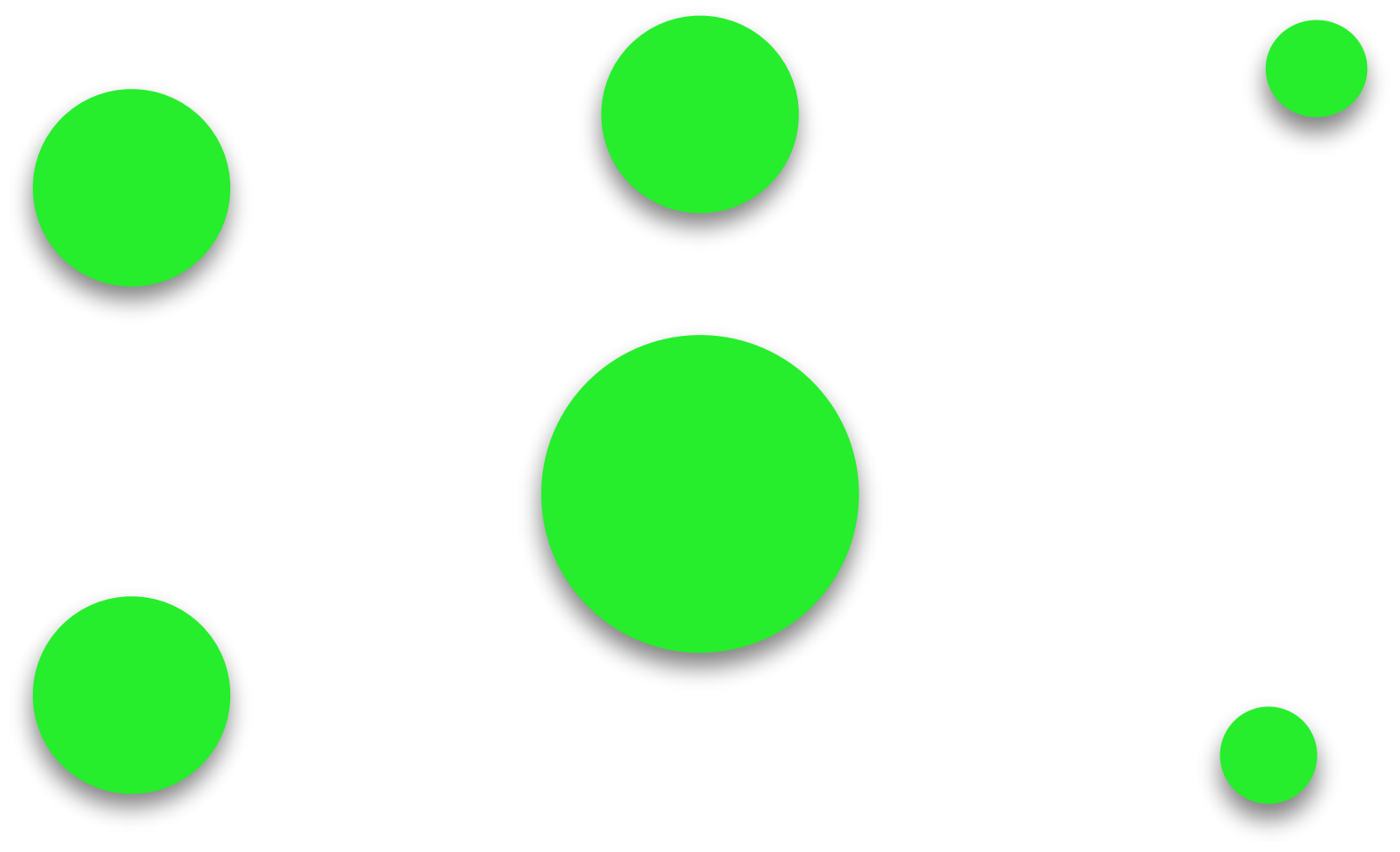


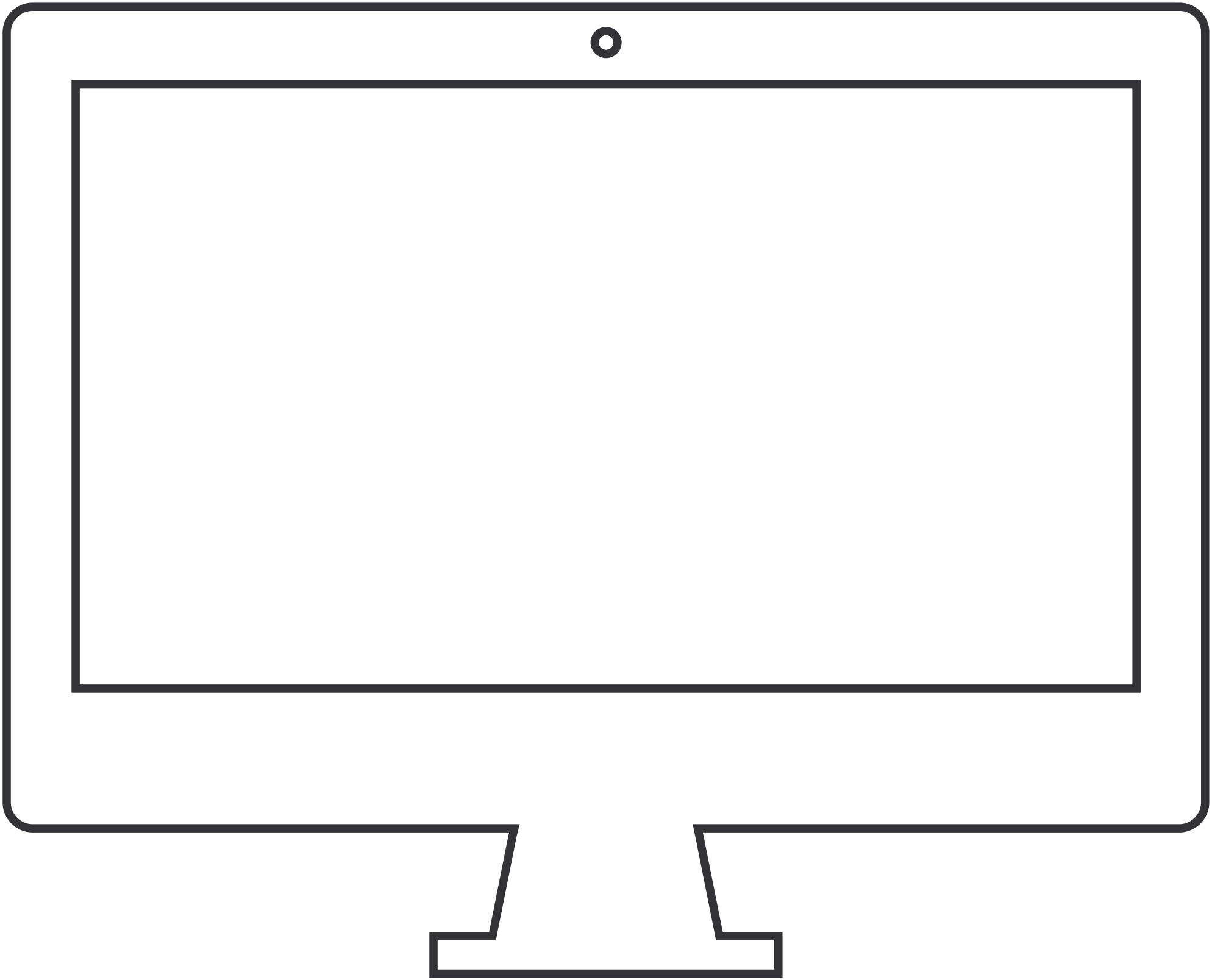


Optimization

Reducing Geom. Complexity - LOD

- Render objects with different levels of detail (LOD) according to distances to camera





Performance is poor because of:

- Too many objects
  - Expensive frustum testing
  - Too many draw calls
- Unnecessary geometry complexity

levels of detail (LOD) according

- Render objects with different

to distances to camera

- Too many objects

Performance is poor because of:

- Unnecessary geometry complexity

- Too many draw calls

- Expensive frustum testing

Summary