<https://www.reddit.com/r/gamedev/comments/pa3js2/how_to_make_a_big_open_world_game_in_unity/>

level streaming: possibly helpful for large worlds

<https://docs.unity3d.com/ScriptReference/SceneManagement.LoadSceneMode.Additive.html>

occlusion culling: don’t render geometry hidden behind other objects. Possibly not relevant.

<https://docs.unity3d.com/Manual/OcclusionCulling.html>

LOD: likely very important for the zoom in and out

<https://docs.unity3d.com/Manual/class-LODGroup.html>