Portal cells

Port cells are a very recent feature. The default behaviour when your camera is not inside a PerfectCullingVolume is to use the closest cell for visibility checks. This positional clamping can cause artifacts because the closest cell might not be the best choice.

This is where Portal cells come into play because they allow you to override the cell that is sampled when out of bounds. Imagine you are creating a bunch of rooms that are connected. The only way to get in and out are the doorways and for that reason you want to fallback to a location close to the doorway when out of bounds.

Just create a Gameobject and add the PerfectCullingPortalCell component and make sure to select the desired PerfectCullingVolume. You can have multiple cells. The closest Portal cell will be used.

Since this is a very recent addition feel free to provide feedback to make this feature even more useful!

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