Tag Of Joy Environment Optimization Guide

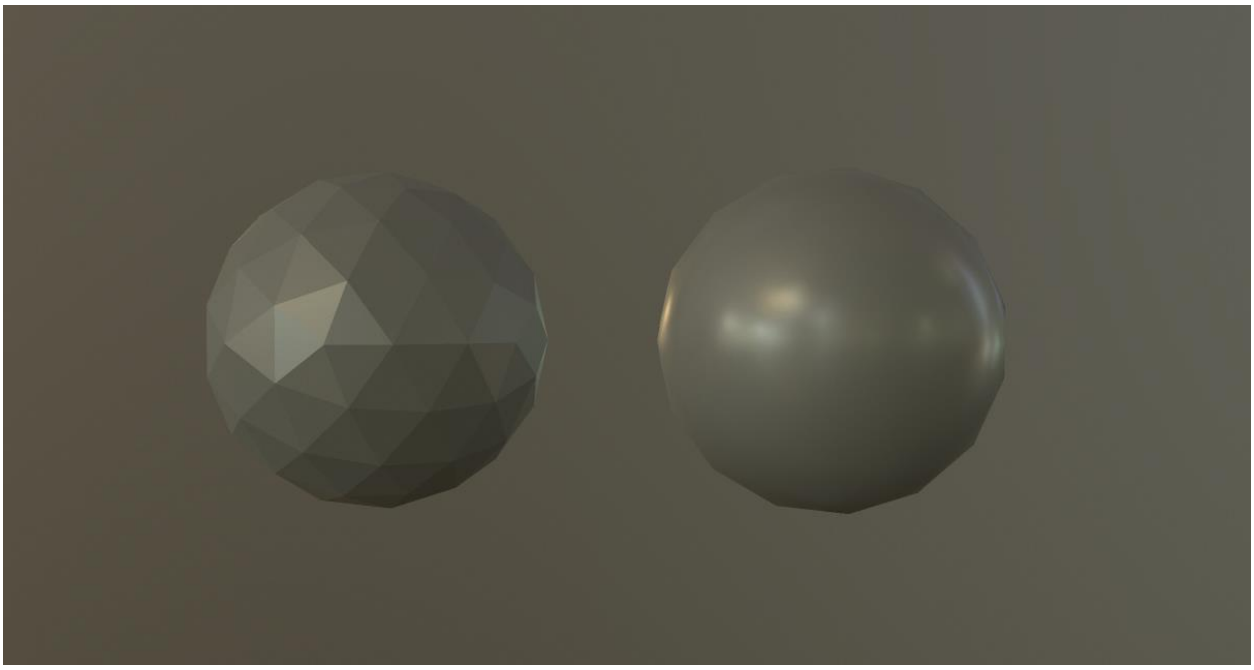
June, 2021

Table of Contents

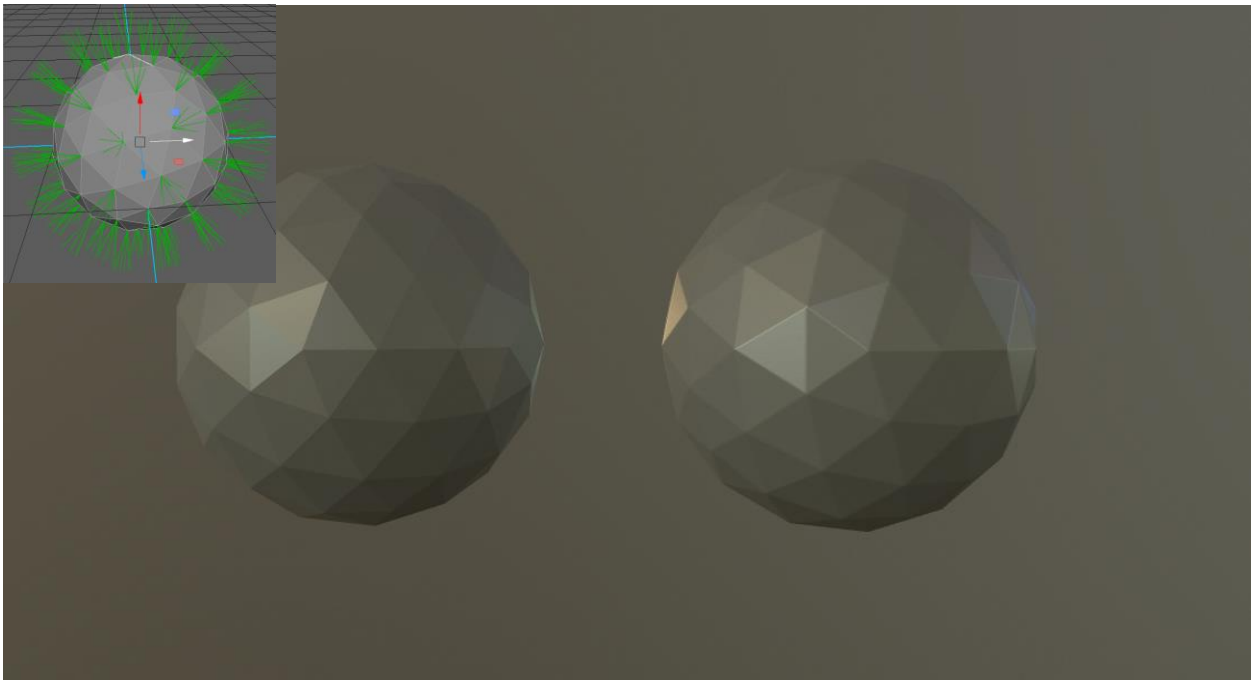
Introduction

This is going to be a short

Model Optimization



A good example of choosing a way to optimize is above. For instance, we can see a hard surface and soft surface spheres. Both of those spheres have 180 triangles; however, the vertice number is five times larger on the hard surface one. When creating a hard surface shading, a normal is created for every neighboring edge of that vertex. A solution for this could be to bake the hard surface details onto the soft surface model. If the model is using normal maps, this is probably the best solution in general. Especially if we are making a game that will be running on lower-end devices.



Collider Optimization

Batching

Reusing Textures and Atlasing

Occlusion Culling

LOD’s

Light Baking

Using Efficient Shaders

GPU Instancing

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