General Optimization

Mesh optimization testing			
Type	**Triangle Count**	**FPS PC**	**FPS Android**
Solo	1 900	150	30
Solo	3 400	150	30
Solo	8 600	145	30
Solo	39 300	145	30
Solo	152 200	145	30
Group	78 500	140	30
Group	692 900	140	30
Group	2 800 000	140	30
Group	15 000 000	60	24
Group	60 000 000	15	8

Texture Atlas			
Type	**FPS**	**Draw Calls**	**SetPasses**
Multi Mat Base	176	34	15
Single Mat Base	159	9	5
Multi + Static	165	34	15
Single + Static	164	9	5
Multi + Static + GPU	147	18	15
Single + Static + GPU	166	5	5
Multi + GPU	107	18	15
Single + GPU	197	5	5

Mesh collider Test		
Type	**FPS PC**	**FPS Android**
Optimized Collider	100	30
Non-Optimized Collider	50	30

Draw Call Optimization		
Type	**FPS**	**Draw Calls**
Bare	58	3603
Combined Unity	155	12
Combined Blender	174	12
Bare + GPU Instancing	67	302
Bare + Static Batching	82	9
Bare + GPU + Batching	99	9
Combined Unity + GPU	198	12
Combined Unity + Batchi	185	12
Combined Unity + GPU +	198	12
Combined Blender + GPU	172	12
Combined Blender + Bat	145	12
Combined Blender + GPU	185	12
Animated Object	94	662
Animated Object + GPU	111	13

Occlusion Culling			
Camera	Triangles	FPS	Draw Calls
Camera 1 Frustum Culling	318 500	120	21
Camera 1 Occlusion Culling	318 500	80	21
Camera 2 Frustum Culling	424 100	120	28
Camera 2 Occlusion Culling	424 100	80	28
Camera 3 Frustum Culling	353 700	120	24
Camera 3 Occlusion Culling	212 900	80	16
Camera 4 Frustum Culling	318 500	120	22
Camera 4 Occlusion Culling	142 500	80	12

LOD's			
Camera	Triangles	FPS	Draw Calls
Camera 1 No LOD	24 900 000	70	10
Camera 1 LOD	4 300 000	170	209
Camera 2 No LOD	25 700 000	70	10
Camera 2 LOD	4 900 000	163	204
Camera 3 No LOD	23 800 00	70	8
Camera 3 LOD	4 700 000	133	197