

Final Optimization			
Base Scene	Draw Calls	Frame Rate	Triangles
Camera 1	622.00	59.00	33,600,000.00
Camera 2	619.00	62.00	33,100,000.00
Camera 3	578.00	61.00	32,500,000.00
Avarage	606.33	60.67	33,066,666.67
+ Optimzed models	Draw Calls	Frame Rate	Triangles
Camera 1	623	68	27,600,000.00
Camera 2	612	68	27,200,000.00
Camera 3	587	68	26,700,000.00
Avarage	607.33	68.00	27,166,666.67
+ Better Colliders	Draw Calls	Frame Rate	Triangles
Camera 1	624	65	27,600,000.00
Camera 2	629	70	27,200,000.00
Camera 3	596	69	26,700,000.00
Avarage	616.33	68.00	27,166,666.67
+ Static Batching	Draw Calls	Frame Rate	Triangles
Camera 1	622	66	27,600,000.00
Camera 2	614	69	27,200,000.00
Camera 3	590	70	26,700,000.00
Avarage	608.67	68.33	27,166,666.67
+ GPU Instancing	Draw Calls	Frame Rate	Triangles
Camera 1	17	65	27,600,000.00
Camera 2	36	68	27,200,000.00
Camera 3	34	62	26,700,000.00
Avarage	29.00	65.00	27,166,666.67
+ LOD's	Draw Calls	Frame Rate	Triangles
Camera 1	222	108	889,800.00
Camera 2	260	128	1,600,000.00
Camera 3	253	132	2,300,000.00
Avarage	245.00	122.67	1,596,600.00
+ Atlas	Draw Calls	Frame Rate	Triangles
Camera 1	226	140	889,100.00
Camera 2	253	83	1,600,000.00
Camera 3	253	133	2,300,000.00
Avarage	244.00	118.67	1,596,366.67
+ Object Combining	Draw Calls	Frame Rate	Triangles
Camera 1	104	153	2,300,000.00
Camera 2	150	159	2,700,000.00
Camera 3	105	156	2,800,000.00
Avarage	119.67	156.00	2,600,000.00
+ Occlusion Culling	Draw Calls	Frame Rate	Triangles
Camera 1	43	114	2,700,000.00
Camera 2	153	130	2,700,000.00
Camera 3	151	146	2,300,000.00
Avarage	115.67	130.00	2,566,666.67
+ Baking the lights	Draw Calls	Frame Rate	Triangles
Camera 1	16	148	1,400,000.00
Camera 2	25	135	1,500,000.00
Camera 3	27	144	1,400,000.00
Avarage	22.67	142.33	1,433,333.33
Total Difference	583.67	81.67	31,633,333.33