

Rigid Body Simulation Scalability Analysis

Unreal Engine 4

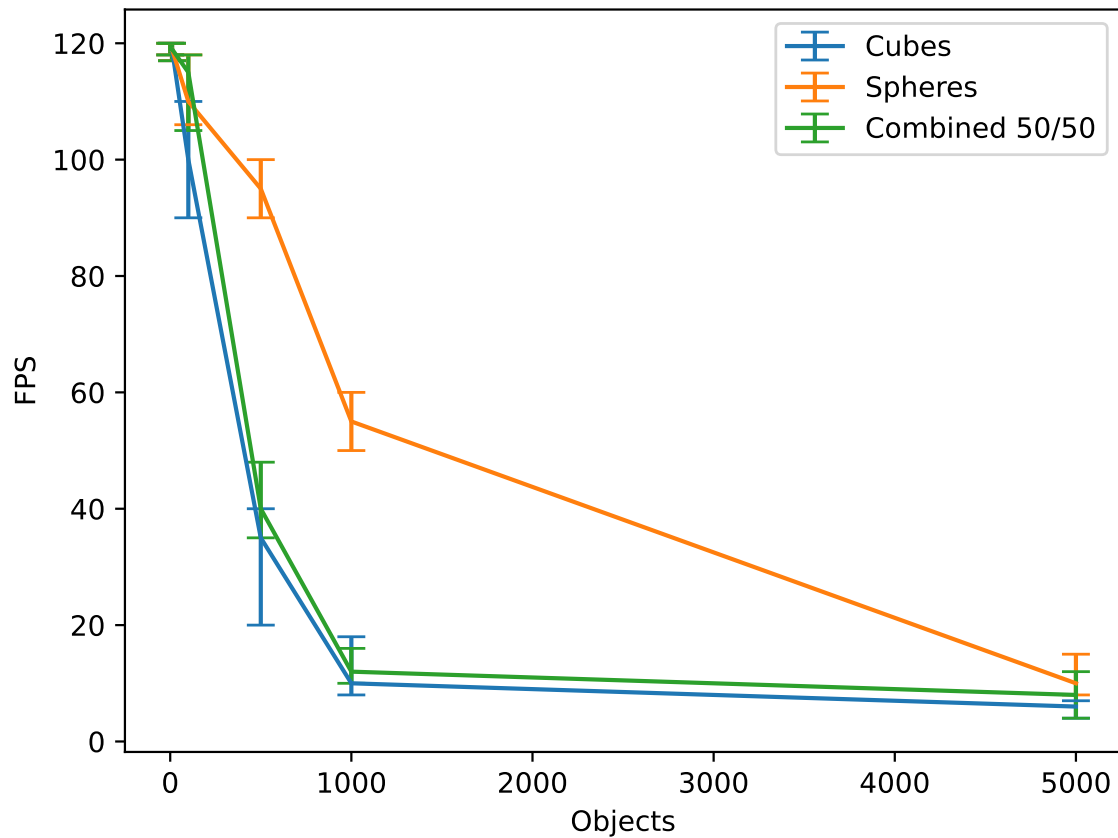


Figure 1: Amount of objects vs FPS (mode, min, max)

Figure 1 shows that spheres are easier on physics simulation than cubes. At 5000 objects we assume we are reaching other bottlenecks, such as rendering that many objects.

All measurements were performed in the same scene, at the same camera location and rotation. Unreal Engine's FPS display was used.