1. <https://www.youtube.com/watch?v=LwwP6tWLm6A>
2. <http://blog.theknightsofunity.com/wrong-import-settings-killing-unity-game-part-2/>
3. V SYn:- <https://www.youtube.com/watch?v=cZpFhmVGLGc>

Occlusion Culling:- Used to reduce the like batching and tris in the game.

Ref: <https://www.youtube.com/watch?v=OmuQmydipGg>

Audio Optimization:- Set the proper compression type for audio clips depending on FX or music.

Ref:- <https://www.youtube.com/watch?v=LwwP6tWLm6A&t=450s>

Profiler:- It’s a tool which gives you better insight in you project and tells which is taking more memory – Scrips, 3D Art, 2D Art , Physics, etc.

In out example we are going to optimize the script.

So in ScriptOptiz scene click on Cube and activate only 1 script at a time out of Script and Optimized Script and check Profile rating for both.

Ref:- <https://www.youtube.com/watch?v=cZpFhmVGLGc&t=0s>