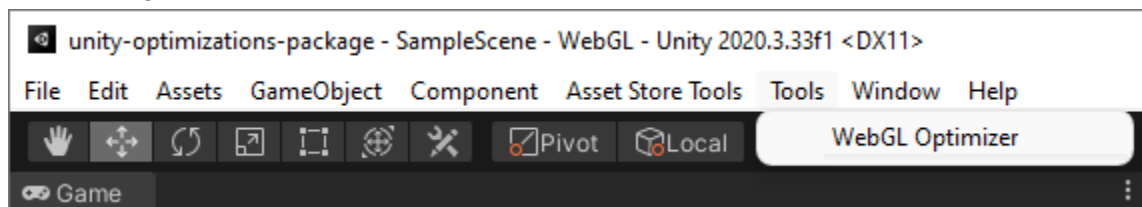


WebGL Optimizer

Open the tool	1
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Open the tool

The package can be found in the *Tools > WebGL Optimizer* menu option.

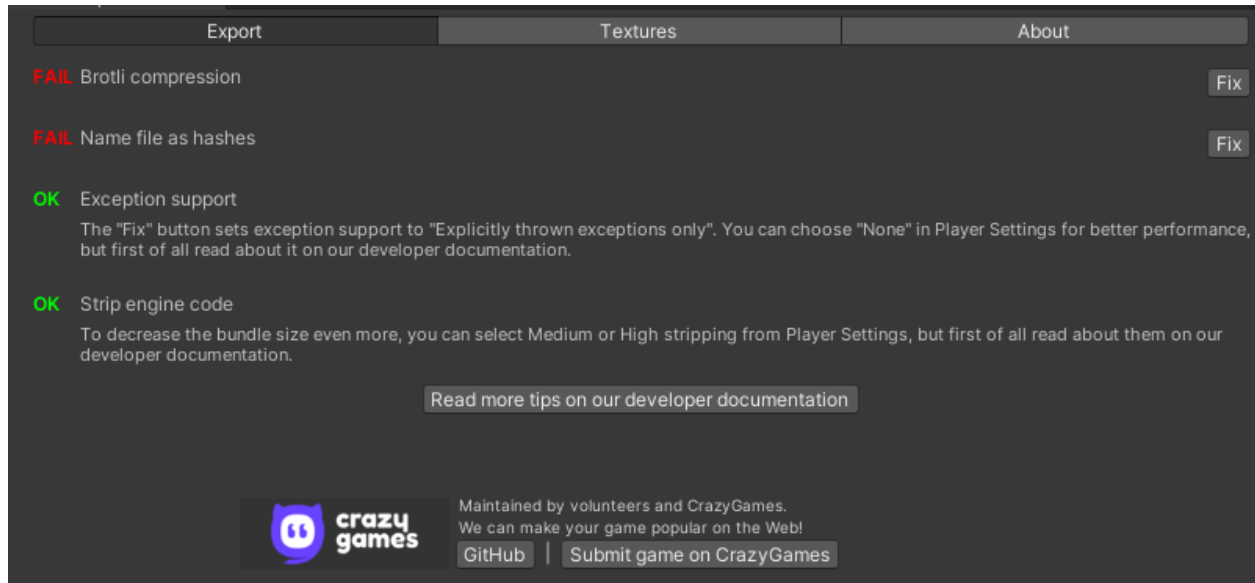


Utilities

Once you open the tool, you will see a window with multiple tabs. The functionality of each tab is explained in the sections below.

Export optimizations

The export optimizations tab contains a checklist of options that should be correctly set to improve the performance and decrease the bundle size of your WebGL game.



Texture optimizations

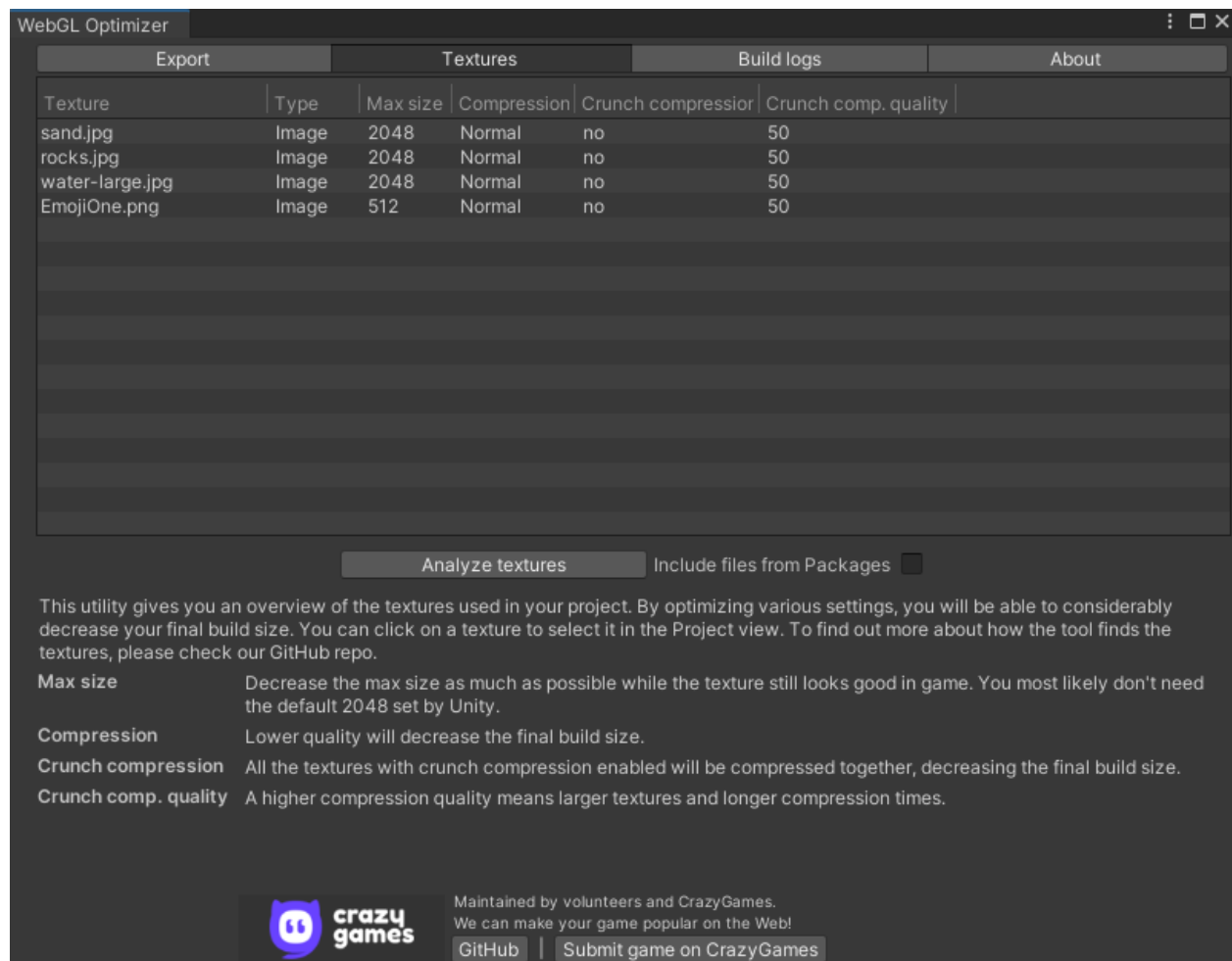
The texture optimizations tool provides an overview of all the textures in your project, and also various tips about optimizing the size they occupy in the final build.

It finds textures in your project in these 2 ways:

1. By looking at the scenes included in the build (Build settings > Scenes in build), and finding recursively all the textures on which those scenes depend.
2. By finding textures in Resources folders, or by recursively finding textures on which the assets from the Resources folders depend.

This means that the texture detection may miss more intricate textures that are not covered by the above cases.

You can toggle the "Include files from Packages" options to also display textures from the installed packages, for example from Package Manager.



Model optimizations

The model optimizations tool works very similar to the texture optimizations tool, but instead of textures it finds models in your project and provides various tips about optimizing them.

WebGL Optimizer

Export

Textures

Models

Build logs

About

Model	R/W enabled	Polygons optimized	Vertices optimized	Mesh compression	Animation compression
Banana.fbx	no	yes	yes	Medium	KeyframeReduction
Cheese.fbx	no	yes	yes	Medium	KeyframeReduction
Cherry.fbx	no	yes	yes	Medium	KeyframeReduction
Hamburger.fbx	no	yes	yes	Medium	KeyframeReduction
Hotdog.fbx	no	yes	yes	Medium	KeyframeReduction
Olive.fbx	no	yes	yes	Medium	KeyframeReduction
Robot Kyle.fbx	no	yes	yes	Medium	Optimal
Watermelon.fbx	no	yes	yes	Medium	KeyframeReduction

Analyze models

Include files from Packages ☒

This utility gives you an overview of the models used in your project. By optimizing various settings, you will be able to considerably decrease your final build size. You can click on a model to select it in the Project view. To find out more about how the tool finds the models, please check our GitHub repo.

R/W enabled

When a Mesh is read/write enabled, Unity uploads the Mesh data to GPU-addressable memory, but also keeps it in CPU-addressable memory. In most cases, you should disable this option to save runtime memory usage.

Polygons optimized

Optimize the order of polygons in the mesh to make better use of the GPUs internal caches to improve rendering performance.

Vertices optimized


Optimize the order of vertices in the mesh to make better use of the GPUs internal caches to improve rendering performance.

Mesh compression

Compressing meshes will decrease the final build size, but more compression introduces more artifacts in vertex data.

Animation compression

Compressing animations will decrease the final build size, but more compression introduces more artifacts in the animations.



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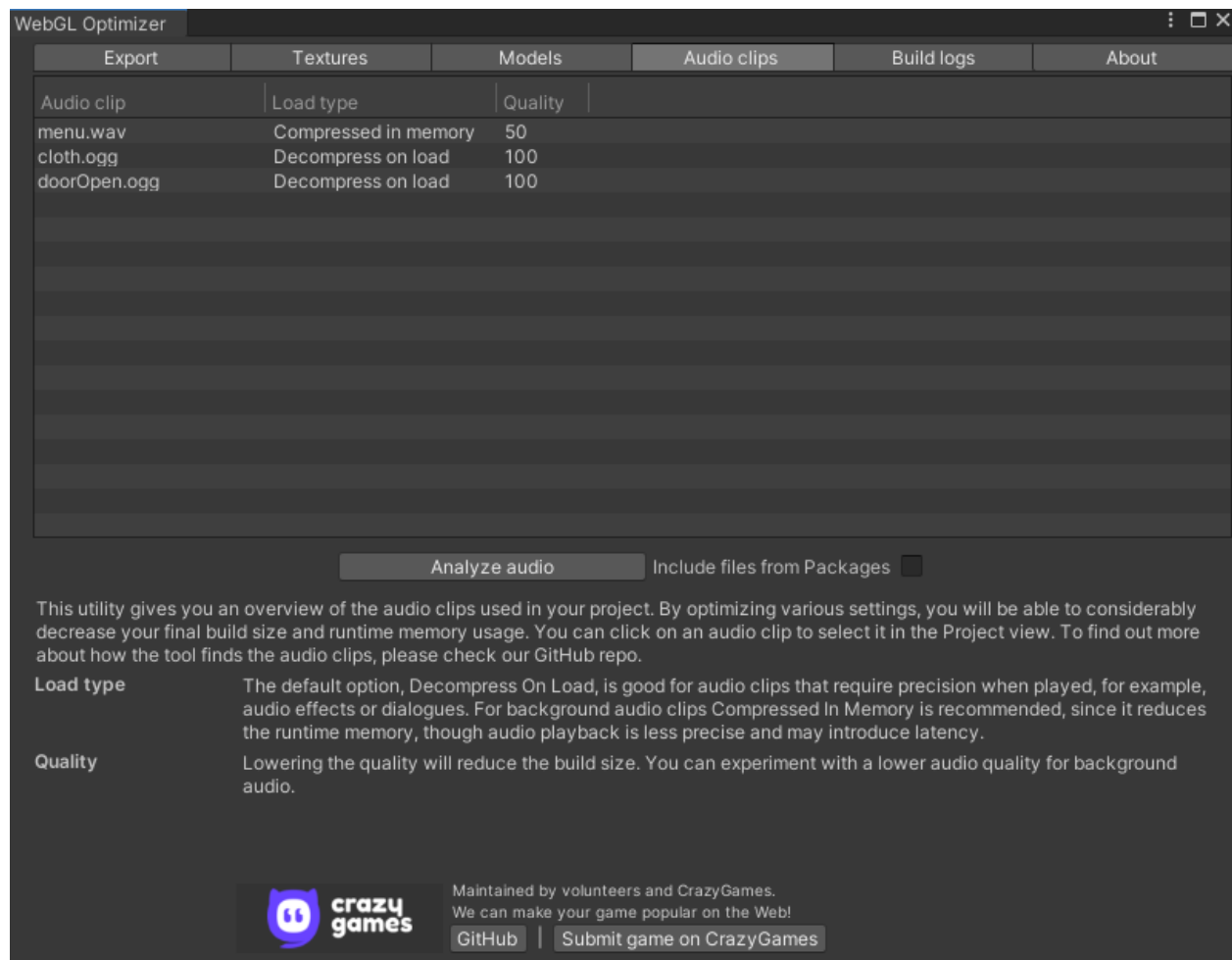
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Audio clip optimizations

The audio clip optimizations tool works very similar to the texture optimizations tool, but instead of textures it finds audio clips in your project and provides various tips about optimizing them.



Build logs analyzer

The build logs analyzer parses the Editor.log file to extract the list of files included in your build and the space they occupy. You can use this utility to furthermore analyze the files included in your project.

Similar to the texture optimizer, you can toggle the "Include files from Packages" options to also display textures from the installed packages, for example from Package Manager.

WebGL Optimizer

Export

Textures

Build logs

About


Size	Size %	Path
3,5 mb	8,7%	Assets/Resources/Music.mp3
2,7 mb	6,7%	Assets/Resources/water-large.jpg
1 mb	2,6%	Assets/TextMesh
344,5 kb	0,8%	Assets/TextMesh
341,5 kb	0,8%	Assets/TextMesh
87,2 kb	0,2%	Resources/unity_built_in_extra
85,5 kb	0,2%	Assets/Resources/rocks.jpg
85,5 kb	0,2%	Assets/sand.jpg
15,6 kb	0%	Assets/TextMesh
6,5 kb	0%	Assets/TextMesh
3,7 kb	0%	Assets/TextMesh
3,2 kb	0%	Assets/TextMesh
3,2 kb	0%	Assets/TextMesh
1,6 kb	0%	Assets/TextMesh
1,6 kb	0%	Assets/TextMesh
0,9 kb	0%	Assets/Resources/Rocks.mat
0,9 kb	0%	Assets/Materials/Sand.mat

Analyze build logs

Include files from Packages

Open Editor.log

This utility analyzes the Build Report from the Editor.log file. It will display all the files included in your final build, and the memory they occupy. You can use this utility to detect more opportunities to decrease the final build size. There may be textures that still occupy a lot of memory, uncompressed sounds, or stuff forgotten in the Resources folders that gets included in the build.

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