

# OCCCLUSION CULLING

- ▶ Process which prevents Unity from performing rendering calculation for game objects that are completely hidden from view by other game objects.
- ▶ Avoid the waste of CPU and GPU computing power
- ▶ Static batching for objects that will not move, scale or rotate (environment objects)
- ▶ Dynamic batching for object that will be moving around (enemies, keys, doors etc.)

