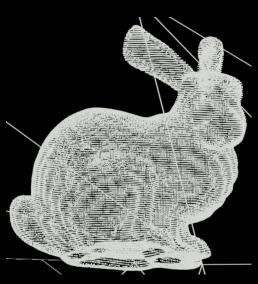# Characterizing Unity Render Pipelines and Visualization Techniques of Point Clouds Data on HoloLens 2

Thy Do

Built-in vs Universal
- Game Objects
- Mesh Topology
- Particle System
- Compute Shader
- VFX Graph