工具

Working with the Profiler Window

Working with the Stats Window

Working with the Frame Debugger

Using the Physics Debugger

Introduction to the Sprite Atlas

Working with the Memory Profiler

Optimization Approaches for Project Assets

Introduction to Optimization in Unity

Rig Optimization for Mobile

Profiling Applications Made with Unity

Performance and optimization

Diagnosing Performance Problems

Fixing Performance Problems

Optimizing Unity UI

Memory Management in Unity(太难待续)

Optimizing Graphics in Unity（待续）