



<https://gitlab.com/s-ilent/SCSS/-/wikis/Other/Occlusion-Culling>

 **Silent**

 **RyuraQWQ**

[Occlusion Culling and You | VRCLibrary](#)

- [1. 基础概念](#)
- [2. 实现原理](#)
- [3. 实现方法](#)
- [4. 性能优化](#)
- [5. 总结](#)

1.

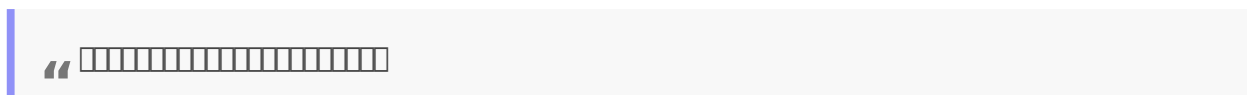
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[illegible]

???????Unity????? (Draw calls)

“ ”

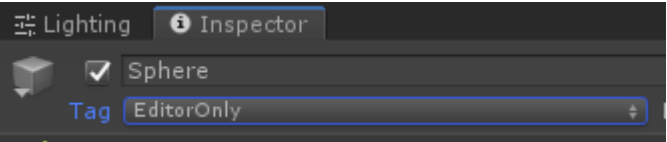
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Unity 2018 Visualization

Hierarchy

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"Bake"

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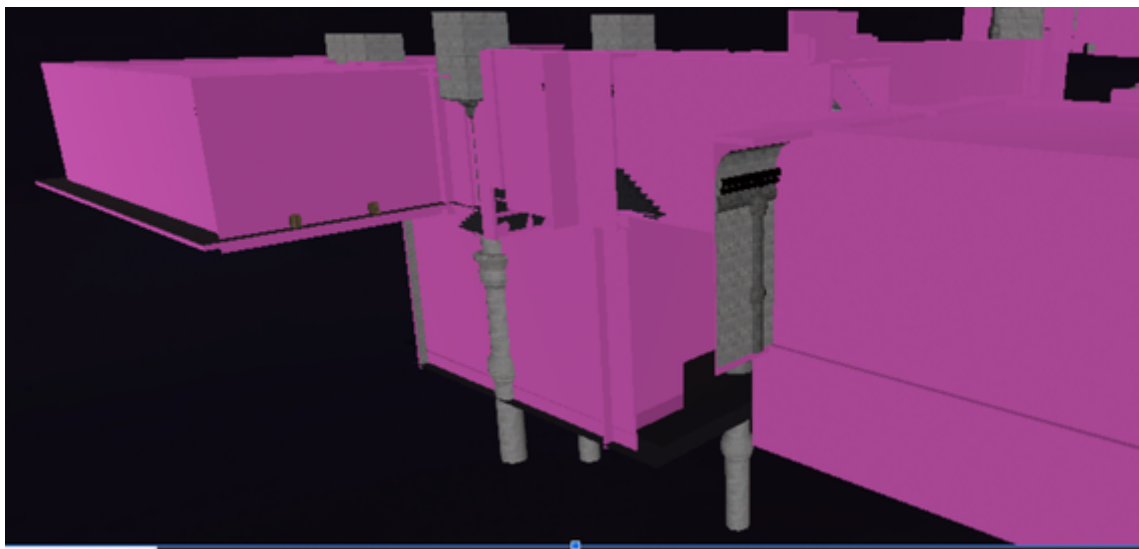
Smallest Hole " " 0.05 0.5 5c

Smallest Occluder

Unity

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- ☐ Unity 2018 ☐ VR ☐ “☐” ☐
- ☐ Unity? 2018 ☐
- ☐ Z ☐



5.







 Fiona  The Devouring [Unity RCPrefabs TLX](#) 

 Unity 



 Unity 



- <https://docs.unity3d.com/Manual/OcclusionCulling.html>
- <https://docs.unity3d.com/Manual/occlusion-culling-getting-started.html>
- https://www.gamasutra.com/view/feature/164660/sponsored_feature_next_generation_.php
- <http://web.archive.org/web/20131204230947/https://blogs.unity3d.com/2013/12/02/occlusion-culling-in-unity-4-3-the-basics/>
- <https://blogs.unity3d.com/2013/12/26/occlusion-culling-in-unity-4-3-best-practices/>
- <http://web.archive.org/web/20140105091320/https://blogs.unity3d.com/2014/01/02/occlusion-culling-in-unity-4-3-troubleshooting/>
- <https://medium.com/@Umbra3D/introduction-to-occlusion-culling-3d6cfb195c79>
- <https://cdn.discordapp.com/attachments/437816654492073994/924630771367559178/boosting-frame-rates-in-unity-games-using-umbra-3.pdf>