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

???Silent

???RyuraQWQ

?????Occlusion Culling and You | VRCLibrary

- 1. ?????????
- 2. ??????????
- 3. ?????????????
- 4. ?????????????
- 5. ????

1. ??????????

? Unity ??Unity ?????????“??”????????????????

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

> **❝ ?????????????**

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2. ??????????

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- **????** ??
- **????**??

Unity ??

- **??????**????????????????——????????????????????**???**??
- **???????**??
- **???????**????????????????????????“????”??

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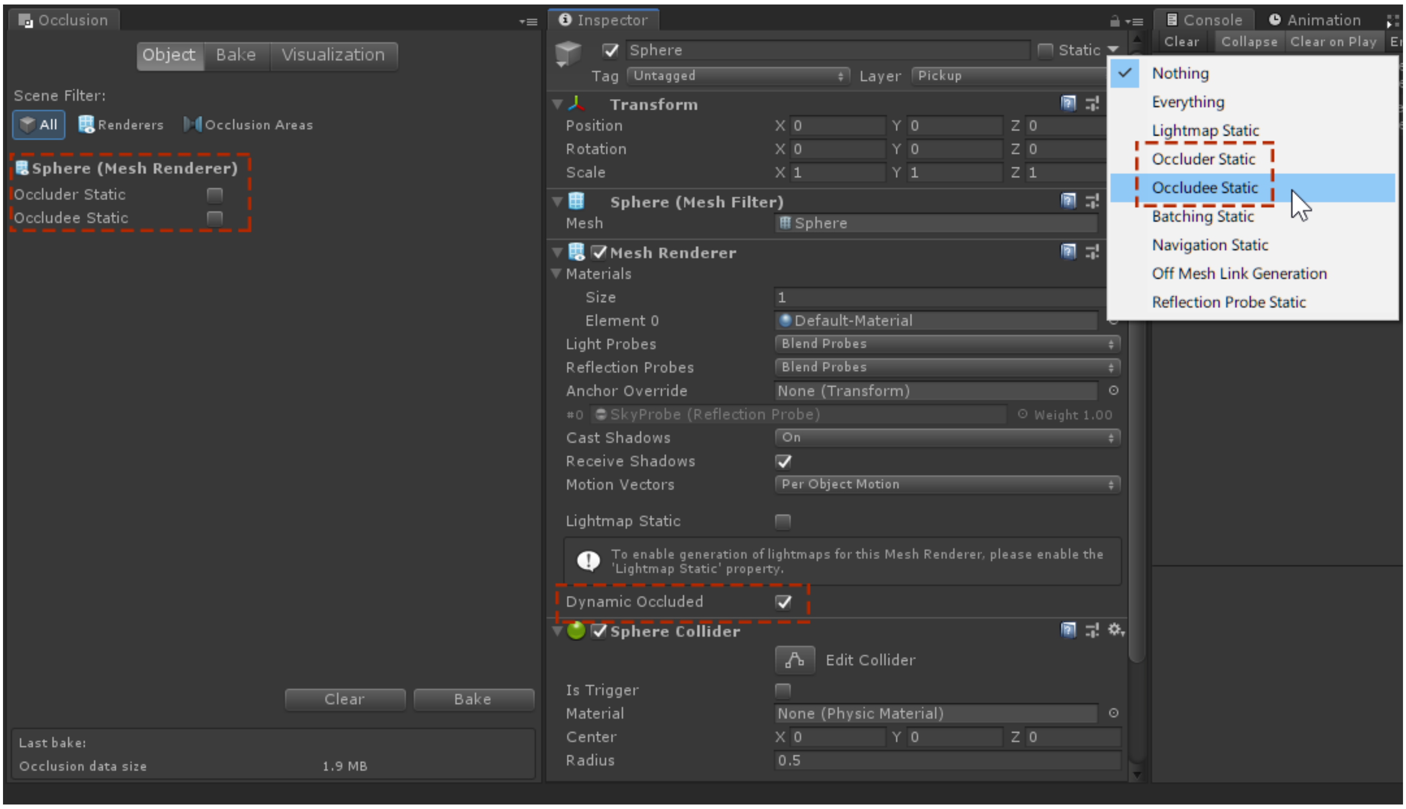
3. ??????????????

??????Unity ???????????? **?????View Volumes?**???????

??????????? **?????Occlusion Area?**?????? Unity
??? Unity
????????????????????????

???????????? **?????Occlusion window?**???????????



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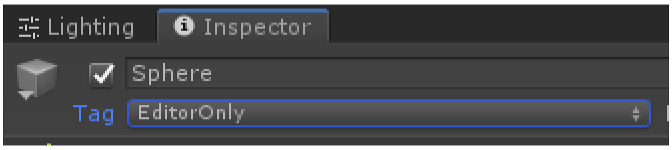

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? Unity 2018 ?????????????????????????????????????? **????Visualization?** ?????????????????????????

??????????Hierarchy ???

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"???Bake?"????????

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?????Smallest Hole? ??????“??”?? 0.05 ? 0.5 ???5cm ? 50cm??

??????Smallest Occluder? ??? 2-6 ?? 2m ? 6m????

????????????????**???Unity????????**?????????????

4. ?????????????

?The Devouring ??????? VRChat ??????????????? Unity ?????????????????????

- ???
- ?????????????????????“??”?????????????????????????????????? EditorOnly ????????????????????????????????????
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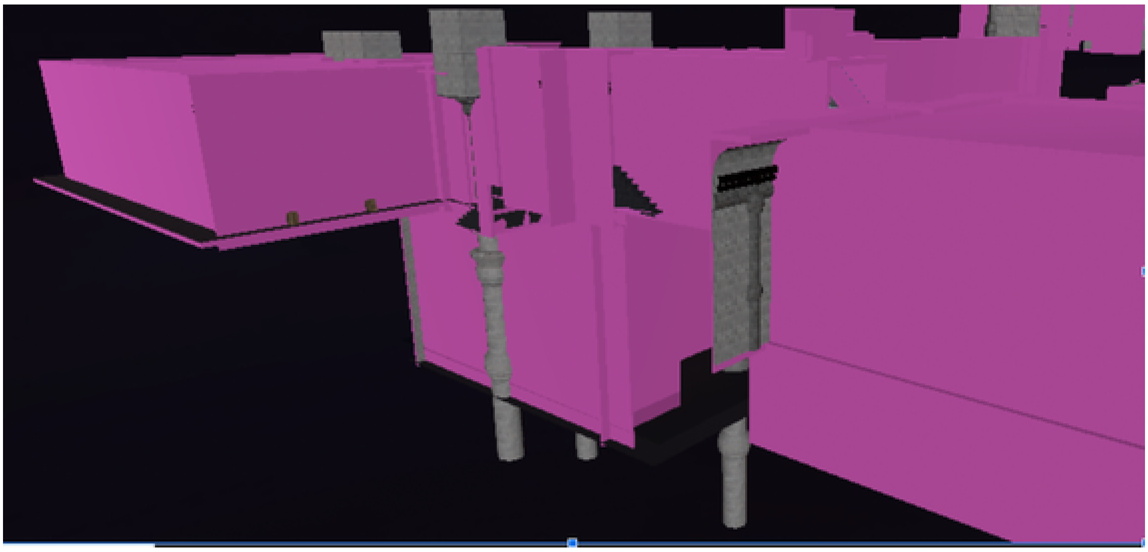

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- ???“??” ???
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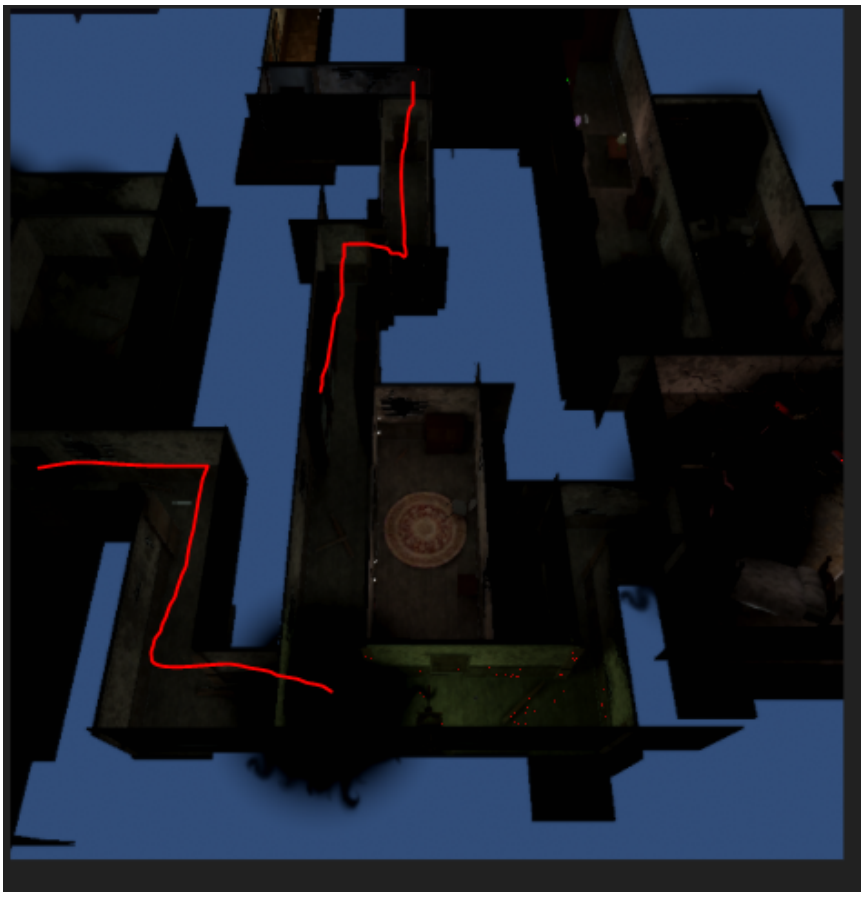
- ???????????????????????????? Unity 2018 ???????VR????????????“??” ????????????????????????
- ?????????Unity 2018 ??????????????????????????????????????? ???
- ??Z ??—— ??



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5. ????

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????Fionna???The Devouring??????????????????????VRCPrefabs TLX?????????

?????????????????????? Unity ???

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- 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/
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- 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