Final notes

Occlusion Portals

Occlusion Portals are occluders that can be turned off and on and affect occlusion. If you have a large object in your scene that can open/close, like a door or toggle-able object, you can place an occlusion portal alongside it and open/close the portal to get the benefits of occlusion culling when the portal is closed.

References

Special thanks to Fionna for providing the details on The Devouring's occlusion planning. Further details were presented in the VRCPrefabs TLX videos.

For more information on how occlusion culling works, try the Unity documentation.

When I first read it, I didn't understand it at all. I learned a lot through trial and error. In the past year, Unity have also been taking feedback and reworking parts of their manuals to make more sense, which makes the documentation a lot more readable as a result!

- 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

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