

# 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](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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