

→ E-BOOK



Optimize your game performance for consoles and PCs in Unity



Contents

Introduction	8
Profiling	9
Profile early, often, and on the target device	9
Focus on optimizing the right areas	10
Understand how the Unity Profiler works	11
Deep Profiling	15
Use the Profile Analyzer	15
Frames per second: A deceptive metric	17
Determine if you are GPU-bound or CPU-bound	18
Use native profiling and debugging tools	19
Native profiling tools	19
GPU debugging and profiling tools	20
Project Auditor	20
Memory	21
Use the Memory Profiler	22
Reduce the impact of garbage collection (GC)	22
Time garbage collection whenever possible	23
Use the Incremental Garbage Collector to split the GC workload	24
Assets	25
Compress textures	25
Texture import settings	26
Atlas your textures	27
Check your polygon counts	28
Mesh import settings	30
Other mesh optimizations	30

Audit your assets	31
The AssetPostprocessor	31
UnityDataTools.	31
Async texture buffer.	31
Stream mipmaps and textures.	32
Use Addressables.	33
Programming and code architecture	36
Understand the Unity PlayerLoop	36
Minimize code that runs every frame	38
Avoid heavy logic in Start/Awake	38
Cache the results of expensive functions.	39
Avoid empty Unity event functions	40
Build a custom Update Manager	40
Remove Debug Log statements	41
Disable Stack Trace logging.	42
Use hash values instead of string parameters	42
Choose the right data structure	43
Avoid adding components at runtime	43
Use object pools	43
Transform once, not twice	44
Use ScriptableObjects	45
Avoid lambda expressions	46
The C# job system	46
The Burst compiler	48
Project configuration	50
Disable unnecessary Player or Quality settings.	50
Switch to IL2CPP.	50
Avoid large hierarchies	51

Graphics	52
Commit to a render pipeline.	52
Around 90% of Unity games on PC/console are using SRPs	53
Render pipeline packages for consoles	55
Select a rendering path	56
Forward	57
Forward +	57
Deferred shading	58
Optimize Shader Graph	59
Remove built-in shader settings	61
Strip shader variants	61
Particle simulations: Particle System or VFX Graph.	63
Smooth with anti-aliasing.	64
Spatial-Temporal Post-Processing	66
Common lighting optimizations	67
Bake lightmaps	67
Minimize reflection probes	68
Adaptive Probe Volumes	68
Disable shadows	70
Substitute a shader effect	70
Use Light Layers	71
GPU Lightmapper	71
GPU optimization	72
Benchmark the GPU	72
Watch the rendering statistics	73
Use draw call batching	74
Check the Frame Debugger	76

Optimize fill rate and reduce overdraw	77
Draw order and render queues	77
Optimizing graphics for consoles	81
Identify your performance bottlenecks	81
Reduce the batch count	82
Profile the post-processing.	82
Avoid tessellation shaders	82
Replace geometry shaders with compute shaders .	82
Aim for good wavefront occupancy	83
Use HDRP built-in and custom passes	84
Reduce the size of shadow mapping render targets	84
Utilize Async Compute	84
Culling	86
Dynamic resolution	88
Multiple camera views	88
Render Objects Renderer Feature in URP	90
Custom Pass Volumes in HDRP	91
Use Level of Detail (LOD)	92
Profile post-processing effects	93
GPU Resident Drawer	93
GPU occlusion culling	95
Split Graphics Jobs	96
User interface	97
User interface	97
UGUI performance optimization tips	97
Divide your Canvases	97

Hide invisible UI elements	98
Limit GraphicRaycasters and disable Raycast Target	98
Avoid Layout Groups	99
Avoid large List and Grid views	99
Avoid numerous overlaid elements.	99
When using a fullscreen UI, hide everything else	99
Assign the Camera to World Space and Camera Space Canvases	99
UI Toolkit performance optimization tips	100
Use efficient layouts	100
Avoid expensive operations in Update.	100
Optimize event handling	100
Optimize style sheets	101
Profile and optimize	101
Test on target platforms	101
Audio	102
Use lossless files as your source.	102
Reduce your AudioClip	103
AudioClip Import Settings	103
Optimize the AudioManager	105
Physics	107
Simplify colliders	108
Optimize your settings	109
Adjust simulation frequency.	110
Modify CookingOptions for MeshColliders.	112
Use Physics.BakeMesh.	113
Use Box Pruning for large scenes	113

Modify solver iterations	115
Disable automatic transform syncing	116
When to manually sync	116
Performance best practice	116
Use Contact Arrays.	117
Reuse Collision Callbacks.	117
Move static colliders.	118
Use non-allocating queries	118
2D Physics	118
Batch queries for ray casting	119
Visualize with the Physics Debugger	119
Animation	120
Use generic rather than humanoid rigs.	120
Use alternatives for simple animation	121
Avoid scale curves	121
Update only when visible	121
Optimize workflow	121
Separate animating hierarchies	122
Minimize binding costs	122
Avoid using component-based constraints on deep hierarchies	122
Consider performance implications of animation rigging.	122
Workflow and collaboration	123
Use version control	123
Unity Version Control	124
Break up large scenes	126
Resources for advanced developers and artists	127

Introduction

This guide brings together all the best and latest PC and console performance optimization tips available in Unity 6. It is one of two optimization guides available for Unity 6, the other being [Optimize your game performance for mobile, XR, and Unity Web in Unity 6](#).

Performance optimization is a vast topic that requires careful attention. In order to find an efficient solution that satisfies your design requirements, you will need to master Unity's classes and components, algorithms and data structures, and your platform's profiling tools.

Optimizing your console or PC application is an essential process that underpins the entire game development cycle. While your audience may take it for granted that your game runs at silky-smooth 60+ frames per second (fps), achieving your performance goals across multiple platforms is not always easy. To optimize effectively requires effort to make both your code architecture and art assets more efficient and an understanding of how your target hardware operates within its limitations.

This guide assembles knowledge and advice from Unity's expert software engineers who have tested these best practices with our industry partners in real-world scenarios.

Follow these steps to get the best performance from your PC and console game.

Profiling

Profile early, often, and on the target device

Profiling is the process of measuring aspects of your game's performance at runtime and therefore, it's at the heart of any optimization workflow. It's key to understand the suite of profiling tools available both from Unity and the manufacturer of your target hardware.

It's essential that you can measure how your game runs on its target platform and use this information to track down the cause of a performance problem. By watching the profiling tool as you make changes, you can gauge whether the changes actually fix the performance problem.

The [Unity Profiler](#) provides performance information about your application, but it can't help you if you don't use it.

Profiling is the process of measuring aspects of your game's performance at runtime and to track down the cause of a performance problem. By monitoring the profiling tool as you make changes, you can gauge whether changes actually fix the performance problem.

Profile your project early and throughout the development cycle, not just when you are close to shipping. Investigate glitches or spikes as soon as they appear and make sure to benchmark performance before and after major changes in your project. As you develop a "performance signature" for your project, you'll be able to spot new issues more easily.

While profiling in the Editor can give you an idea of the relative performance of different systems in your game, profiling on each device gives you the opportunity to gain more

accurate insights. Profile a development build on target devices whenever possible. Remember to profile and optimize for both the highest- and lowest-spec devices that you plan to support.

Unity offers a suite of profiling tools to help identify bottlenecks including the [Unity Profiler](#), the [Memory Profiler](#) and [Profile Analyzer](#).

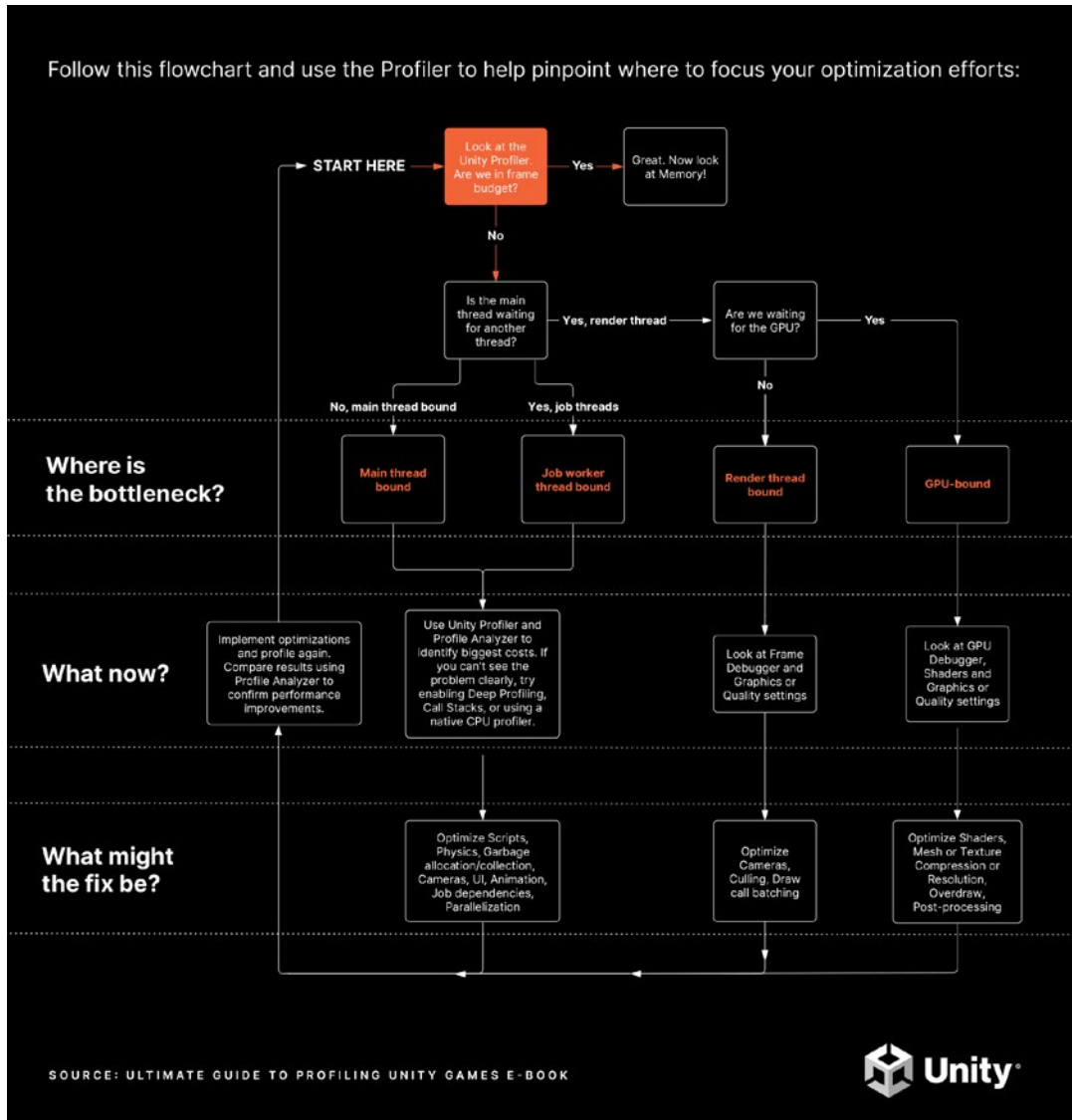
Focus on optimizing the right areas

Don't guess or make assumptions about what is slowing down your game's performance. Use the Unity Profiler and platform-specific tools to locate the precise source of a lag. Profiling tools ultimately help you understand what's going on under the hood of your Unity project. But don't wait for significant performance problems to start showing before digging into your detective toolbox.

Of course, not every optimization described here will apply to your application. Something that works well in one project may not translate to yours. Identify genuine bottlenecks and concentrate your efforts on what benefits your work.

To learn more about how to plan your profiling workflows see the [Ultimate guide to profiling Unity games](#).





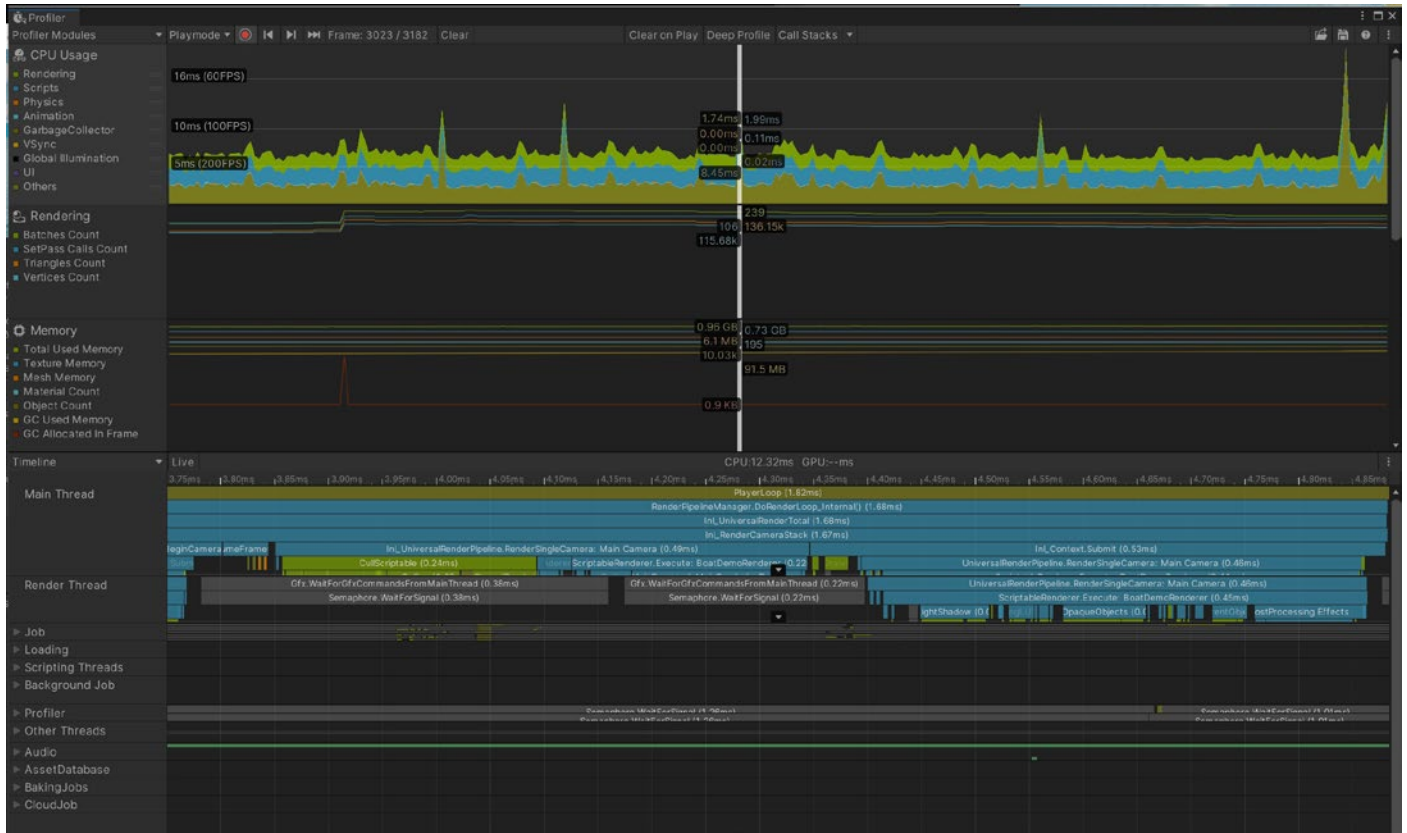
Follow this workflow for profiling your Unity projects efficiently.

Understand how the Unity Profiler works

The Unity Profiler can help you detect the causes of any bottlenecks or freezes at runtime and better understand what's happening at a specific frame or point in time.

The Profiler is instrumentation-based. It profiles timings of game and engine code that are automatically marked up (such as MonoBehaviour's Start or Update methods, or specific API calls), or explicitly wrapped with the help of [ProfilerMarker](#) API.

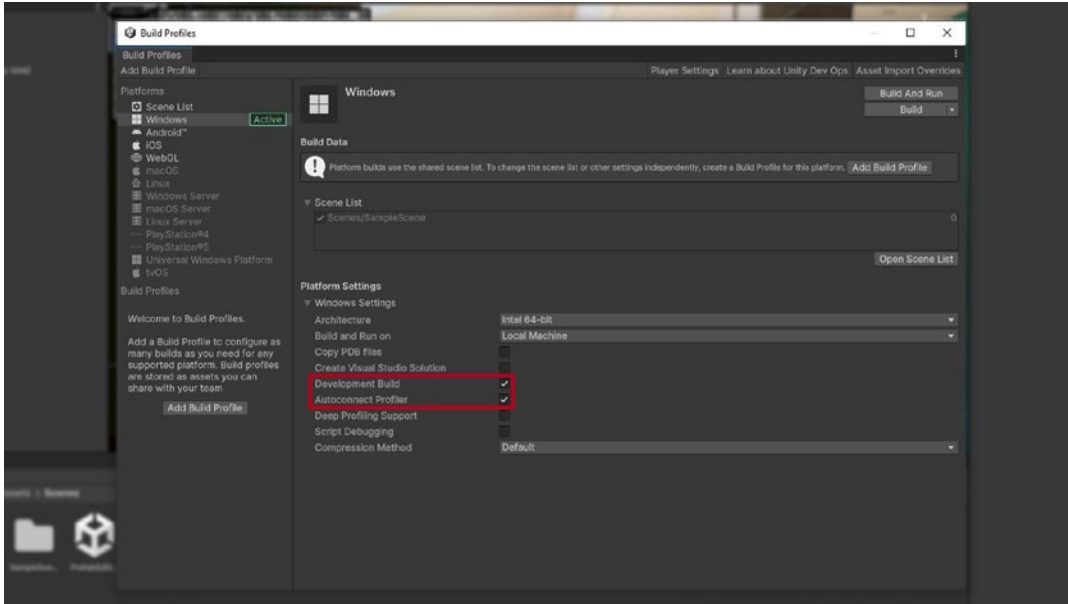
Begin by enabling the CPU and Memory tracks as your default. You can monitor supplementary Profiler Modules like Renderer, Audio, and Physics as needed for your game (for example, profiling as needed for physics-heavy or music-based gameplay). However, only enable what you need so you don't impact performance and skew your results.



Use the Unity Profiler to test performance and resource allocation.

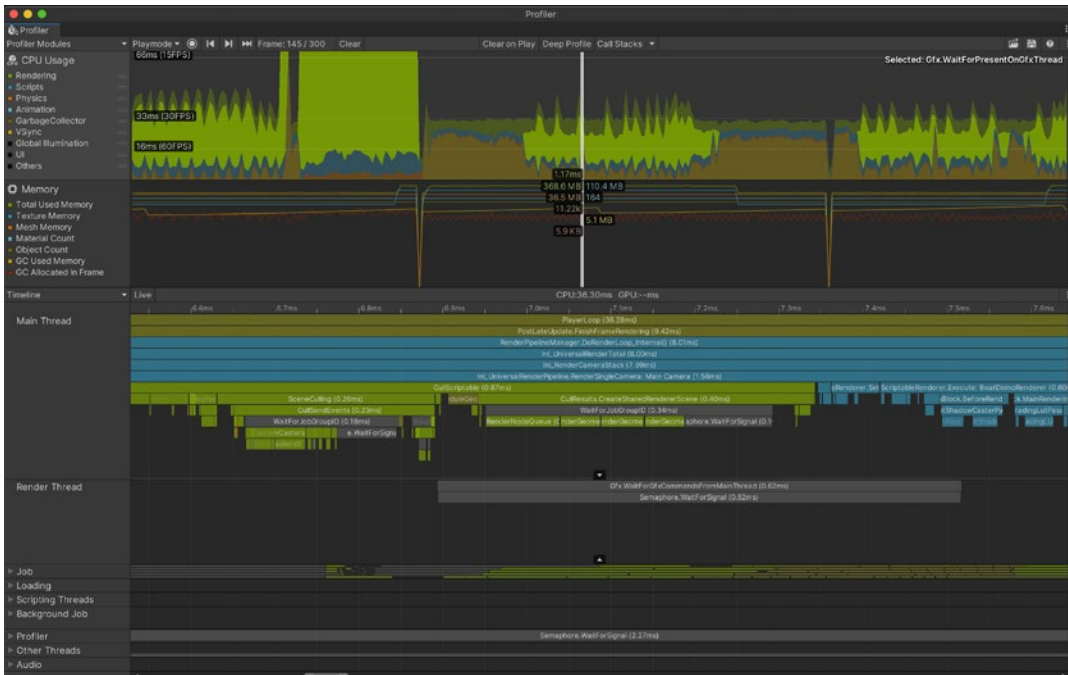
To capture profiling data from an actual device within your chosen platform, check the **Development Build** before you click Build and Run. Then, connect the Profiler to your application manually once it's running.

You can optionally check **Autoconnect Profiler** under **Platform Settings** in the **Build Profiles** window. Sometimes this is useful if you specifically want to capture the first few frames of the application. Be warned that this option can add 5–10 seconds of startup time, so only use it when necessary.



Adjust your Platform Settings before profiling.

Choose the platform target to profile. The Record button tracks several seconds of your application's playback (300 frames by default). Go to **Unity > Preferences > Analysis > Profiler > Frame Count** to increase this up to 2000 if you need longer captures. While this costs more CPU and memory resources, it can be useful depending on your specific scenario.

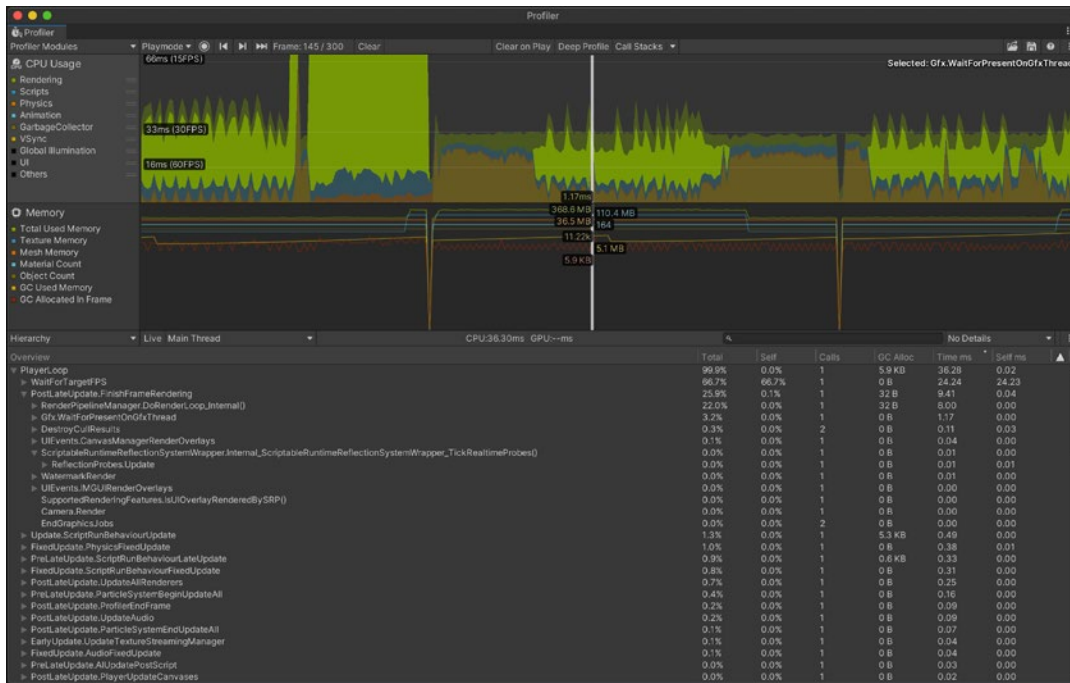


Use the Timeline view to determine if you are CPU-bound or GPU-bound.

When using the **Deep Profiling** setting, Unity can profile the beginning and end of every function call in your script code, telling you exactly which part of your application is being executed and potentially causing a delay. However, deep profiling adds overhead to every method call and may skew the performance analysis.

Click in the window to analyze a specific frame. Next, use either the Timeline or Hierarchy view for the following:

- **Timeline** shows the visual breakdown of timing for a specific frame. This allows you to visualize how the activities relate to one another and across different threads. Use this option to determine if you are CPU- or GPU-bound.
- **Hierarchy** shows the hierarchy of ProfileMarkers, grouped together. This allows you to sort the samples based on time cost in milliseconds (Time ms and Self ms). You can also count the number of Calls to a function and the managed heap memory (GC Alloc) on the frame.



The Hierarchy view allows you to sort ProfileMarkers by time cost.

If you're new to profiling, start with this series of short video tutorials:

- [Profiler walkthrough](#)
- [Profile Analyzer walkthrough](#)
- [Memory Profiler walkthrough](#)

For a complete overview of the Unity Profiler, download the profiling e-book [here](#).

Before optimizing anything in your project, save the Profiler .data file. Implement your changes and compare the saved .data before and after the modification. Rely on this cycle to improve performance: profile, optimize, and compare.

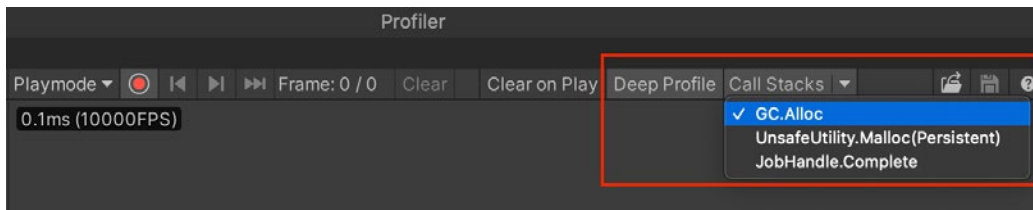
Deep Profiling

You can also enable [Deep Profiling Support](#) in the Build Settings. When the built Player starts, the Deep Profiler profiles every part of your code, not just code timings explicitly wrapped in [ProfilerMarkers](#).

When Deep Profiling is enabled, Unity can profile the beginning and end of every function call in your script code. This can help you identify exactly which part of your application is causing a slowdown.

However, Deep Profiling is resource intensive and uses a lot of memory. Each ProfilerMarker adds a tiny bit of overhead (about 10ns, depending on the platform), so each additional point of measurement slows your application more. Also, be warned that if you have a lot of function calls, deep profiling amplifies their overhead as well.

If you want to see more details on samples with markers such as [GC.Alloc](#) or [JobHandle.Complete](#), navigate to the Profiler window toolbar and enable the **Call Stacks** setting. This provides the sample's full call stack, which gives you the information you need without incurring the overhead of Deep Profiling.

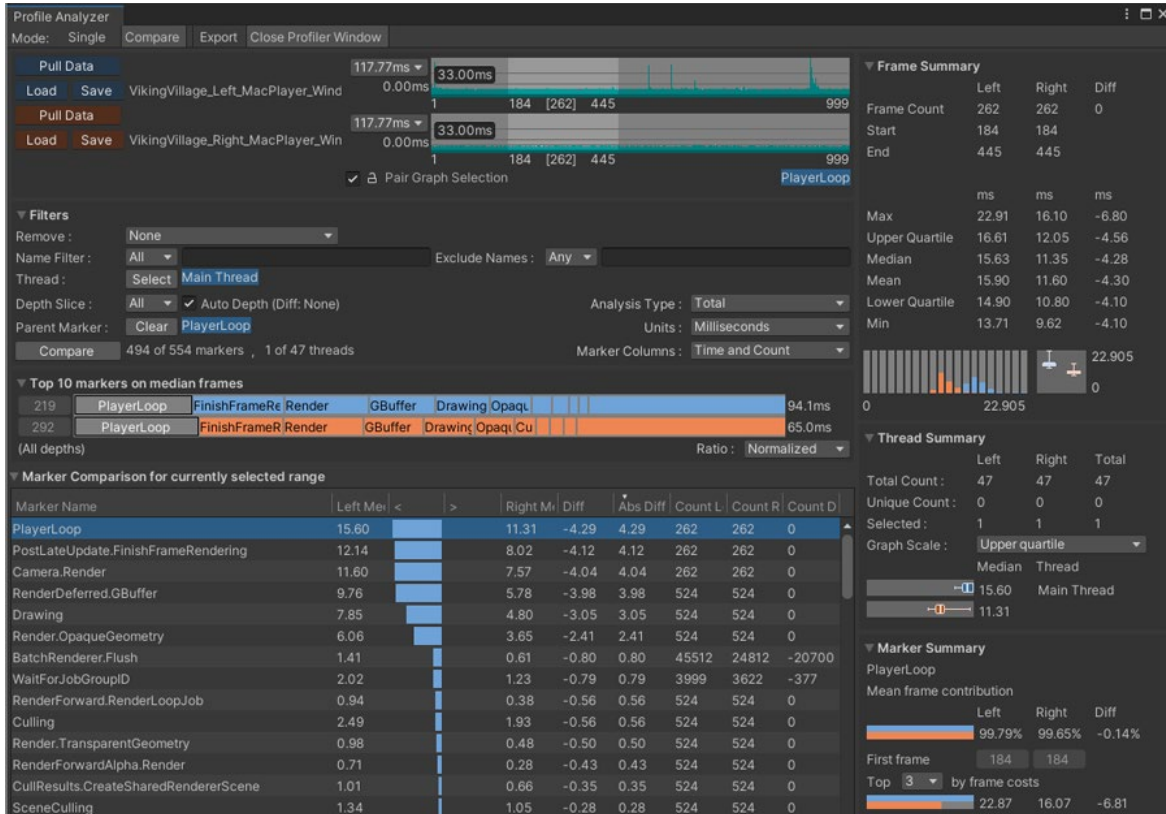


Use Call Stacks instead of Deep Profiling whenever possible.

In general, only use Deep Profiling when it's necessary, since your application runs significantly slower when it's in use.

Use the Profile Analyzer

The Profile Analyzer lets you aggregate multiple frames of Profiler data, then locate frames of interest. Do you want to see what happens to the Profiler after you make a change to your project? The **Compare** view allows you to load and differentiate two data sets, so you can test changes and improve their outcome. The [Profile Analyzer](#) is available via Unity's Package Manager.



Take an even deeper dive into frames and marker data with the [Profile Analyzer](#), which complements the existing Profiler.

[Watch this Profile Analyzer tutorial](#) to learn more about its features.

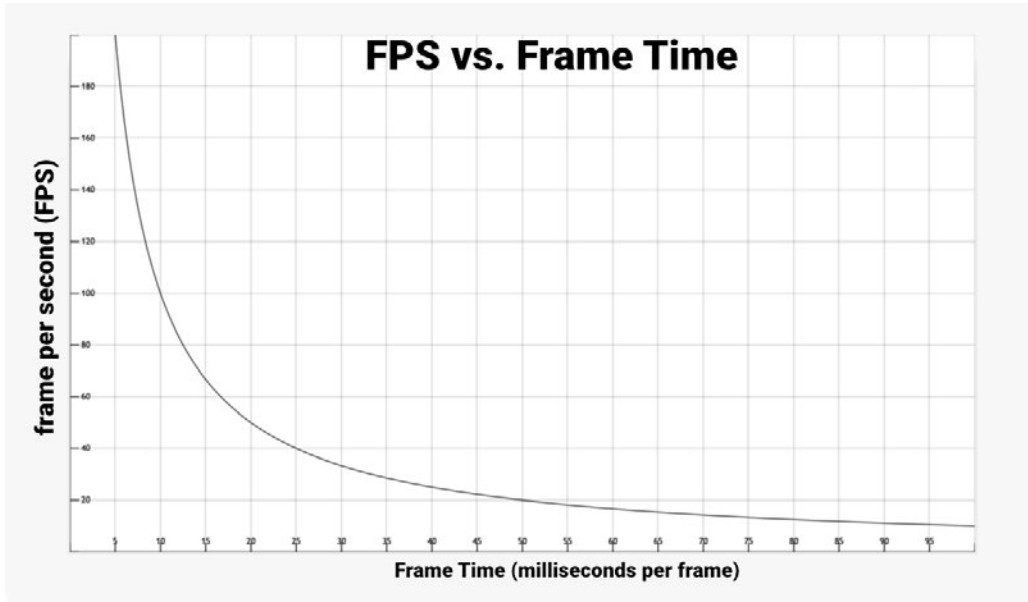
Work on a specific time budget per frame

Each frame will have a time budget based on your target frames per second (fps). For an application to run at 30 fps, its frame budget can't exceed 33.33 ms per frame (1000 ms / 30 fps). Likewise, a target of 60 fps leaves 16.66 ms per frame.

Frames per second: A deceptive metric

A common way that gamers measure performance is with frame rate, or frames per second. This can, however, be a deceptive metric when gauging your application's performance.

We recommend that you use frame time in milliseconds instead. To understand why, look at this graph of **fps versus Frame Time**:



fps vs. Frame Time

Consider these numbers:

- 1000 ms/sec / 900 fps = 1.111 ms per frame
- 1000 ms/sec / 450 fps = 2.222 ms per frame
- 1000 ms/sec / 60 fps = 16.666 ms per frame
- 1000 ms/sec / 56.25 fps = 17.777 ms per frame

If your application is running at 900 fps, this translates into a frame time of 1.111 milliseconds per frame. At 450 fps, this is 2.222 milliseconds per frame. **This represents a difference of only 1.111 milliseconds per frame, even though the frame rate appears to drop by one half.**

If you look at the differences between 60 fps and 56.25 fps, that translates into 16.666 milliseconds per frame and 17.777 milliseconds per frame, respectively. This also represents 1.111 milliseconds extra per frame, but here, the drop in frame rate feels far less dramatic percentage-wise.

This is why developers use the average frame time to benchmark game speed rather than fps.

Don't worry about fps unless you drop below your target frame rate. Focus on frame time to measure how fast your game is running, then stay within your frame budget.

Read the original article, "[Robert Dunlop's FPS versus Frame Time](#)," for more information.

Determine if you are GPU-bound or CPU-bound

The central processing unit (CPU) is responsible for determining what must be drawn, and the graphics processing unit (GPU) is responsible for drawing it.

When the CPU takes too long to process and prepare the frame for the GPU, then the overall frame rate is limited by the CPU's performance – it becomes CPU bound.

Similarly, when the GPU takes too long to render the frame after it has been prepared by the CPU, it's GPU bound.

The Profiler can tell you if your CPU is taking longer than your allotted frame budget, or if the culprit is your GPU. It does this by [emitting markers prefixed with Gfx](#) as follows:

- If you see the **Gfx.WaitForCommands** marker, it means that the render thread is ready, but you might be waiting for a bottleneck on the main thread.
- If you frequently encounter **Gfx.WaitForPresentOnGfxThread**, it means that the main thread was ready but was waiting for the render thread. This might indicate that your application is GPU-bound. Check the [CPU Profiler module's Timeline view](#) to see activity on the render thread.

If the render thread spends time in **Camera.Render**, your application is CPU-bound and might be spending too much time sending draw calls or textures to the GPU.

If the render thread spends time in **Gfx.PresentFrame**, your application is GPU-bound or might be [waiting for VSync](#) on the GPU.

Refer to the [Common Profiler markers](#) documentation for a complete list of markers. Also, check out our blog post on [Fixing Time.deltaTime in Unity 2020.2 for smoother gameplay](#) for more information about the frame pipeline.

Use native profiling and debugging tools

Start your profiling with Unity's tools, and if you need greater detail, reach for the native profiling and debugging tools available for your target platform.

Native profiling tools

Intel

- [Intel VTune](#): Quickly find and fix performance bottlenecks on Intel platforms with this suite of tools for Intel processors only.
- [Intel GPA suite](#): This suite of graphics-focused tools can help you improve your game's performance by quickly identifying problem areas.

Xbox consoles and Windows PC

- [PIX](#): PIX is a performance tuning and debugging tool for Windows and Xbox console game developers using DirectX 12. It includes tools for understanding and analyzing CPU and GPU performance, as well as monitoring various real-time performance counters. For Windows developers, [start here](#). For more details about PIX for Xbox, you need to be a registered Xbox developer: [Start here](#).

PC / Universal

- [AMD µProf](#): AMD uProf is a performance analysis tool for understanding and profiling performance for applications running on AMD hardware.
- [NVIDIA NSight Developer Tools](#): This tooling enables developers to build, debug, profile, and develop class-leading and cutting-edge software using the latest accelerated computing hardware from NVIDIA.
- [Superluminal](#): Superluminal is a high-performance, high-frequency profiler that supports profiling applications on Windows, Xbox consoles, and PlayStation® written in C++, Rust and .NET. It is a paid product, though, and must be licensed for use.

PlayStation®

- CPU profiler tools are available for the PlayStation development environment. For more details, you need to be a registered PlayStation developer: [Start here](#).

Web

- [Firefox Profiler](#): Dig into the call stacks and view flame graphs for Unity Web builds (among other things) with the Firefox Profiler. It also features a comparison tool to look at profiling captures side by side.
- [Chrome DevTools Performance](#): This web browser tool can be used to profile Unity Web builds.

GPU debugging and profiling tools

While the Unity Frame Debugger captures and illustrates draw calls that are sent from the CPU, the following tools can help show you what the GPU does when it receives those commands.

Some are platform-specific and offer closer platform integration. Here are some of the tools specifically available for various platforms:

- [RenderDoc](#): GPU debugger for desktop and mobile platforms
- [Intel GPA](#): Graphics profiling for Intel-based platforms
- [Apple Frame Capture Debugging Tools](#): GPU debugging for Apple platforms
- [Visual Studio Graphics Diagnostics](#): Choose this and/or PIX for DirectX-based platforms such as Windows or Xbox
- [NVIDIA Nsight Graphics](#): Graphics profiler and debugger for NVIDIA GPUs.
- [AMD Radeon Developer Tool Suite](#): GPU profiler for AMD GPUs
- [Xcode frame debugger](#): For iOS and macOS

Project Auditor

The [Project Auditor](#) is an experimental tool capable of performing static analysis of a project's scripts and settings. It offers a great way to track down the causes of managed memory allocations, inefficient project configurations, and possible performance bottlenecks.

The Project Auditor is a free, unofficial package for use with the Editor. For information, please refer to the [Project Auditor documentation](#).

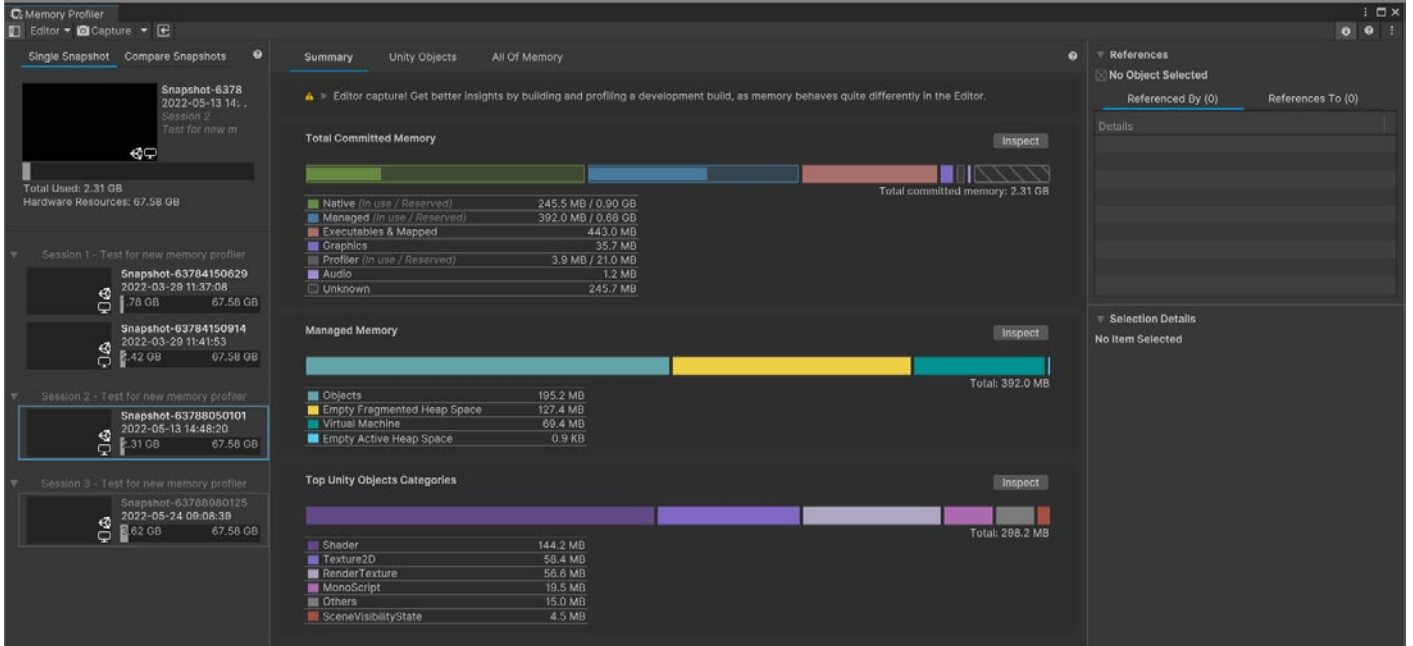
Memory

Unity employs automatic memory management for user-generated code and scripts. Small pieces of data, like value-typed local variables, are allocated to the stack. Larger pieces of data and long-term storage are allocated to the managed or native heaps.

The garbage collector periodically identifies and deallocates unused managed heap memory. The Asset garbage collection runs on demand or when you load a new scene, and it deallocates native objects and resources. While this runs automatically, the process of examining all the objects in the heap can cause the game to stutter or run slowly.

Optimizing your memory usage means being conscious of when you allocate and deallocate managed heap memory, and how you minimize the effect of garbage collection.

See [Understanding the managed heap](#) for more information.



Capture, inspect, and compare snapshots in the Memory Profiler.

Use the Memory Profiler

The [Memory Profiler package](#) takes a snapshot of your managed heap memory to help you identify problems like fragmentation and memory leaks. For a quick introduction check out [this Memory Profiler tutorial](#).

Use the **Unity Objects** tab to identify areas where you can eliminate duplicate memory entries or find which objects use the most memory. The **All of Memory** tab displays a breakdown of all the memory in the snapshot that Unity tracks.

Learn how to leverage the [Memory Profiler in Unity](#) for improved memory usage.

Reduce the impact of garbage collection (GC)

Unity uses the [Boehm-Demers-Weiser garbage collector](#), which stops running your program code and only resumes normal execution once its work is complete.

Be aware of certain unnecessary heap allocations, which could cause GC spikes:

- **Strings:** In C#, strings are reference types, not value types. This means that every new string will be allocated on the managed heap, even if it's only used temporarily. Reduce unnecessary string creation or manipulation if you are using them at large scale. Avoid parsing string-based data files such as JSON and XML, and store data in ScriptableObjects or formats like MessagePack or Protobuf instead. Use the [StringBuilder](#) class if you need to build strings at runtime.

- **Unity function calls:** Some Unity API functions create heap allocations, particularly ones which return an array of managed objects. Cache references to arrays rather than allocating them in the middle of a loop. Also, take advantage of certain functions that avoid generating garbage. For example, use **GameObject.CompareTag** instead of manually comparing a string with **GameObject.tag** (as returning a new string creates garbage).
- **Boxing:** Avoid passing a value-typed variable in place of a reference-typed variable. This creates a temporary object, and the potential garbage that comes with it implicitly converts the value type to a type object (e.g., **int i = 123; object o = i**). Instead, try to provide concrete overrides with the value type you want to pass in. Generics can also be used for these overrides.
- **Coroutines:** Though yield does not produce garbage, creating a new WaitForSeconds object does. Cache and reuse the WaitForSeconds object rather than creating it in the yield line.
- **LINQ and Regular Expressions:** Both of these generate garbage from behind-the-scenes boxing. Avoid LINQ and Regular Expressions if performance is an issue. Write for loops and use lists as an alternative to creating new arrays.
- **Generic Collections and other managed types:** Don't declare and populate a List or collection every frame in Update (for example, a list of enemies within a certain radius of the player). Instead make the List a member of the MonoBehaviour and initialize it in Start. Simply empty the collection with Clear every frame before using it.

For more information, see the manual page on [Garbage Collection Best Practices](#).

Time garbage collection whenever possible

If you are certain that a garbage collection freeze won't affect a specific point in your game, you can trigger garbage collection with **System.GC.Collect**.

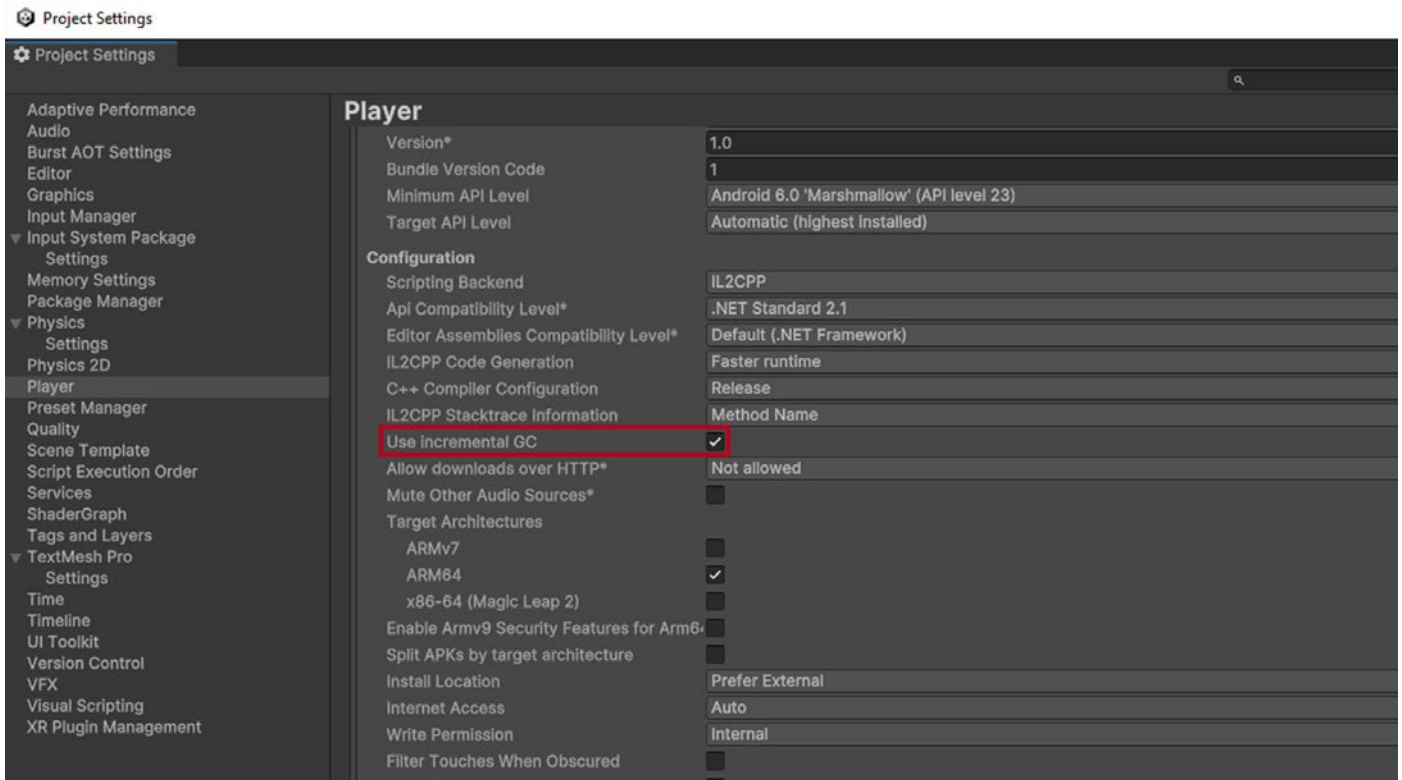
See [Understanding Automatic Memory Management](#) for examples of how to use this to your advantage.¹

¹ Note that using the GC can add read-write barriers to some C# calls, which come with little overhead that can add up to ~1 ms per frame of scripting call overhead. For optimal performance, it is ideal to have no GC Allocs in the main gameplay loops and to hide the GC.Collect where a user won't notice it.

Use the Incremental Garbage Collector to split the GC workload

Rather than creating a single, long interruption during your program's execution, incremental garbage collection uses multiple, much shorter interruptions that distribute the workload over many frames. If garbage collection is impacting performance, try enabling this option to see if it can reduce the problem of GC spikes. Use the Profile Analyzer to verify its benefit to your application.

Note: Incremental GC can temporarily help mitigate garbage collection issues, but the best long-term course of action is to locate and stop frequent allocations that trigger garbage collection.



Use the Incremental Garbage Collector to reduce GC spikes.

Assets

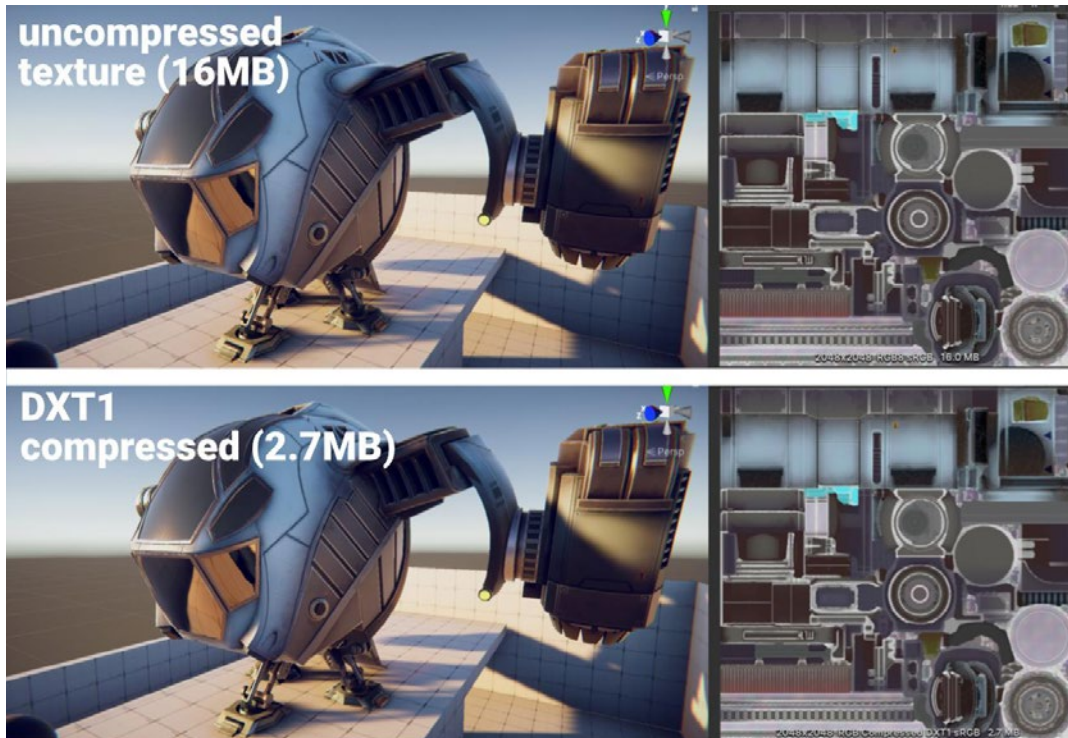
The asset pipeline can dramatically impact your application's performance. An experienced technical artist can help your team define and enforce asset formats, specifications, and import settings for smooth processes.

Don't rely on default settings. Use the platform-specific override tab to optimize assets such as textures and mesh geometry. Incorrect settings might yield larger build sizes, longer build times, poor GPU performance, and poor memory usage. Consider using the [Presets](#) feature to help customize baseline settings that will enhance a specific project.

See [this guide to best practices for importing art assets](#). For a mobile-specific guide (with many general tips as well), check out the Unity Learn course on [3D art optimization for mobile applications](#). And watch the GDC 2023 session "[Technical tips for every stage of game creation](#)" to learn more about how to leverage Presets.

Compress textures

Consider these two examples using the same model and texture. The settings on the top consume more than five times the memory compared to those on the bottom, without much benefit in visual quality.



Uncompressed textures require more memory.

[Texture compression](#) offers significant performance benefits when you apply it correctly.

This can result in faster load times, a smaller memory footprint, and dramatically increased rendering performance. Compressed textures only use a fraction of the memory bandwidth needed for uncompressed 32-bit RGBA textures.

Refer to this [recommended list of texture compression formats](#) for your target platform:

- **iOS / Android /:** Use **ASTC**.
- **PC/XBox One/PlayStation®4:** **BC7** (high quality) or **DXT1** (low/normal quality)

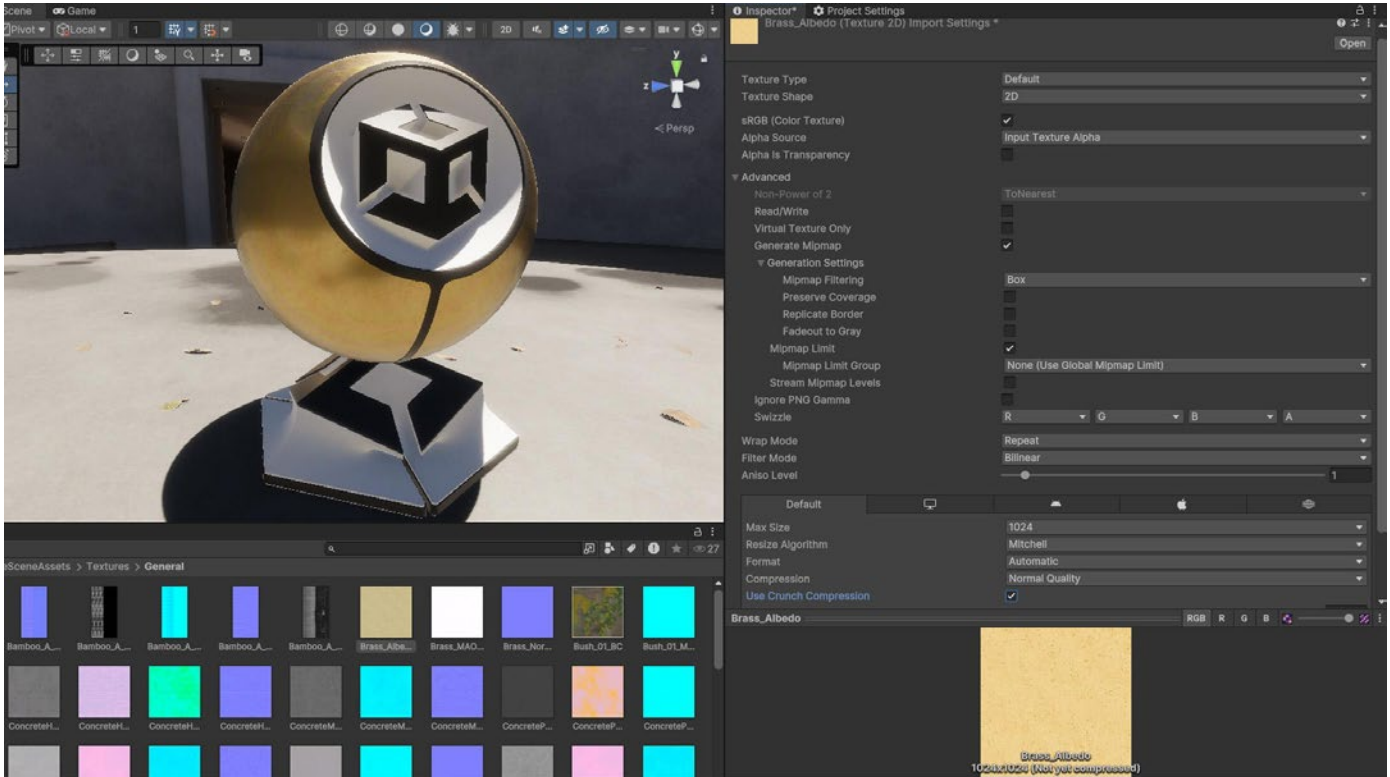
Texture import settings

Textures can potentially use a lot of resources. Import settings here are critical. Try to follow these guidelines:

- **Lower the Max Size:** Use the minimum settings that produce visually acceptable results. This is non-destructive and can quickly reduce your texture memory.
- **Use powers of two (POT):** Unity requires POT texture dimensions for texture compression formats.
- **Toggle off the Read/Write Enabled option:** When enabled, this option creates a copy in both CPU- and GPU-addressable memory, doubling the texture’s memory footprint. In

most cases, keep this disabled (only enable this if you generate a texture at runtime and need to overwrite it). You can also enforce this option via **Texture2D.Apply**, passing in **makeNoLongerReadable** set to true.

- **Disable unnecessary mipmaps:** While mipmaps are used to optimize performance by reducing the amount of detail that needs to be rendered at different distances from the camera, they aren't always needed. For textures that remain at a consistent size on screen, such as 2D sprites and UI graphics (leave mipmap enabled for 3D models with varying distance from the camera) you can leave them out.



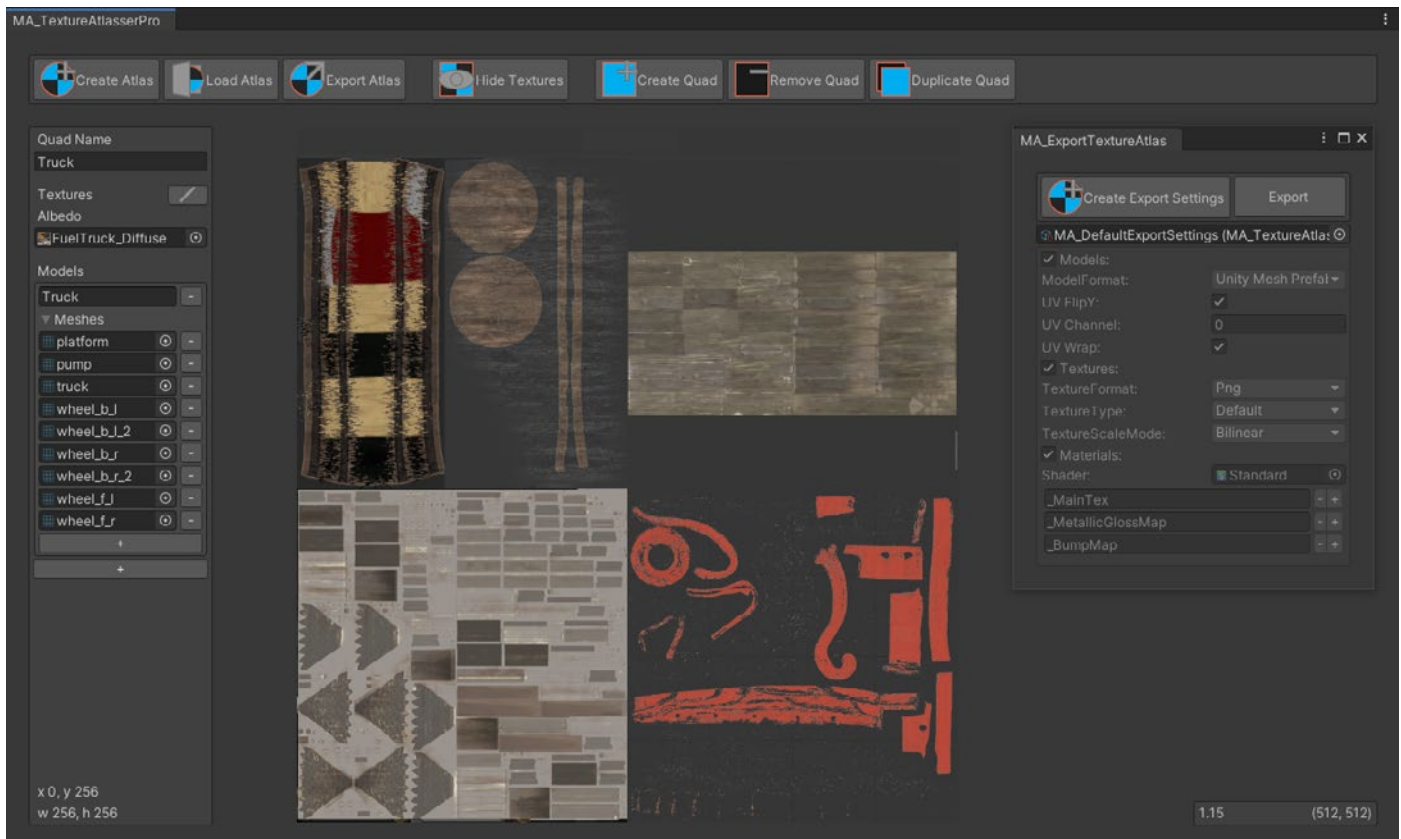
Proper texture import settings will help optimize your build size.

Atlas your textures

Atlasing is the process of grouping together several smaller textures into a single uniformly sized larger texture. This can reduce the GPU effort needed to draw the content (using fewer draw calls) and reduce memory usage.

For 2D projects, you can use a [Sprite Atlas \(Asset > Create > 2D > Sprite Atlas\)](#) rather than rendering individual Sprites and Textures.

For 3D projects, you can use your digital content creation (DCC) package of choice. Several third-party tools like [MA_TextureAtlasser](#) or [TexturePacker](#) also can build texture atlases.



Use texture atlases to save draw calls.

Combine textures and remap UVs for any 3D geometry that doesn't require high-resolution maps. A visual editor gives you the ability to set and prioritize the sizes and positions in the texture atlas or sprite sheet.

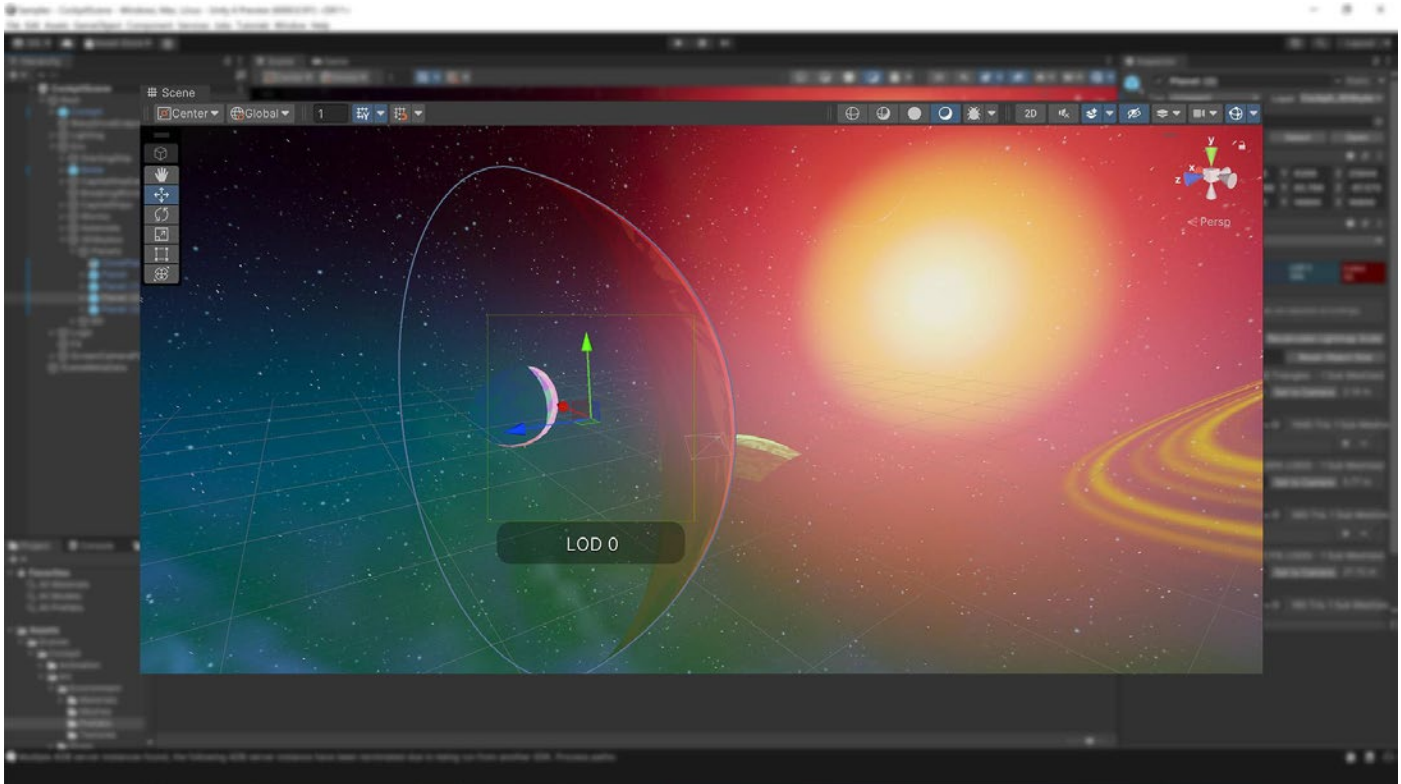
The texture packer consolidates the individual maps into one large texture. Unity can then issue a single draw call to access the packed Textures with a smaller performance overhead.

Check your polygon counts

Higher-resolution models mean more memory usage and potentially longer GPU times. Does your background geometry really need a million polygons?

Keep the geometric complexity of GameObjects in your scenes to a minimum, otherwise Unity has to push a lot of vertex data to the graphics card.

Consider cutting down models in your DCC package of choice. Delete unseen polygons from the camera's point of view. For example, if you never see the back of a cupboard resting against a wall, the model should not have any faces there.



Remove any unseen faces to optimize your models.

Be aware that the bottleneck is not usually polygon count on modern GPUs, but rather polygon density. We recommend performing an art pass across all assets to reduce the polygon count of distant objects. [Microtriangles](#) can be a significant cause of poor GPU performance.

Depending on the target platform, investigate adding details via high-resolution textures to compensate for low-poly geometry. Use textures and normal maps instead of increasing the density of the mesh.

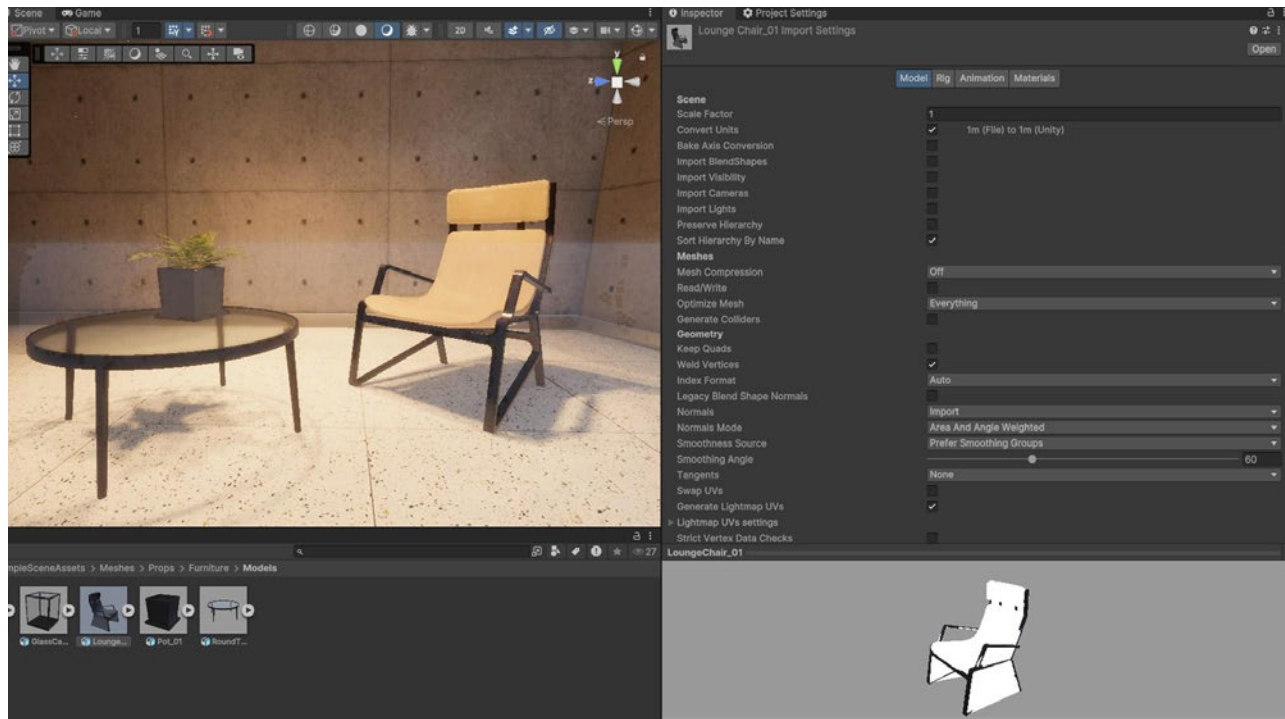
Reduce pixel complexity by baking as much detail into the textures as possible. For example, capture the specular highlights into the texture to avoid having to compute the highlight in the fragment shader.

Be mindful and remember to profile regularly, as these techniques can impact performance, and may not be suitable for your target platform.

Mesh import settings

Much like textures, meshes can consume excess memory if not imported carefully. To minimize meshes' memory consumption:

- **Use mesh compression:** Aggressive mesh compression can reduce disk space (memory at runtime, however, is unaffected). Note that mesh quantization can result in inaccuracy, so experiment with compression levels to see what works for your models.
- **Disable Read/Write:** Enabling this option duplicates the mesh in memory, which keeps one copy of the mesh in system memory and another in GPU memory. In most cases, you should disable it (in Unity 2019.2 and earlier, this option is checked by default).
- **Disable rigs and BlendShapes:** If your mesh does not need skeletal or blendshape animation, disable these options wherever possible.
- **Disable normals and tangents:** If you are absolutely certain the mesh's material will not need normals or tangents, uncheck these options for extra savings.



Check your mesh import settings.

Other mesh optimizations

In the Player Settings, you can also apply a couple of other optimization to your meshes:

- **Vertex Compression sets** vertex compression per channel. For example, you can enable compression for everything except positions and lightmap UVs. This can reduce runtime memory usage from your meshes.

Note that the Mesh Compression in each mesh's Import Settings overrides the vertex compression setting. In that event, the runtime copy of the mesh is uncompressed and may use more memory.

- **Optimize Mesh Data** removes any data from meshes that is not required by the material applied to them (such as tangents, normals, colors, and UVs).

Audit your assets

By automating the Asset audit process, you can avoid accidentally changing asset settings. A couple tools can help both to standardize your import settings or analyze your existing assets.

The AssetPostprocessor

The [AssetPostprocessor](#) allows you to hook into the import pipeline and run scripts prior to or when importing assets. This prompts you to customize settings before and/or after importing models, textures, audio, and so on in a way that's similar to presets but through code. Learn more about the process in the GDC 2023 talk "[Technical tips for every stage of game creation.](#)"

UnityDataTools

[UnityDataTools](#) is a collection of open source tools provided by Unity that aim to enhance the data management and serialization capabilities in Unity projects. It includes features for analyzing and optimizing project data, such as identifying unused assets, detecting asset dependencies, and reducing build size.

Learn more about the tools [here](#) and read more about [Asset Auditing](#) in the [Understanding Optimization in Unity](#) section of the best practice guide.

Async texture buffer

Unity uses a ring buffer to push textures to the GPU. You can manually adjust this async texture buffer via [QualitySettings.asyncUploadBufferSize](#).

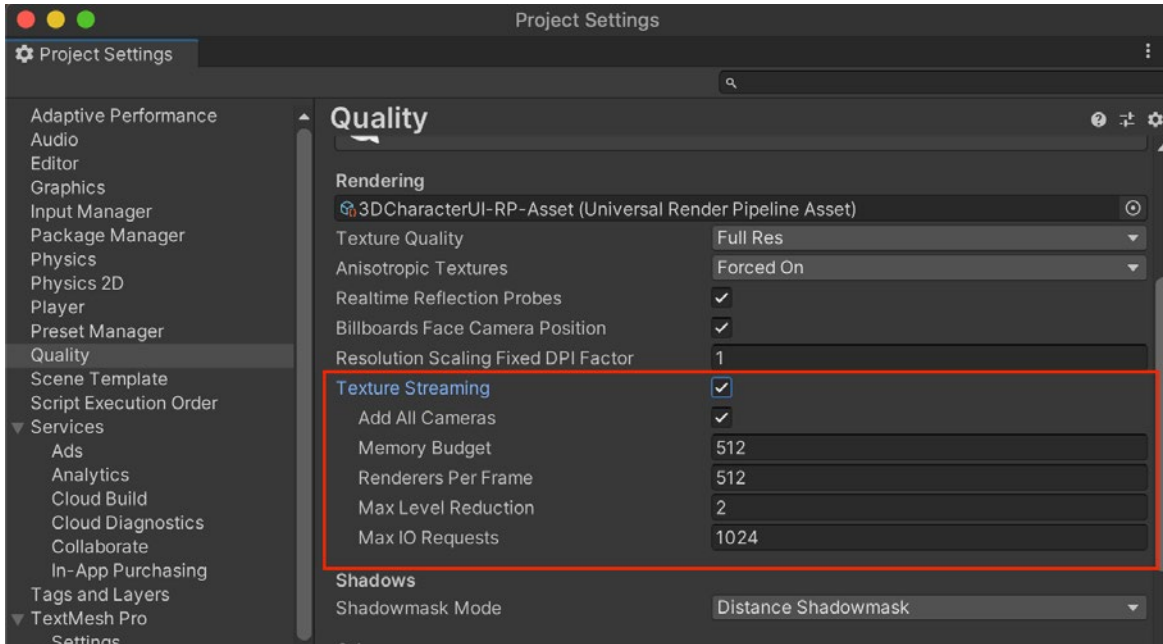
If either the upload rate is too slow or the main thread stalls while loading several Textures at once, adjust the Texture [buffers](#). Usually you can set the value (in MB) to the size of the largest texture you need to load in the Scene.

Note: Be aware that changing the default values can lead to high memory pressure. Also, you cannot return ring buffer memory to the system after Unity allocates it. If GPU memory overloads, the GPU unloads the least-recently used Texture and forces the CPU to re-upload it the next time it enters the camera frustum.

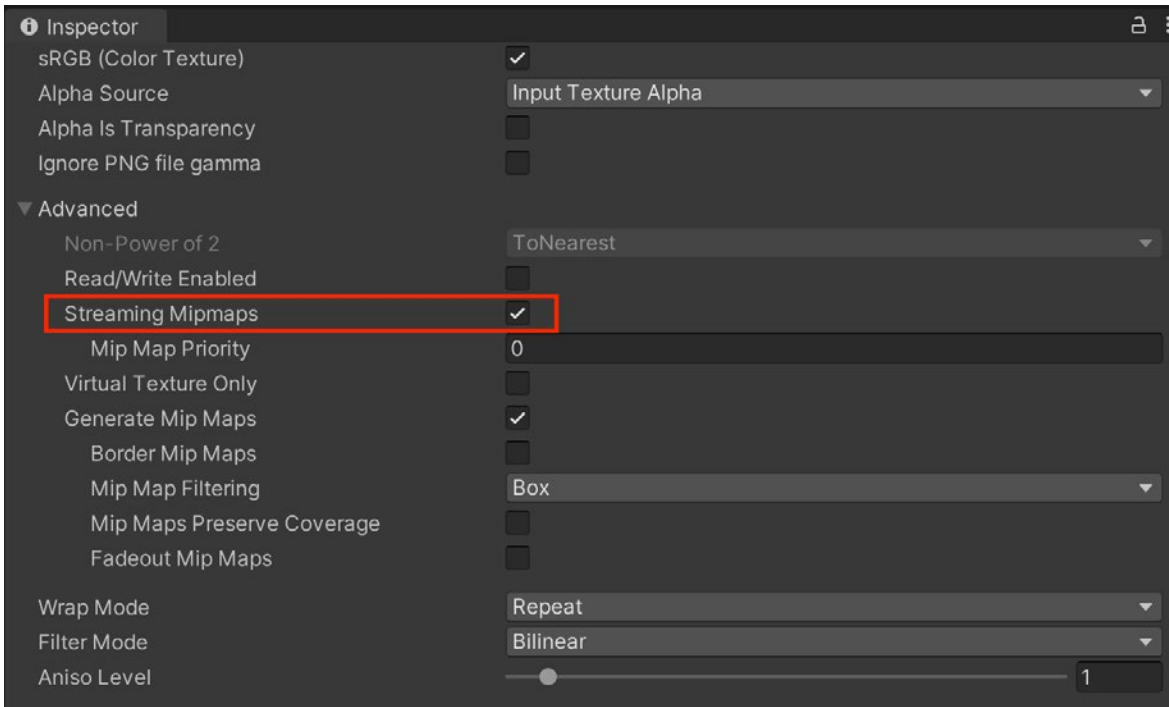
Read more about memory restrictions in Texture buffers when using time-slice awake in the [Memory Management in Unity](#) guide.

Stream mipmaps and textures

The [mipmap streaming system](#) gives you control over which mipmap levels load into memory. To enable it, go to Unity's Quality Settings (**Edit > Project Settings > Quality**) and check **Texture Streaming**. Enable **Streaming Mipmaps** in the texture's Import Settings under **Advanced**.



Texture Streaming settings



Streaming Mipmaps is enabled.

This system reduces the total amount of memory needed for textures because it only loads the mipmaps necessary to render the current Camera position. Otherwise, Unity loads all of the textures by default. Texture streaming trades a small amount of CPU resources to save a potentially large amount of GPU memory.

You can use the [Mipmap Streaming API](#) for additional control. Texture streaming automatically reduces mipmap levels to stay within the user-defined memory budget.

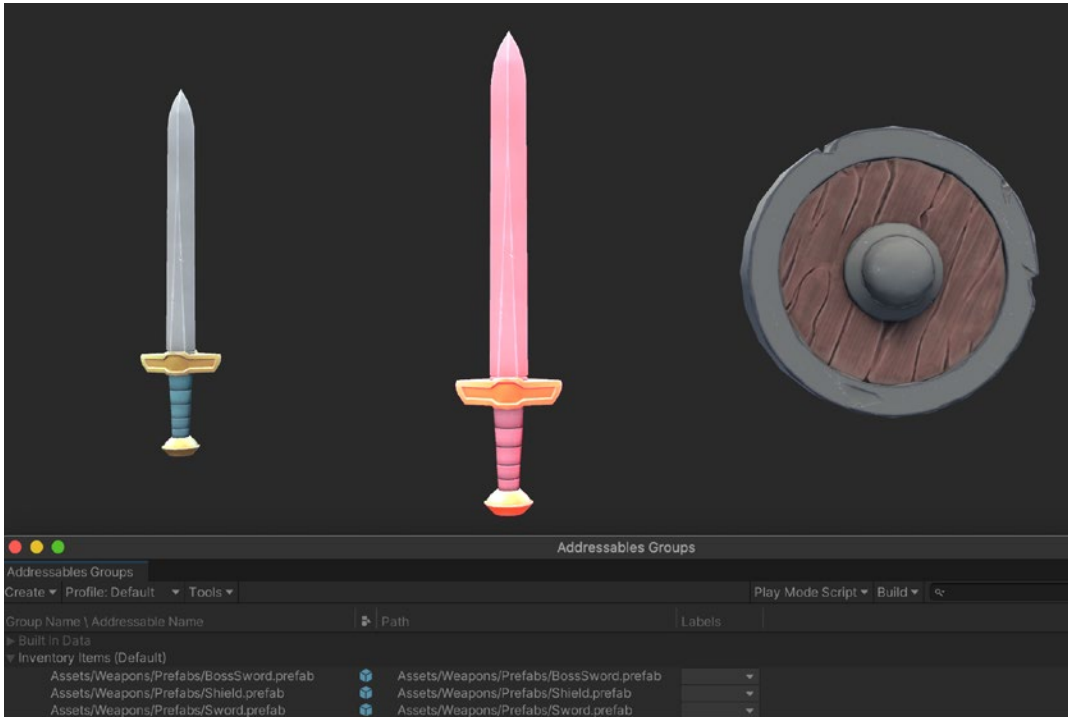
Use Addressables

The [Addressable Asset System](#) simplifies how you manage the assets that make up your game. Any asset, including scenes, prefabs, text assets, and so on, can be marked as “addressable” and given a unique name. You can then call this alias from anywhere.

Titles being developed for platforms that include standalone and consoles should consider reviewing the following default settings on Addressable Asset Groups:

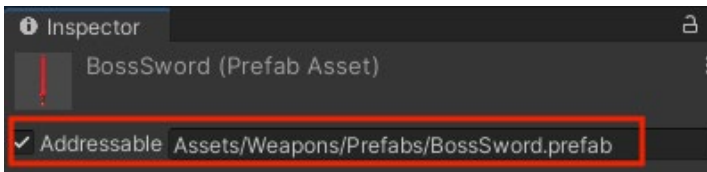
- AssetBundle Compression set to LZ4 is unnecessary on consoles (the filesystem has its own better compression) and also prevents efficient patching of small changes within a large bundle. Consider setting this to Uncompressed on console platforms and to LZ4 on Windows.
- AssetBundle CRC set to Enabled, Including Caching on console platforms will significantly increase load times unnecessarily. This setting should be set to Disabled on console platforms where the local filesystem can be trusted. Consider setting this to Enabled, Including Caching on Windows if file tampering is considered to be an issue.
- The Bundle Naming Mode setting is set to Append Hash to Filename works against consoles’ patching systems, which do not recognize a rename to “the same” file. Console platforms should have this setting set to Filename.

Adding this extra level of abstraction between the game and its assets can streamline certain tasks, such as creating a separate downloadable content pack. Addressables makes referencing those asset packs easier as well, whether they’re local or remote.



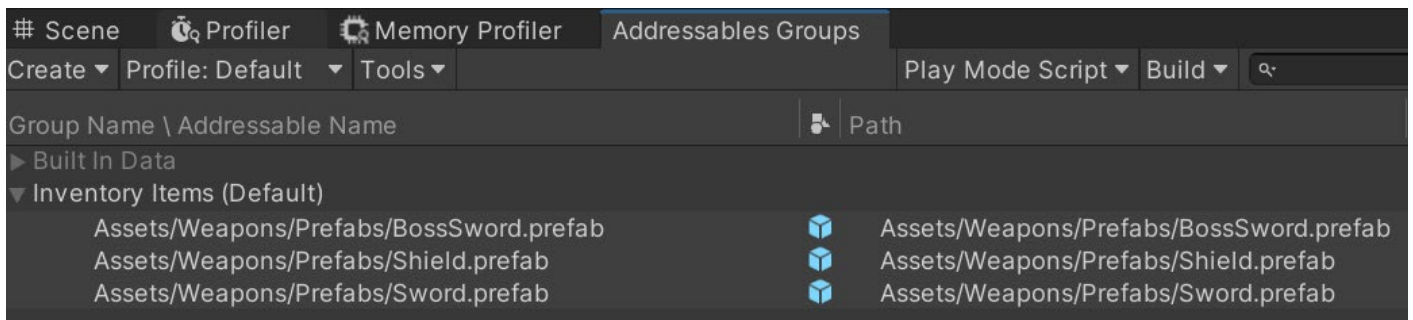
In this example, Addressables tracks the inventory of prefabs.

Install the [Addressables package](#) from the Package Manager. Each asset or prefab in the project has the ability to become “addressable” as a result. Checking the option under an asset’s name in the Inspector assigns it a default unique address.



Addressable option enabled with default Addressable Name

Once marked, the corresponding assets appear in the **Window > Asset Management > Addressables > Groups** window.



In the Addressables Groups, you can see each asset's custom address paired with its location.



Whether the asset is hosted elsewhere or stored locally, the system will locate it using the Addressable Name string. An addressable prefab does not load into memory until needed and automatically unloads its associated assets when no longer in use.

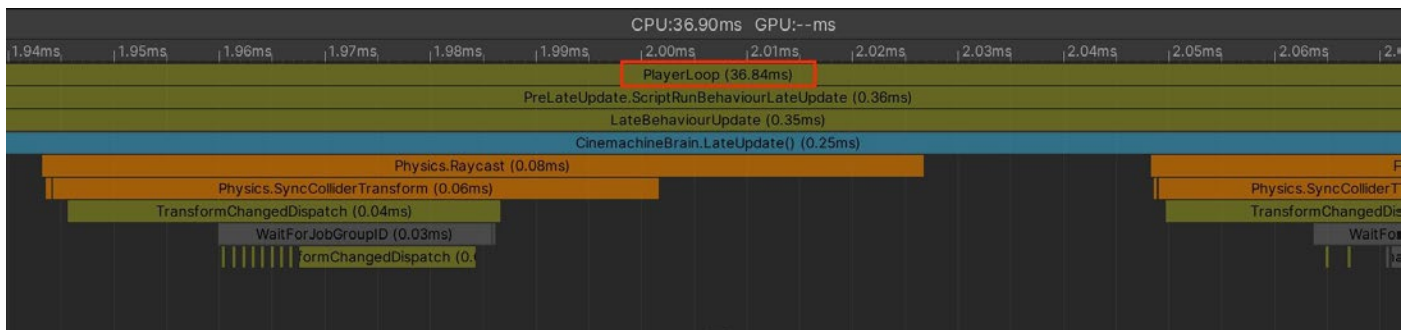
Two helpful blog posts to read on Addressables are:

- [Tales from the optimization trenches: Saving memory with Addressables](#) which demonstrates an example of how to organize your Addressable Groups in order to be more efficient with memory.
- [Addressables: Planning and best practices](#) which provides tips for organizing, building, loading, and unloading addressable assets.

Programming and code architecture

The Unity [PlayerLoop](#) contains functions for interacting with the core of the game engine. This structure includes a number of systems that handle initialization and per-frame updates. All of your scripts will rely on this PlayerLoop to create gameplay.

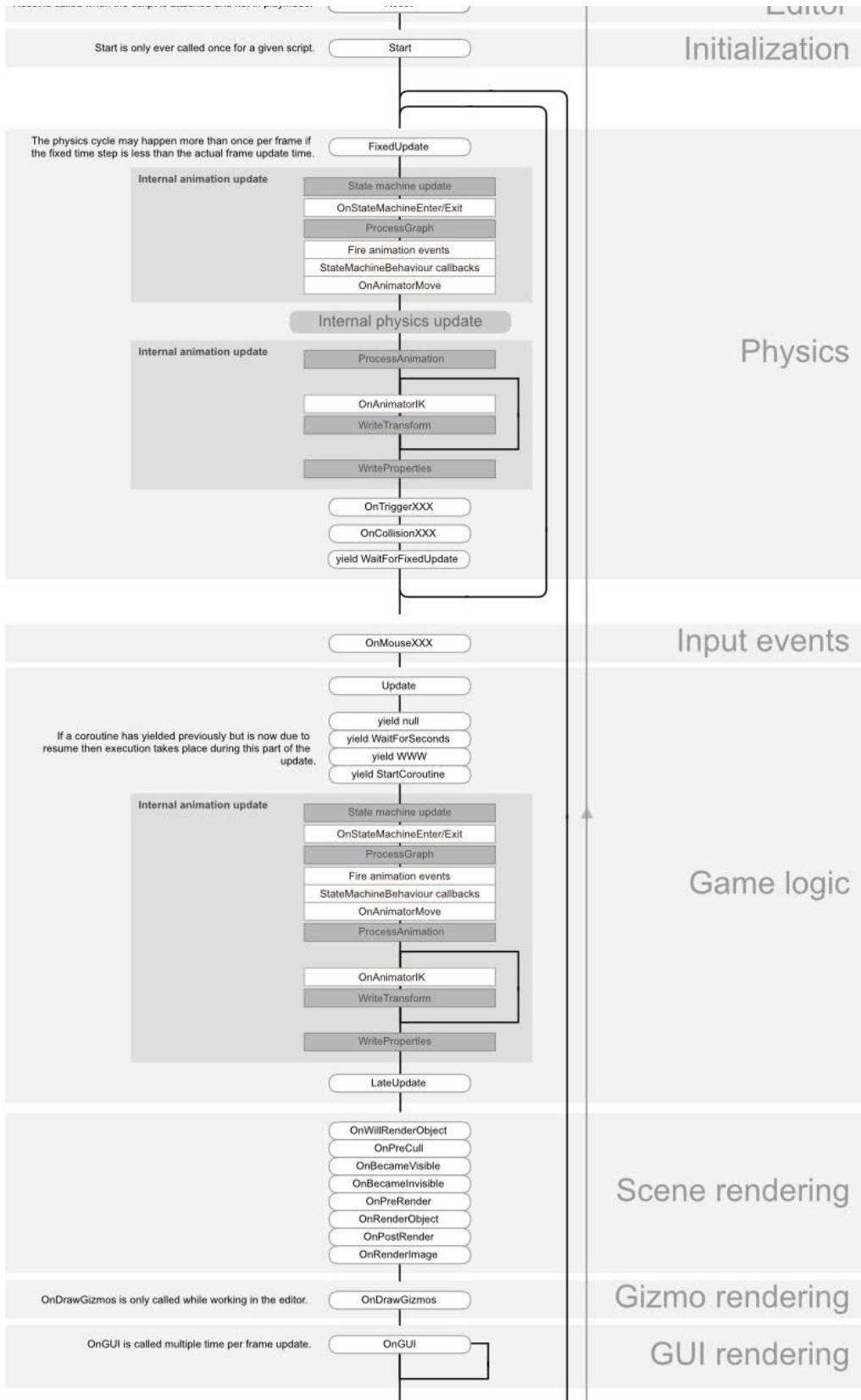
When profiling, you'll see your project's user code under the PlayerLoop (with Editor components under the EditorLoop).



The Profiler will show your custom scripts, settings, and graphics in the context of the entire engine's execution.

Understand the Unity PlayerLoop

Make sure you understand the [execution order](#) of Unity's frame loop. Every Unity script runs several event functions in a predetermined order. You should understand the difference between **Awake**, **Start**, **Update**, and other functions that create the lifecycle of a script. You can utilize the Low-Level API to add custom logic to the player's update loop.



Get to know the PlayerLoop and the [lifecycle of a script](#).

Minimize code that runs every frame

Consider whether code must run every frame. Move unnecessary logic out of `Update`, `LateUpdate`, and `FixedUpdate`. These event functions are convenient places to put code that must update every frame, while extracting any logic that does not need to update with that frequency. Whenever possible, only execute logic when things change.

If you do need to use **Update**, consider running the code every *n* frames. This is one way to apply time slicing, a common technique of distributing a heavy workload across multiple frames. In this example, we run the **ExampleExpensiveFunction** once every three frames:

```
private int interval = 3;
void Update()
{
    if (Time.frameCount % interval == 0)
    {
        ExampleExpensiveFunction();
    }
}
```

Better yet, if **ExampleExpensiveFunction** performs some operation on a set of data, consider using time slicing to operate on a different subset of that data every frame. By doing $1/n$ of the work every frame rather than all of the work every *n* frames, you end up with performance that is more stable and predictable overall, rather than seeing periodic CPU spikes.

The trick is to interleave this with other work that runs on the other frames. In this example, you could “schedule” other expensive functions when **`Time.frameCount % interval == 1`** or **`Time.frameCount % interval == 2`**.

Alternatively, use a custom `UpdateManager` class (below) and update subscribed objects every *n* frames.

Avoid heavy logic in Start/Awake

When your first scene loads, these functions get called for each object:

- **Awake**
- **OnEnable/OnDisable**
- **Start**

Avoid expensive logic in these functions until your application renders its first frame. Otherwise, you might encounter longer loading times than necessary.

Refer to the [order of execution for event functions](#) for more details on the first scene load.

Cache the results of expensive functions

It's generally best to cache references in either `Awake` or `Start` in order to avoid calling them in the `Update` method.

Frequently calling these methods can contribute to CPU spikes. Wherever possible, run expensive functions in the initialization phase (i.e., `MonoBehaviour.Awake` and `MonoBehaviour.Start`). Cache the needed references and reuse them later.

Here's an example that demonstrates inefficient use of a repeated `GetComponent` call:

```
void Update()
{
    Renderer myRenderer = GetComponent<Renderer>();
    ExampleFunction(myRenderer);
}
```

Instead, invoke **`GetComponent`** only once, as the result of the function is cached. The cached result can be reused in **`Update`** without any further calls to **`GetComponent`**.

```
private Renderer myRenderer;
void Start()
{
    myRenderer = GetComponent<Renderer>();
}
void Update()
{
    ExampleFunction(myRenderer);
}
```

In Unity versions prior to Unity 2020.2 **`GameObject.Find`**, **`GameObject.GetComponent`**, and **`Camera.main`** used to be very expensive, however this is no longer the case. That said, it's best to avoid calling them in **`Update`** methods and follow the practice above by caching the results.

Avoid empty Unity event functions

Even empty MonoBehaviours require resources, so you should remove blank Update or LateUpdate methods.

Use preprocessor directives if you are employing these methods for testing:

```
#if UNITY_EDITOR
void Update()
{
}
#endif
```

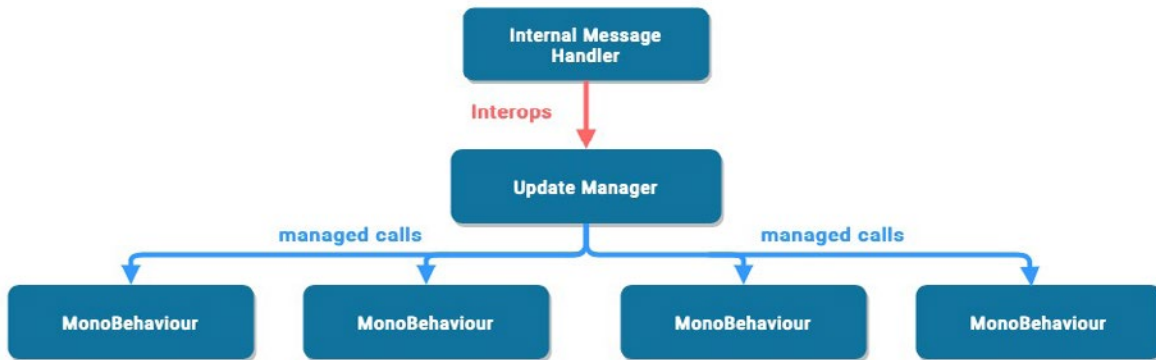
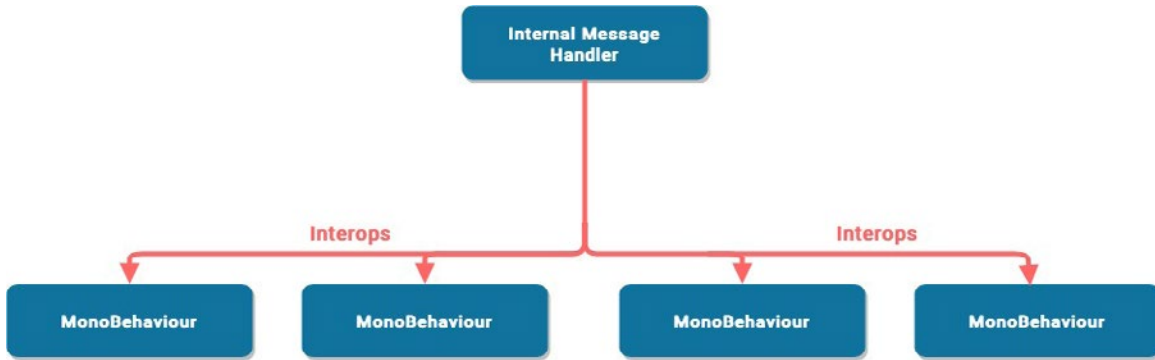
Here, you can freely use the Update in-Editor for testing without unnecessary overhead slipping into your build.

Build a custom Update Manager

A common usage pattern for Update or LateUpdate is to run logic only when some condition is met. This can lead to a lot of per-frame callbacks that effectively run no code except for checking this condition.

Everytime Unity calls a Message method like Update or LateUpdate, it makes an **interop call**, a call from the C/C++ side to the managed C# side. For a small number of objects, this is not an issue. When you have thousands of objects, this overhead starts becoming significant.

Consider creating a custom UpdateManager if you have a large project using Update or LateUpdate in this fashion (e.g. an open-world game). Have active objects subscribe to this UpdateManager when they want callbacks, and unsubscribe when they don't. This pattern could reduce many of the interop calls to your Monobehaviour objects.



Building a custom Update Manager reduces interop calls.

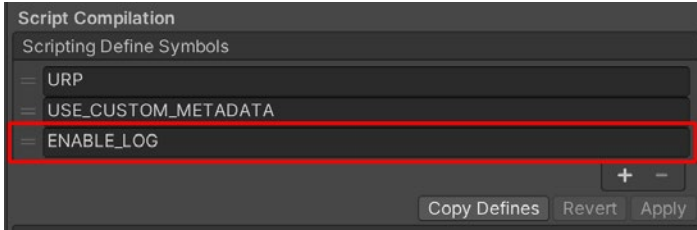
Refer to [Game engine-specific optimization techniques for Unity](#) for an example of implementation and potential performance gains.

Remove Debug Log statements

Log statements (especially in Update, LateUpdate, or FixedUpdate) can bog down performance. Disable your Log statements before making a build.

To do this more easily, consider making a [Conditional attribute](#) along with a preprocessing directive. For example, create a custom class like this:

```
public static class Logging
{
    [System.Diagnostics.Conditional("ENABLE_LOG")]
    static public void Log(object message)
    {
        UnityEngine.Debug.Log(message);
    }
}
```



Adding a custom preprocessor directive lets you partition your scripts.

Generate your log message with your custom class. If you disable the **ENABLE_LOG** preprocessor in the **Player Settings > Scripting Define Symbols**, all of your Log statements disappear in one fell swoop.

The same thing applies for other use cases of the Debug Class, such as Debug.DrawLine and Debug.DrawRay. These are also only intended for use during development and can significantly impact performance.

Handling strings and text is a common source of performance problems in Unity projects. Removing Log statements – and their expensive string formatting – can be a huge win.

Disable Stack Trace logging

Use the Stack Trace options in the Player Settings to control what type of log messages appear.

If your application is logging errors or warning messages in your release build (e.g., to generate crash reports in the wild), disable stack traces to improve performance.

Stack Trace*	None	ScriptOnly	Full
Log Type			
Error	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>
Assert	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>
Warning	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>
Log	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>
Exception	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>

Stack Trace options

Use hash values instead of string parameters

Unity does not use string names to address animator, material, and shader properties internally. For speed, all property names are hashed into property IDs, and these IDs are actually used to address the properties.

When using a Set or Get method on an animator, material, or shader, harness the integer-valued method instead of the string-valued methods. The string methods simply perform string hashing and then forward the hashed ID to the integer-valued methods.

Use [Animator.StringToHash](#) for Animator property names and [Shader.PropertyToID](#) for material and shader property names. Get these hashes during initialization and cache them in variables for when they're needed to pass to a Get or Set method.

Choose the right data structure

Your choice of data structure impacts efficiency as you iterate thousands of times per frame. Not sure whether to use a list, array, or dictionary for your collection? Follow the [MSDN guide to data structures](#) in C# as a general guide for choosing the correct structure.

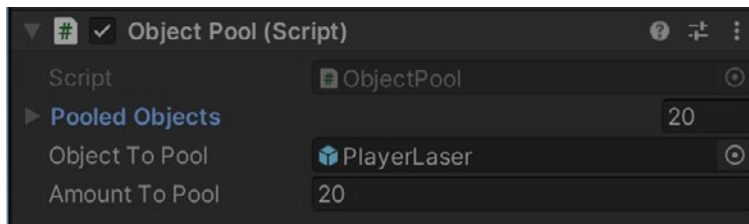
Avoid adding components at runtime

Invoking `AddComponent` at runtime comes with some cost. Unity must check for duplicates or other required components whenever adding components at runtime.

[Instantiating a prefab](#) with the desired components already set up is generally more performant.

Use object pools

`Instantiate` and `Destroy` can generate garbage and garbage collection (GC) spikes, a generally slow process. Apply object pooling techniques when you need to instantiate a large number of objects to help avoid GC spikes.

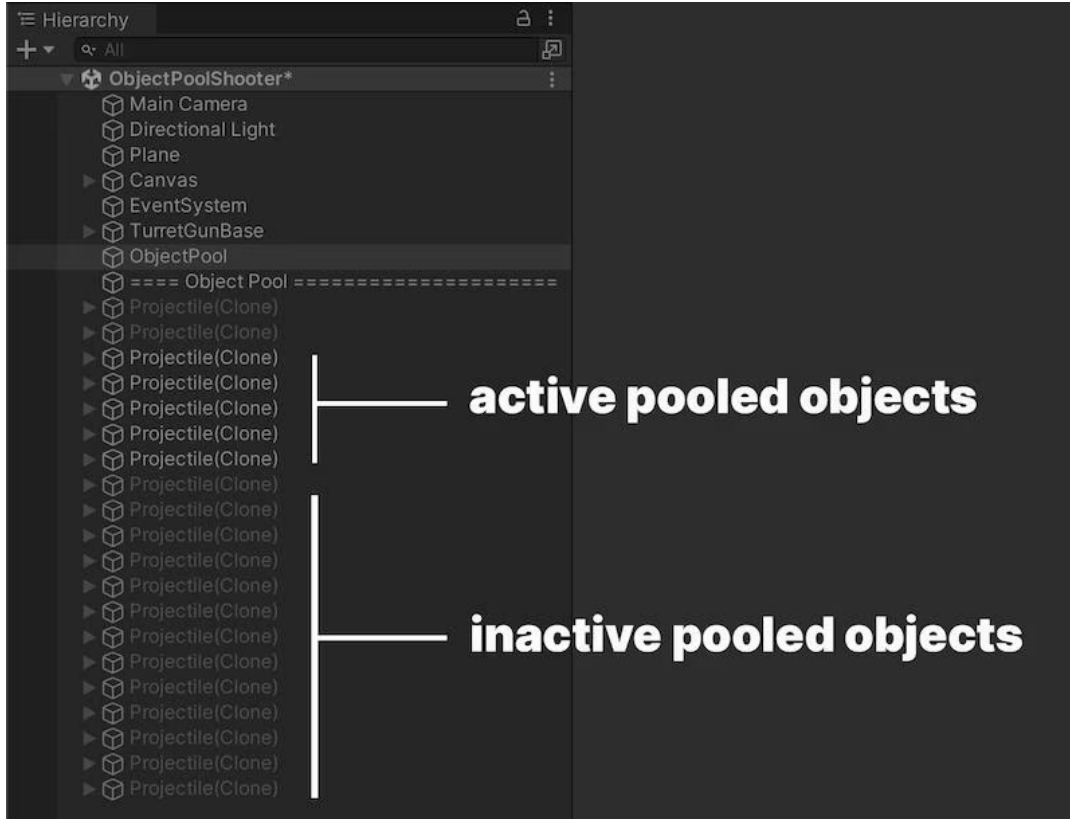


In this example, the `ObjectPool` creates 20 `PlayerLaser` instances for reuse.

Object pooling is a design pattern that can provide performance optimization by reducing the processing power required of the CPU to run repetitive create and destroy calls. Instead, with object pooling, existing `GameObjects` can be reused over and over.

The key function of object pooling is to create objects in advance and store them in a pool, rather than have them created and destroyed on demand. When an object is needed, it's taken from the pool and used. When it's no longer needed, it's returned to the pool rather than being destroyed.

Rather than regularly instantiating and destroying `GameObjects` (e.g., shooting bullets from a gun), use [pools](#) of preallocated objects that can be reused and recycled.



This reduces the number of managed allocations in your project and can prevent garbage collection problems.

Unity includes a built-in object pooling feature via the [UnityEngine.Pool](#) namespace. Available in Unity 2021 LTS and later, this namespace facilitates the management of object pools, automating aspects like object lifecycle and pool size control.

Learn how to create a simple object pooling system in Unity [here](#). You can also see the object pooling pattern, and many others, implemented in a Unity scene [in this sample project available on the Unity Asset Store](#).

Transform once, not twice

When moving Transforms, use [Transform.SetPositionAndRotation](#) to update both position and rotation at once. This avoids the overhead of modifying a transform twice.

If you need to [Instantiate](#) a `GameObject` at runtime, a simple optimization is to parent and reposition during instantiation:

```
GameObject.Instantiate(prefab, parent);
GameObject.Instantiate(prefab, parent, position, rotation);
```

For more on `Object.Instantiate`, please see the [Scripting API](#).

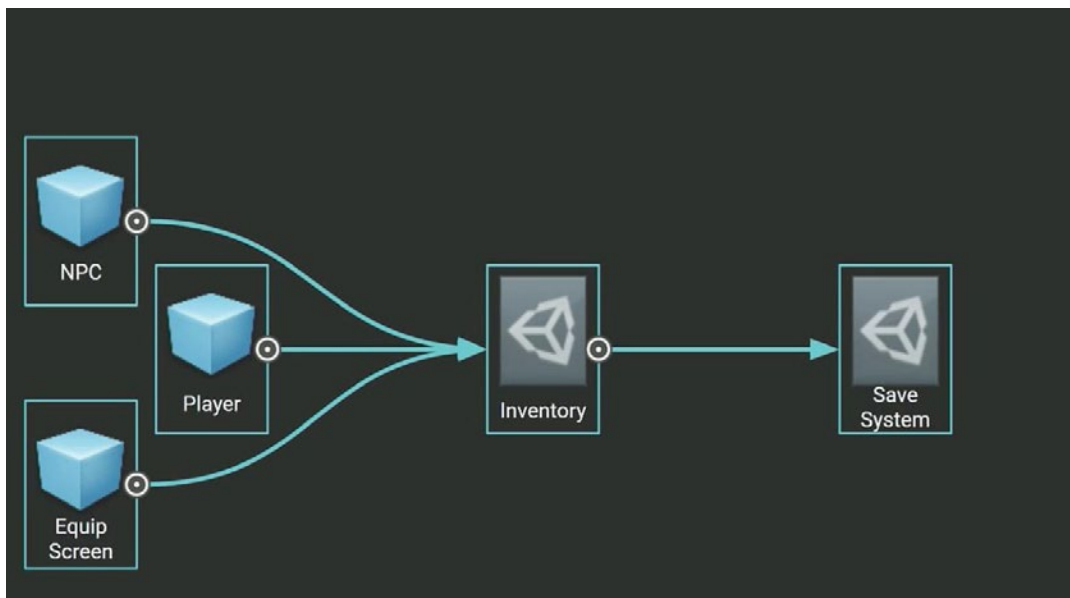
Use ScriptableObjects

Store static unchanging values or settings in a ScriptableObject instead of a MonoBehaviour. The ScriptableObject is an asset that lives inside of the project that you only need to set up once.

Monobehaviours carry extra overhead since they require a GameObject – and by default a Transform – to act as a host. That means that you need to create a lot of unused data before storing a single value. The ScriptableObject slims down this memory footprint by dropping the GameObject and Transform. It also stores the data at the project level, which is helpful if you need to access the same data from multiple scenes.

A common use case is having many GameObjects that rely on the same duplicate data, which does not need to change at runtime. Rather than having this duplicate local data on each GameObject, you can funnel it into a ScriptableObject. Then, each of the objects stores a reference to the shared data asset, rather than copying the data itself. This is a benefit that can provide significant performance improvements in projects with thousands of objects.

Create fields in the ScriptableObject to store your values or settings, then reference the ScriptableObject in your Monobehaviours.



In this example, a ScriptableObject called Inventory holds settings for various GameObjects.

Using fields from the ScriptableObject can prevent unnecessary duplication of data every time you instantiate an object with that MonoBehaviour.

In software design, this is an optimization known as the flyweight pattern. Restructuring your code in this way using ScriptableObjects avoids copying a lot of values and reduces your memory footprint. Learn more about the flyweight pattern and many others, as well as design principles in the e-book [Level up your code with design patterns and SOLID](#).

Watch this [Introduction to ScriptableObjects](#) tutorial to see how ScriptableObjects can benefit your project. Reference Unity documentation [here](#) as well as the technical guide [Create modular game architecture in Unity with ScriptableObjects](#).

Avoid lambda expressions

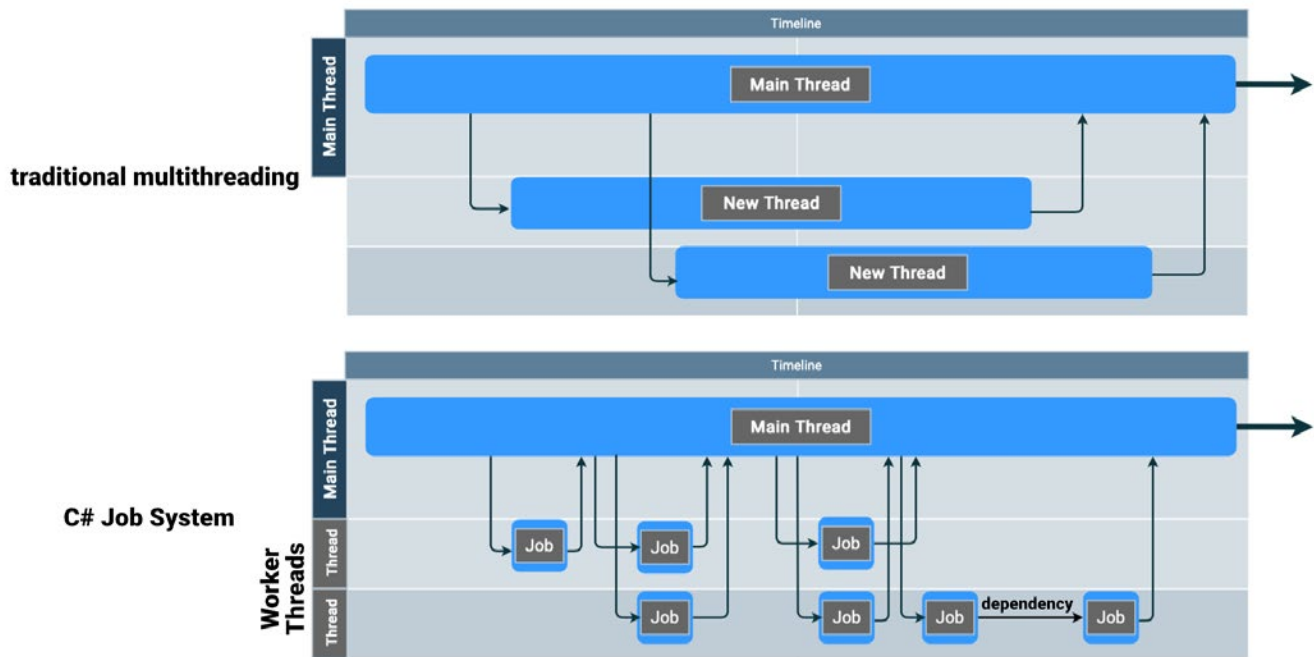
A lambda expression can simplify your code, but that simplification comes at a cost. Calling a lambda creates a delegate as well. Passing context (e.g., this, an instance member, or a local variable) into the lambda invalidates any caching for the delegate. When that happens, invoking it frequently can generate significant memory traffic.

Refactor any methods containing closures while using lambda expressions. See an example of how to do that [here](#).

The C# job system

Modern CPUs have multiple cores, but your application needs multithreaded code to take advantage of them. Unity's job system allows you to split large tasks into smaller chunks that run in parallel on those extra CPU cores, which can improve performance significantly.

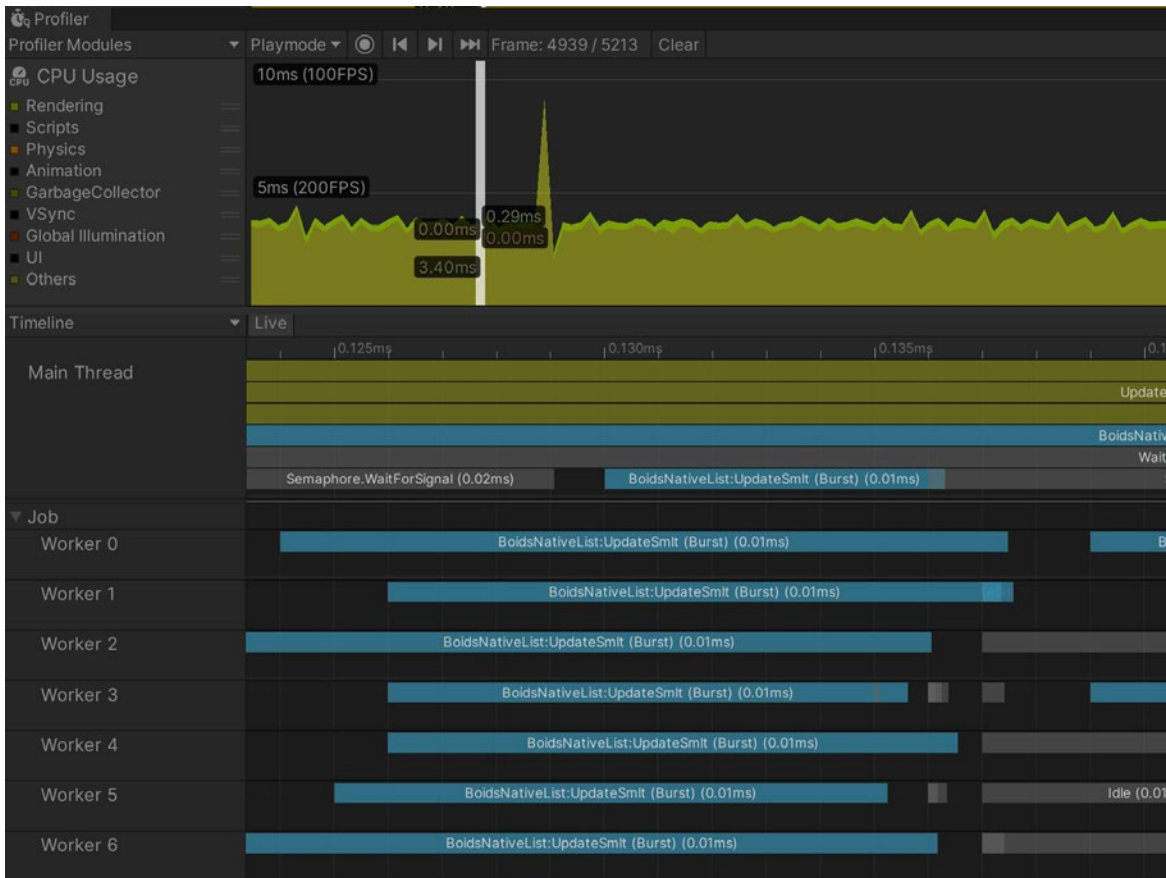
Often in multithreaded programming, one CPU thread of execution, the main thread, creates other threads to handle tasks. These additional worker threads then synchronize with the main thread once their work completes.



In traditional multithreaded programming, threads are created and destroyed. In the C# job system, small jobs run on a pool of threads.

If you have a few tasks that run for a long time, this approach to multithreading works well. However, it's less efficient for a game application, which must typically process many short tasks at 30–60 frames per second.

That's why Unity uses a slightly different approach to multithreading called the [C# job system](#). Rather than generate many threads with a short lifetime, it breaks your work into smaller units called **jobs**.



Timeline view in the Profiler shows jobs running on the worker threads.

These jobs go into a [queue](#), which schedules them to run on a shared pool of [worker threads](#). [JobHandles](#) help you create dependencies, ensuring that the jobs run in the correct order.

One potential issue with multithreading is a [race condition](#), which occurs when two threads access a shared variable at the same time. To prevent this, Unity multithreading uses a safety system to isolate the data a job needs to execute. The C# job system launches each job with a copy of the job structure, eliminating race conditions.

To use Unity's C# job system, follow these guidelines:

- Change classes to be structs. A job is any struct that implements the [IJob](#) interface. If you're performing the same task on a large number of objects, you could also use [IJobParallelFor](#) to run across multiple cores.

- Data passed into a job must be [blittable](#). Remove reference types and pass only the blittable data into the job as a copy.
- Because the work within each job remains isolated for safety, you send the results back to the main thread using a [NativeContainer](#). A NativeContainer from the [Unity Collections package](#) provides a C# wrapper for native memory. Its subtypes (e.g., `NativeArray`, `NativeList`, `NativeHashMap`, `NativeQueue`, etc.) work like their equivalent C# data structures.

Refer to the [documentation](#) to see how you can optimize CPU performance in your own project using the C# job system.

The Burst compiler

The [Burst compiler](#) complements the Job System. Burst translates IL/.NET bytecode into optimized native code using [LLVM](#). To access it, simply add the **com.unity.burst** package from the Package Manager.

Burst allows Unity developers to continue using a subset of C# for convenience while improving performance.

To enable the Burst compiler for your scripts:

- Remove static variables. If you need to write to a list, consider using a `NativeArray` decorated with the [NativeDisableContainerSafetyRestriction attribute](#). This allows parallel jobs to write to the `NativeArray`.
- Use [Unity.Mathematics](#) functions instead `Mathf` functions.
- Decorate the job definition with the [BurstCompile attribute](#).

```
[BurstCompile]
public struct MyFirstJob : IJob
{
    public NativeArray<float3> ToNormalize;

    public void Execute()
    {
        for (int i = 0; i < ToNormalize.Length; i++)
        {
            ToNormalize[i] = math.normalize(ToNormalize[i]);
        }
    }
}
```



Here is an example Burst job that runs over an array of float3's and normalizes the vectors. It uses the [Unity Mathematics](#) package, as mentioned above.

Both the C# job system and the Burst compiler form part of Unity's [Data-Oriented Tech Stack \(DOTS\)](#). However, you can use them with both “classic” Unity GameObjects or the [Entity Component System](#).

Refer to the [latest documentation](#) and download the e-book [Introduction to the Data-Oriented Technology Stack for advanced Unity users](#) to see how Burst can accelerate your workflow when combined with the C# job system.

Project configuration

There are a few project settings that can affect your performance.

Disable unnecessary Player or Quality settings

In the Player settings, disable Auto Graphics API and remove graphics APIs that you don't plan on supporting for each of your targeted platforms. This can prevent generating excessive shader variants. Disable Target Architectures for older CPUs if your application is not supporting them.

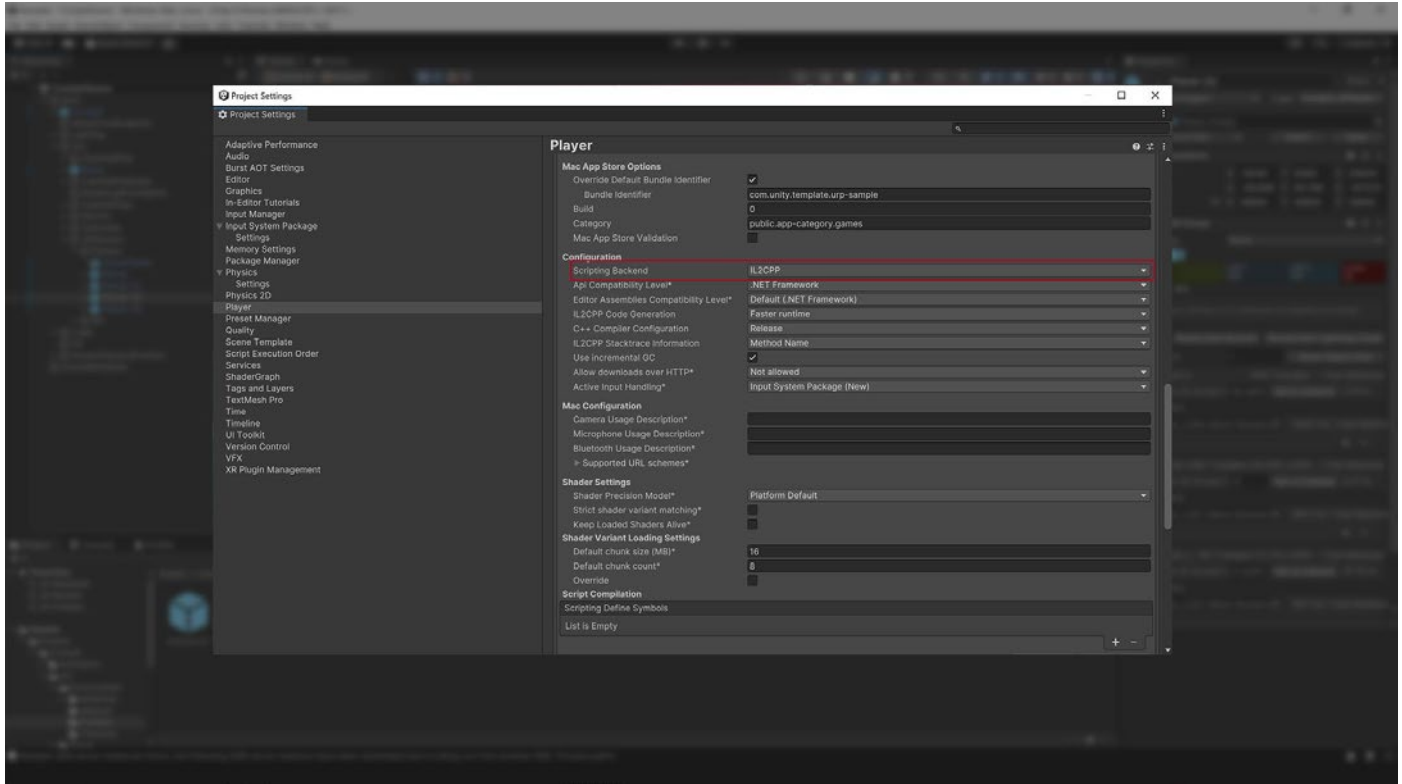
In the Quality settings, disable needless Quality levels.

Switch to IL2CPP

We recommend switching the Scripting Backend from Mono to IL2CPP (Intermediate Language to C++). Doing so will provide overall better runtime performance.

Be aware this does increase build times. Some developers prefer to use Mono locally for faster iteration, then switch to IL2CPP for build machines and/or release candidates. Refer to the [Optimizing IL2CPP build times](#) documentation to reduce your build times.

On PlayStation platforms where IL2CPP is the only option, locate the **Player Settings > Other Settings > IL2CPP optimization level** settings. Use the less optimal options during development to speed up build times. For profiling or final release, select **Optimized Compile, Remove Unused Code, Optimized link**.



Switch the scripting backend to IL2CPP

Using this option, Unity converts IL code from scripts and assemblies to C++ before creating a native binary file (e.g., .exe, .apk, .xap) for your target platform.

Please refer to the [documentation](#), which provides information on how to optimize build times.

Avoid large hierarchies

Split your hierarchies. If your GameObjects do not need to be nested in a hierarchy, simplify the parenting. Smaller hierarchies benefit from multithreading to refresh the Transforms in your scene. Complex hierarchies incur unnecessary Transform computations and more cost to garbage collection.

See this [Unite talk](#) for best practices for Transforms.

Graphics

Because lighting and effects are quite complex, we recommend that you review the [render pipeline documentation before attempting to optimize](#).

Commit to a render pipeline

Optimizing scene lighting is not an exact science but more an iterative process. It involves trial and error and the process usually depends on the artistic direction and render pipeline.

Before you begin lighting your scenes, you will need to choose one of the available render pipelines. A render pipeline performs a series of operations that take the contents of a scene to display them onscreen.

Unity provides three prebuilt render pipelines with different capabilities and performance characteristics, or, you can create your own.

1. The [Universal Render Pipeline \(URP\)](#) is a prebuilt [Scriptable Render Pipeline \(SRP\)](#). URP provides artist-friendly workflows to create optimized graphics across a range of platforms, from mobile to high-end consoles and PCs. URP is the successor to the Built-In Render Pipeline, providing graphics and rendering features unavailable with the older pipeline. In order to maintain performance, it makes tradeoffs to reduce the computational cost of lighting and shading. Choose URP if you want to reach the most target platforms, including mobile and VR.

Get a complete overview of the capabilities in URP in the e-book [Introduction to the Universal Render Pipeline for advanced Unity creators](#).

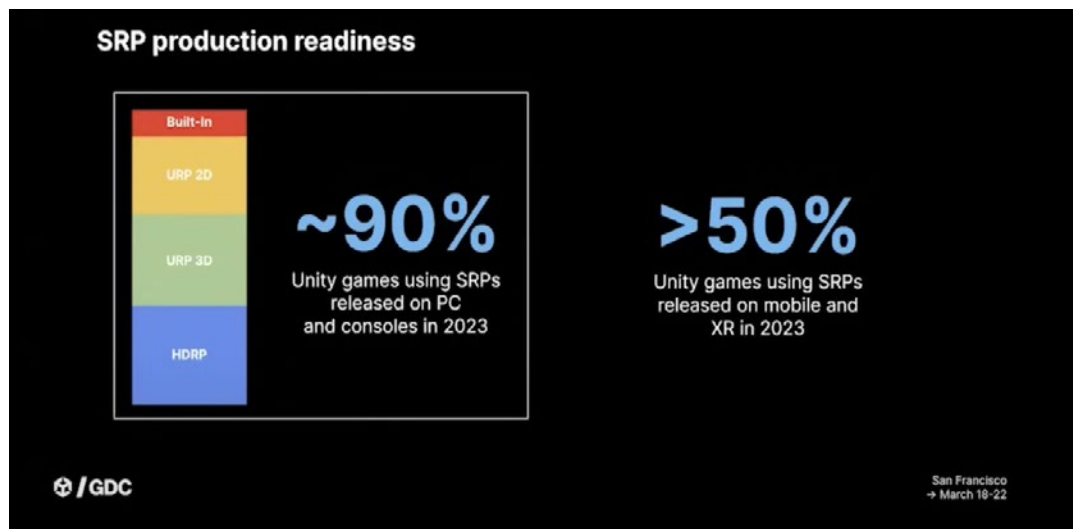
2. The [High Definition Render Pipeline \(HDRP\)](#) is another prebuilt SRP designed for cutting-edge, high-fidelity graphics. HDRP targets high-end hardware such as PC, Xbox, and PlayStation.² It's the recommended render pipeline for creating photorealistic realistic graphics with the highest level of realism in your game, with advanced lighting, reflections, and shadows. HDRP uses physically based lighting and materials and supports improved debugging tools.

Get a complete overview of the capabilities in HDRP in the e-book [Lighting and environments in the High Definition Render Pipeline](#).

3. The [Built-in Render Pipeline](#) is Unity's older, general-purpose render pipeline with limited customization.

Around 90% of Unity games on PC/console are using SRPs

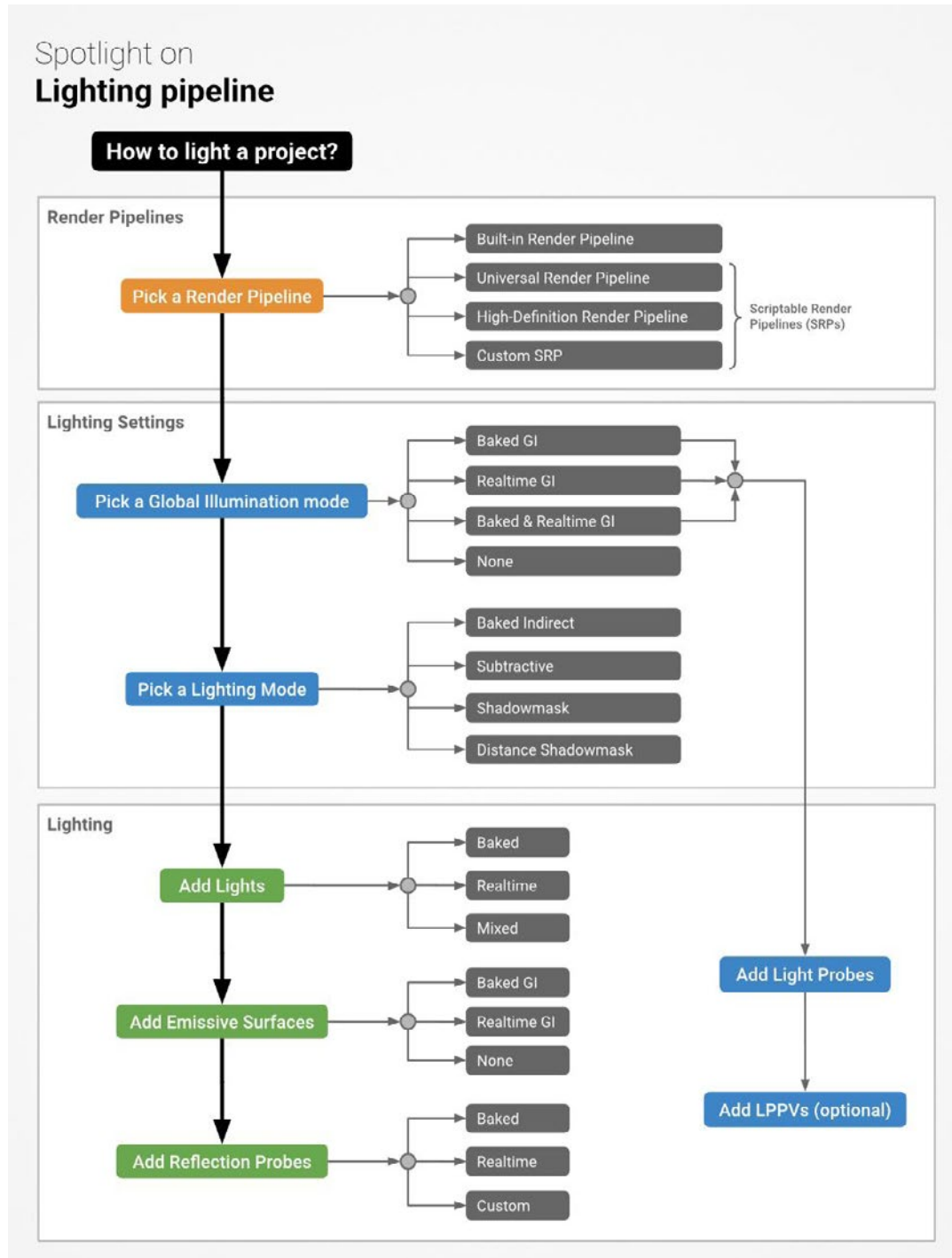
The latest data available to Unity shows that URP is the most popular choice for games using Unity released on PC and console in 2023. The graph below shows that the Built-In Render Pipeline is now only used by a small fraction of development teams.



Proportion of games released using the different pipelines available from Unity

² HDRP is not currently supported on mobile platforms. See the [Requirements and compatibility page](#) for more details.

However, while most Unity projects are now being built on URP or HDRP, the Built-In Render Pipeline (see third option in the list) will remain an available option in Unity 6.



Choose a render pipeline early when planning your project.



Enemies, a demo created by Unity, showcases HDRP's high-end graphical capabilities.

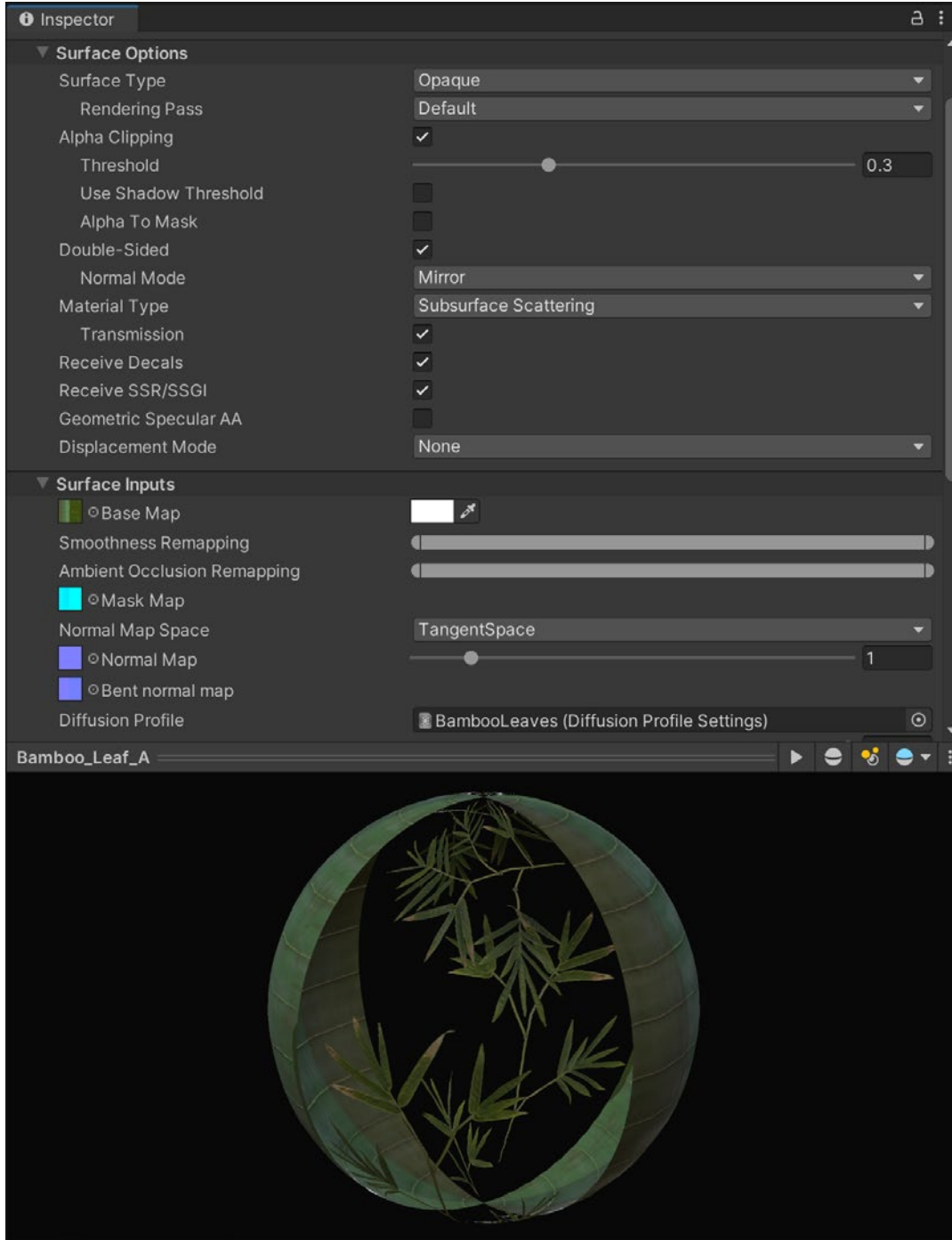
URP and HDRP work on top of the Scriptable Render Pipeline (SRP). This is a thin API layer that lets you schedule and configure rendering commands using C# scripts. This flexibility allows you to customize virtually every part of the pipeline. You can also create your own [custom render pipeline](#) based on SRP.

See [Render Pipelines in Unity](#) for a more detailed comparison of the available pipelines.

Render pipeline packages for consoles

To build a Project for the **PlayStation 4**, **PlayStation 5**, **Game Core Xbox**, you need to install an additional package for each platform you want to support. The packages for each platform are:

- **PlayStation 4:** `com.unity.render-pipelines.ps4`
- **PlayStation 5:** `com.unity.render-pipelines.ps5`
- **Xbox consoles:** `com.unity.render-pipelines.gamecore`



Materials, such as skin or foliage, can benefit from the advanced lighting and shading features preconfigured with the HDRP.

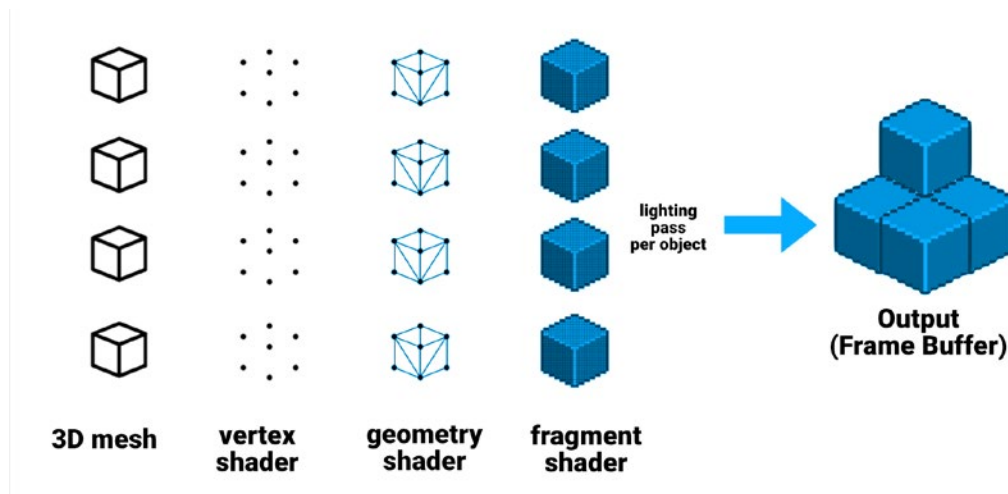
Select a rendering path

While selecting a render pipeline, you should also consider a **rendering path**. The rendering path represents a specific series of operations related to lighting and shading. Deciding on a rendering path depends on your application needs and target hardware.

Forward

In forward rendering, the graphics card projects the geometry and splits it into vertices. Those vertices are further broken down into fragments, or pixels, which render to screen to create the final image.

The pipeline passes each object, one at a time, to the graphics API. Forward rendering comes with a cost for each light. The more lights in your scene, the longer rendering will take.



Forward Rendering path

The Built-in Pipeline's forward renderer draws each light in a separate pass per object. If you have multiple lights hitting the same GameObject, this can create significant overdraw, where overlapping areas need to draw the same pixel more than once. Minimize the number of realtime lights to reduce overdraw.

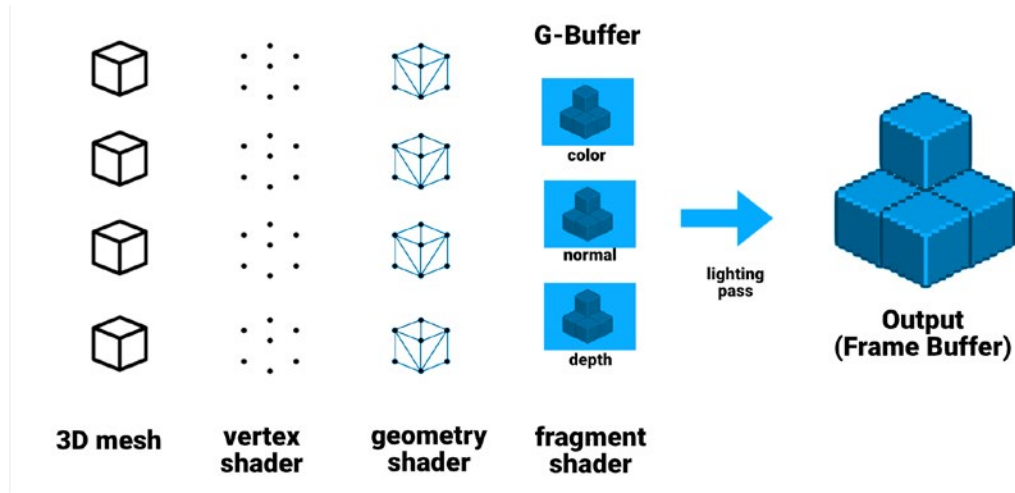
Rather than rendering one pass per light, the URP culls the lights per-object. This allows for the lighting to be computed in one single pass, resulting in fewer draw calls compared to the Built-In Render Pipeline's forward renderer.

Forward +

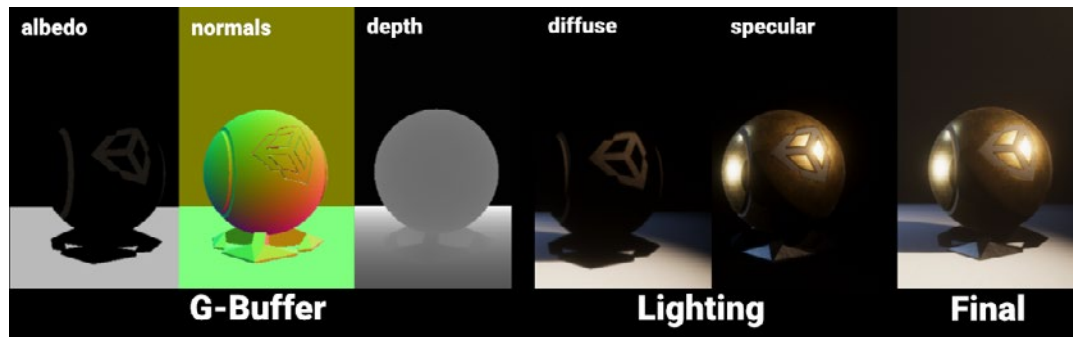
[Forward+ rendering](#) improves upon standard Forward rendering by culling lights spatially rather than per object. This increases the overall number of lights that can be utilized in rendering a frame. In Deferred rendering it supports the Native RenderPass API, allowing G-buffer and lighting passes to be combined into a single render pass.

Deferred shading

In deferred shading, lighting is not calculated per object.



Deferred shading path



Deferred shading applies lighting to a buffer instead of each object.

Deferred shading instead postpones lighting calculation to a later stage. Deferred shading uses two passes.

In the first pass, or the **G-Buffer** geometry pass, Unity renders the GameObjects. This pass retrieves several types of geometric properties and stores them in a set of textures. G-buffer textures can include:

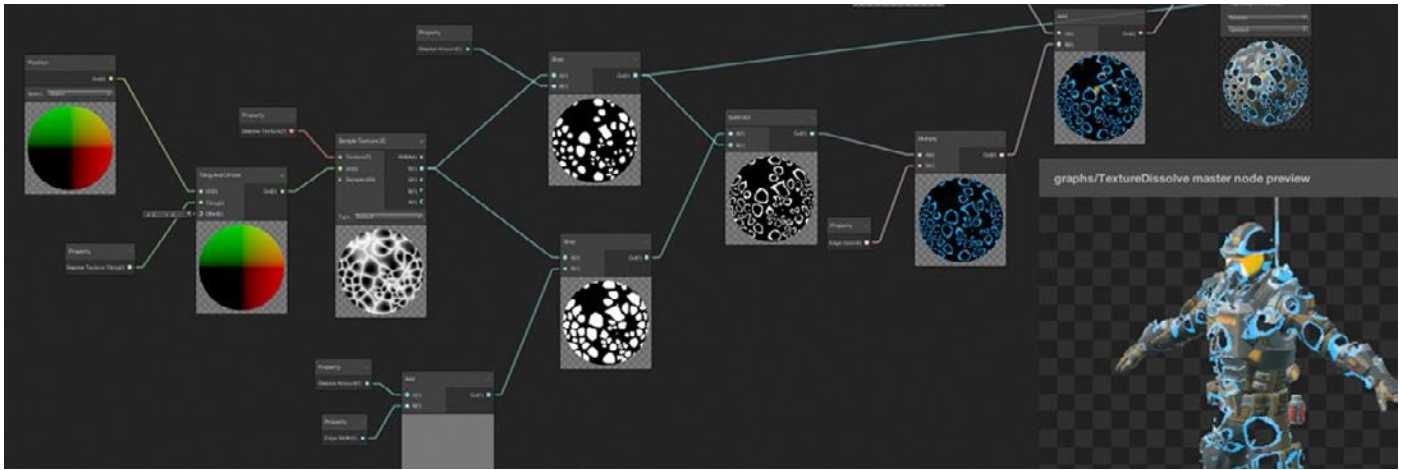
- diffuse and specular colors
- surface smoothness
- occlusion
- world space normals
- emission + ambient + reflections + lightmaps

In the second pass, or [lighting pass](#), Unity renders the scene's lighting based on the G-buffer. Imagine iterating over each pixel and calculating the lighting information based on the buffer instead of the individual objects. Thus, adding more non-shadow casting lights in deferred shading does not incur the same performance hit as with forward rendering.

Though choosing a rendering path is not an optimization per se, it can affect *how* you optimize your project. The other techniques and workflows in this section may vary depending on what render pipeline and which rendering path you've chosen.

Optimize Shader Graph

Both HDRP and URP support [Shader Graph](#), a visual interface for shader creation. This allows some users to create complex shading effects that may have been previously out of reach. Use the 150+ nodes in the visual graph system to create more shaders. You can also make your own custom nodes with the API.



Build shaders using a visual interface.

Begin each Shader Graph with a compatible master node, which determines the graph's output. Add nodes and operators with the visual interface, and construct the shader logic.

This Shader Graph then passes into the render pipeline's backend. The final result is a ShaderLab shader, functionally similar to one written in HLSL or Cg.

Optimizing a Shader Graph follows many of the same rules that apply to traditional HLSL/Cg Shaders. The more processing your Shader Graph does, the more it will impact the performance of your application.

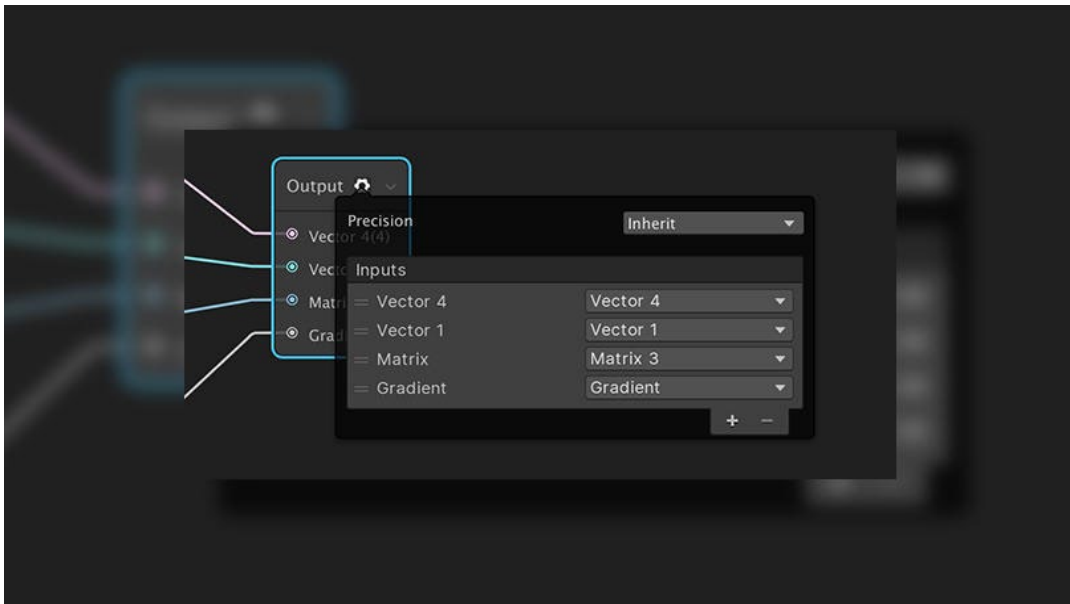
If you are CPU-bound, optimizing your shaders won't improve frame rate, but may still improve your battery life for mobile platforms.

If you are GPU-bound, follow these guidelines for improving performance with Shader Graphs:

- **Decimate your nodes:** Remove unused nodes. Don't change any defaults or connect nodes unless those changes are necessary. Shader Graph compiles out any unused features automatically.

When possible, bake values into textures. For example, instead of using a node to brighten a texture, apply the extra brightness into the texture asset itself.

- **Use a smaller data format:** Switch to a smaller data structure when possible. Consider using Vector2 instead of Vector3 if it does not impact your project. You can also reduce precision if the situation allows (e.g. half instead of float).



Reduce precision in Shader Graph in the Output node when possible.

- **Reduce math operations:** Shader operations run many times per second, so optimize any math operators when possible. Try to blend results instead of creating a logical branch. Use constants, and combine scalar values before applying vectors. Finally, convert any properties that do not need to appear in the Inspector as in-line Nodes. All of these incremental speedups can help your frame budget.
- **Branch a preview:** As your graph gets larger, it may become slower to compile. Simplify your workflow with a separate, smaller branch just containing the operations you want to preview at the moment, then iterate more quickly on this smaller branch until you achieve the desired results.

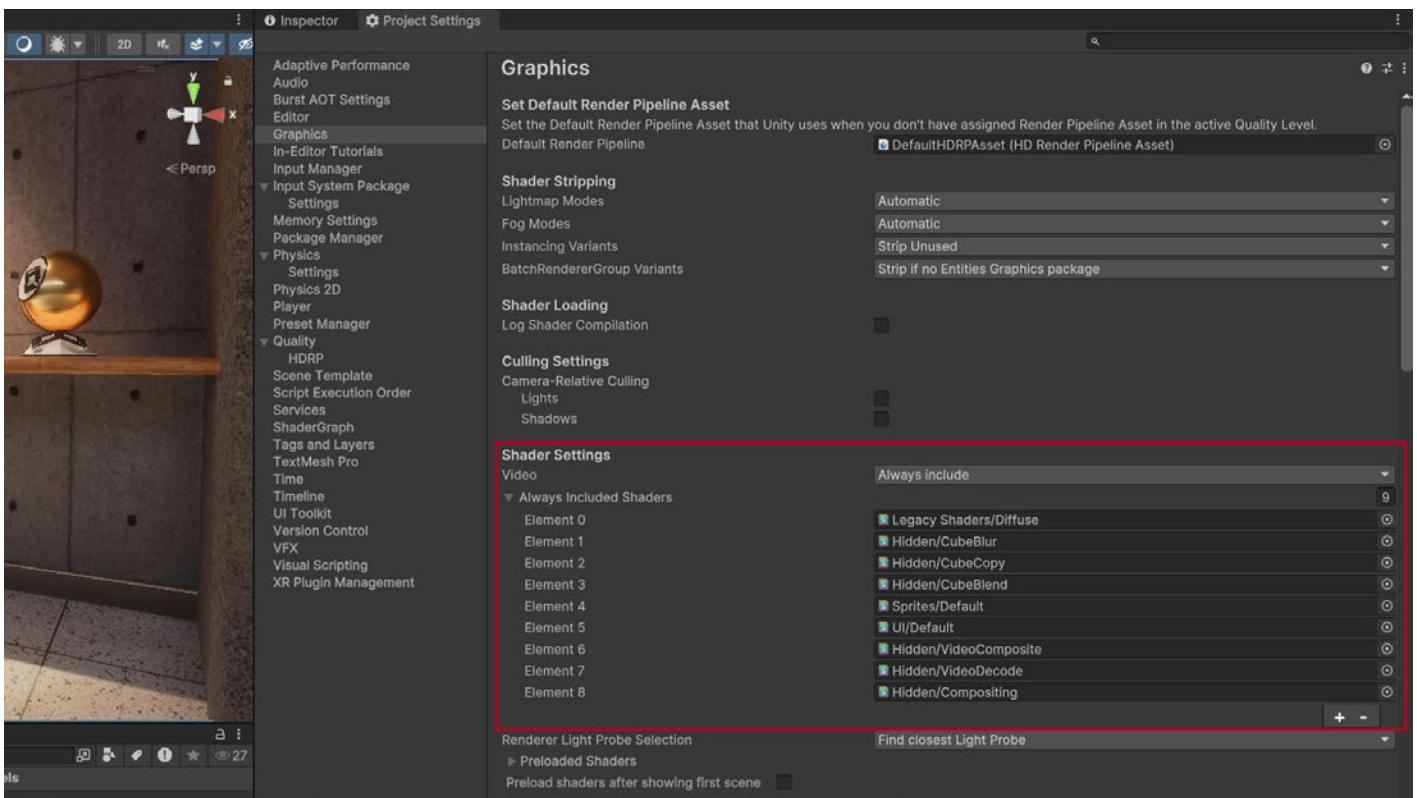
If the branch is not connected to the master node, you can safely leave the preview branch in your graph. Unity removes nodes that do not affect the final output during compilation.

- **Manually optimize:** Even if you're an experienced graphics programmer, you can still use a Shader Graph to lay down some boilerplate code for a script-based shader. Select the Shader Graph asset, then select Copy Shader from the context menu.

Create a new HLSL/Cg Shader and then paste in the copied Shader Graph. This is a one-way operation, but it lets you squeeze additional performance with manual optimizations.

Remove built-in shader settings

Remove every shader that you don't use from the **Always Included** list of shaders in the Graphics Settings (**Edit > ProjectSettings > Graphics**). Add shaders here that you'll need for the lifetime of the application.



Always Included shaders

Strip shader variants

Shader variants can be useful for platform-specific features but increase build times and file size.

You can use the [Shader compilation pragma directives](#) to compile the shader differently for target platforms. Then, use a shader keyword (or [Shader Graph Keyword](#) node) to create [shader variants](#) with certain features enabled or disabled.

You can prevent shader variants from being included in your build if you know that they are not required.

Parse the [Editor.log](#) for shader timing and size. Locate the lines that begin with “Compiled shader” and “Compressed shader.”

In an example log, your TEST shader may show you:

```

Compiled shader 'TEST Standard (Specular setup)' in 31.23s
d3d9 (total internal programs: 482, unique: 474)
d3d11 (total internal programs: 482, unique: 466)
metal (total internal programs: 482, unique: 480)
glcore (total internal programs: 482, unique: 454)
Compressed shader 'TEST Standard (Specular setup)' on d3d9 from 1.04MB to 0.14MB
Compressed shader 'TEST Standard (Specular setup)' on d3d11 from 1.39MB to 0.12MB
Compressed shader 'TEST Standard (Specular setup)' on metal from 2.56MB to 0.20MB
Compressed shader 'TEST Standard (Specular setup)' on glcore from 2.04MB to 0.15MB
    
```

This tells you a few things about this shader:

- The shader expands into 482 variants due to `#pragma multi_compile` and `shader_feature`.
- Unity compresses the shader included in the game data to roughly the sum of the compressed sizes: $0.14+0.12+0.20+0.15 = 0.61\text{MB}$.
- At runtime, Unity keeps the compressed data in memory (0.61MB), while the data for your currently used graphics API is uncompressed. For example, if your current API was Metal, that would account for 2.56MB.

After a build, [Project Auditor](#) can parse the Editor.log to display a list of all shaders, shader keywords, and shader variants compiled into a project. It can also analyze the [Player.log](#) after the game is run. This shows you what variants the application actually compiled and used at runtime.

Employ this information to build a scriptable shader stripping system and reduce the number of variants. This can improve build times, build sizes, and runtime memory usage.

Read the [Stripping scriptable shader variants](#) blog post to see this process in detail.

Particle simulations: Particle System or VFX Graph

Unity 6 includes two particle simulation solutions for smoke, liquids, flames, or other effects:

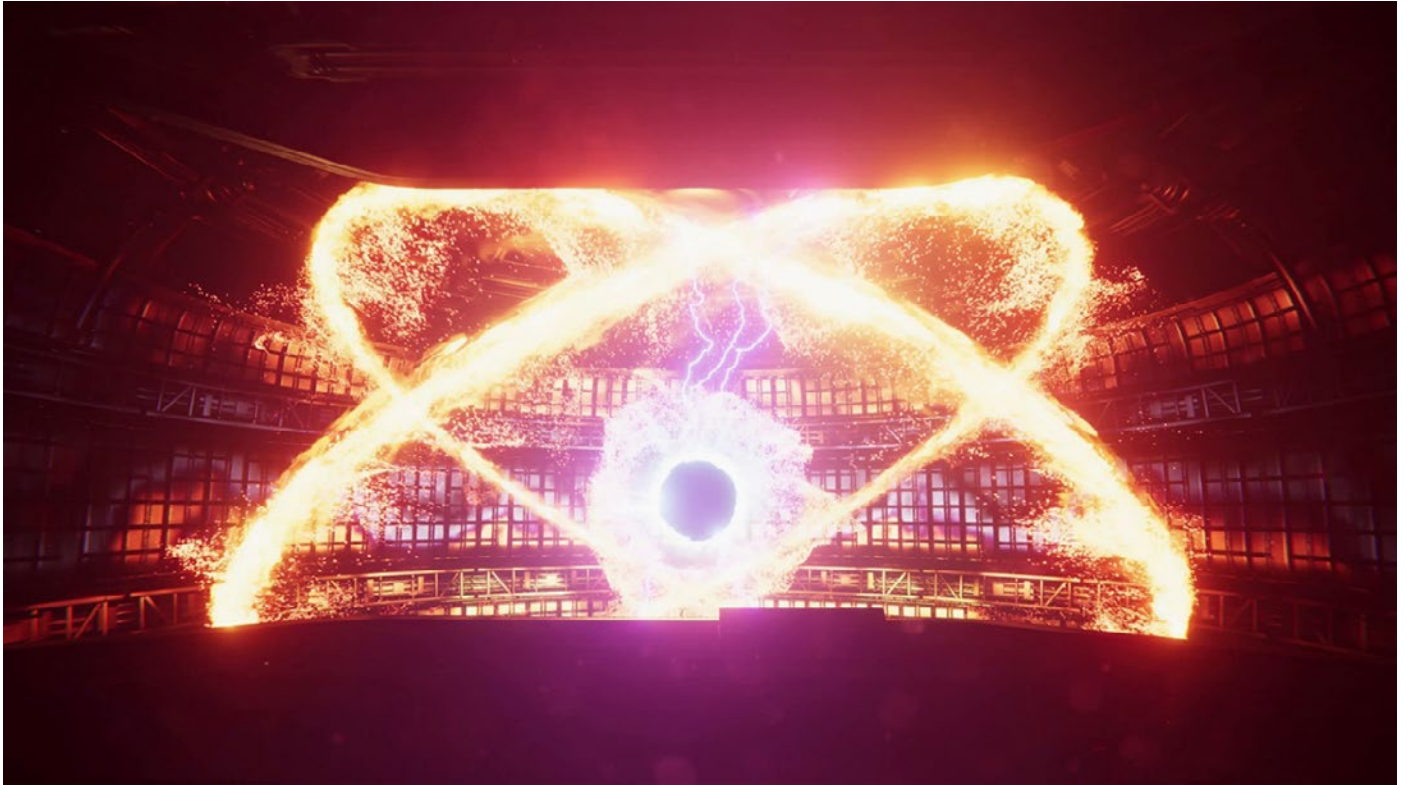
- The [Built-In Particle System](#) can simulate thousands of particles on the CPU. You can use C# scripts to define a system and its individual particles. Particle Systems can interact with Unity's underlying physics system and any colliders in your scene. Particle Systems offer maximum compatibility and work with any of Unity's supported build platforms.



A simple effects simulation using the Built-In Particle System

- The [VFX Graph](#) is the newer system that provides enhanced capabilities for creating sophisticated visual effects in Unity, particularly for projects targeting high-end graphics and performance. It moves calculations on the GPU using compute shaders and can simulate millions of particles in large-scale visual effects. The workflow includes a highly customizable graph view. Particles can also interact with the color and depth buffer.

Though it does not have access to the underlying physics system, a VFX Graph can interact with complex assets, such as Point Caches, Vector Fields, and Signed Distance Fields. VFX Graph works with both HDRP and URP and on [platforms that support compute shaders](#).



Millions of particles on-screen created with the Visual Effect Graph

When selecting one of the two systems, keep device compatibility in mind. Most PCs and consoles support compute shaders, but many mobile devices do not. If your target platform does support [compute shaders](#), Unity allows you to use both types of particle simulation in your project.

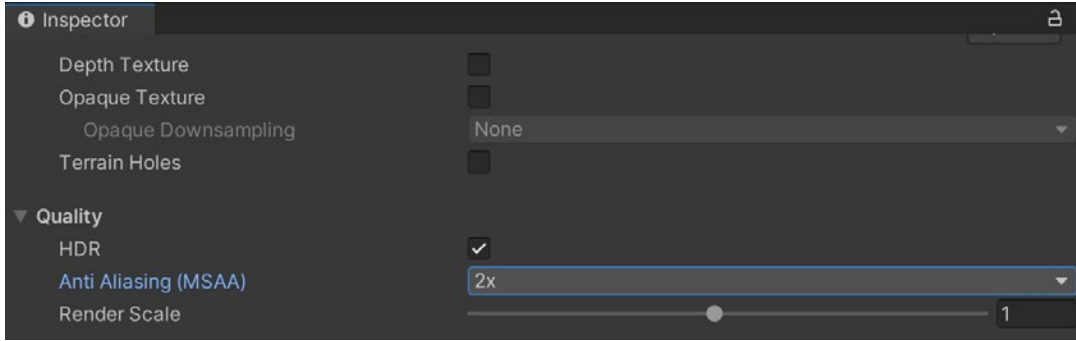
Learn more about creating high-end visual effects with the e-book [The definitive guide to creating advanced visual effects in Unity](#).

Smooth with anti-aliasing

Anti-aliasing helps smooth the image, reduce jagged edges, and minimize specular aliasing.

If you are using Forward rendering with the Built-in Render Pipeline, [Multisample Anti-aliasing \(MSAA\)](#) is available in the [Quality settings](#). MSAA produces high-quality anti-aliasing, but it can be expensive. The **MSAA Sample Count** from the drop-down menu (None, 2X, 4X, 8X) defines how many samples the renderer uses to evaluate the effect.

If you are using Forward rendering with the URP or HDRP, you can enable MSAA on the Render Pipeline Asset.



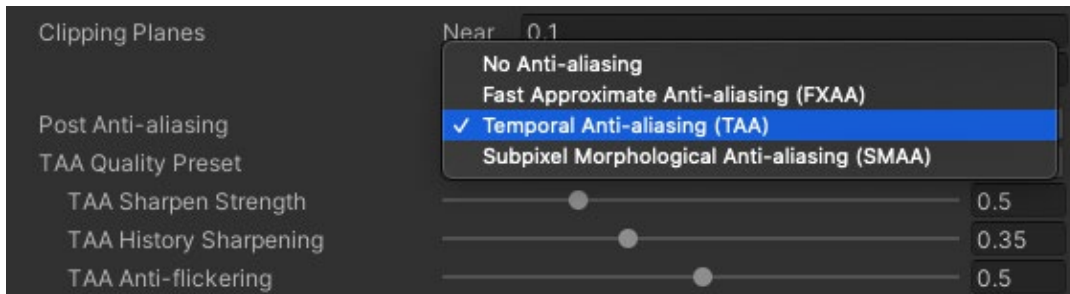
In URP, locate the MSAA settings on the Render Pipeline Asset.

Alternatively, you can add anti-aliasing as a post-processing effect. This appears on the Camera component under **Anti-aliasing**:

- **Fast approximate anti-aliasing (FXAA)** smooths edges on a per-pixel level. This is the least resource-intensive anti-aliasing and slightly blurs the final image.
- **Subpixel morphological anti-aliasing (SMAA)** blends pixels based on the borders of an image. This has much sharper results than FXAA and is suited for flat, cartoon-like, or clean art styles.

In HDRP, you can also use FXAA and SMAA with the **Post Anti-aliasing** setting on the Camera. URP and HDRP also offer an additional option:

- **Temporal anti-aliasing (TAA)** smooths edges using frames from the history buffer. This works more effectively than FXAA but requires [motion vectors](#) in order to work. TAA can also improve ambient occlusion and volumetrics. It is generally higher quality than FXAA, but costs more resources and can produce occasional ghosting artifacts.



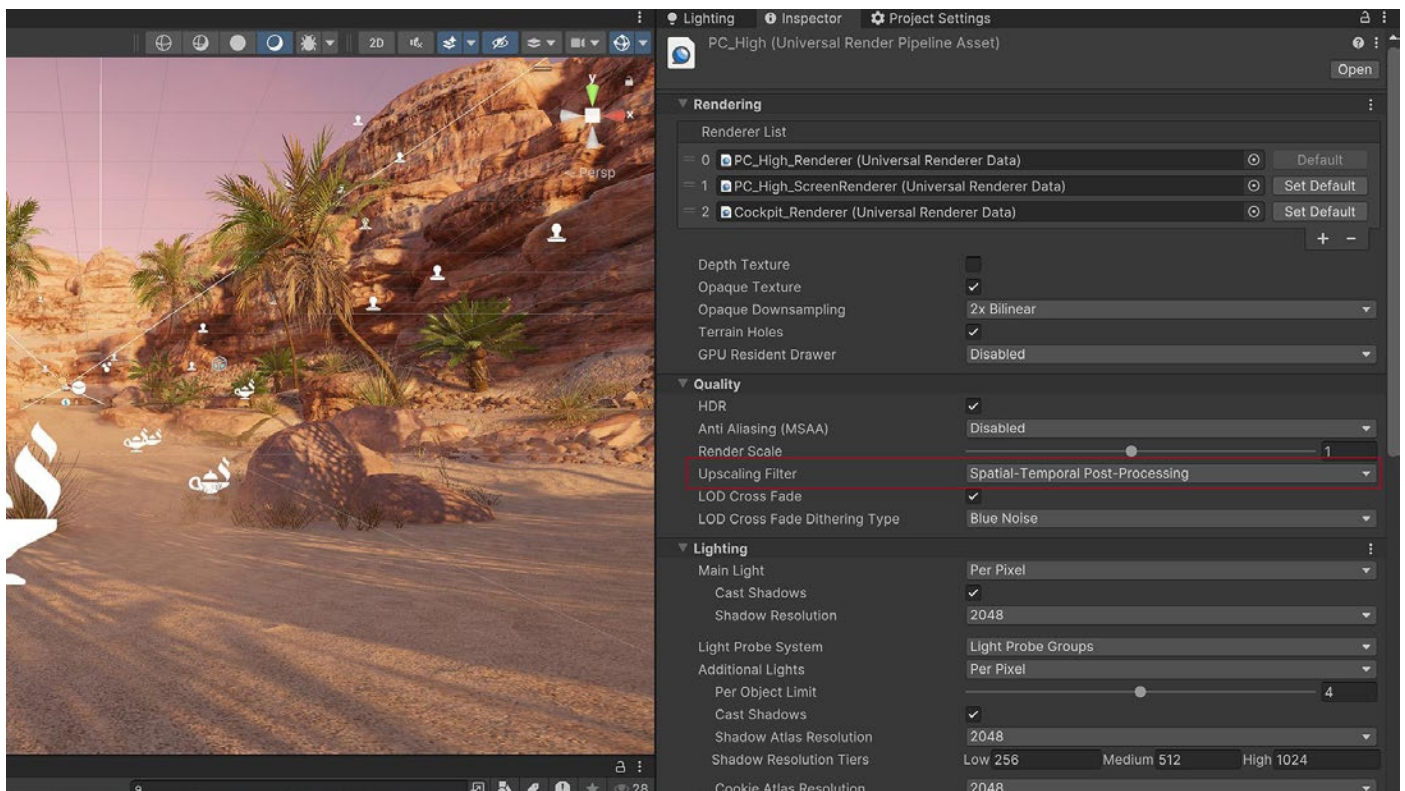
TAA as a post anti-aliasing effect on an HDRP camera.

Spatial-Temporal Post-Processing

Spatial-Temporal Post-Processing (STP) is designed to enhance visual quality across a wide range of platforms like mobile, consoles, and PCs. STP is a spatio-temporal anti-aliasing upscaler that works with both HDRP and URP render pipelines, offering high-quality content scaling without the need for changes to existing content. This solution is particularly optimized for GPU performance, ensuring faster rendering times and making it easier to achieve high performance while maintaining visual quality.

To enable STP in the URP:

- Select the active URP Asset in the Project window.
- In the Inspector navigate to Quality > Upscaling Filter and select Spatial-Temporal Post-Processing.



Enabling STP within the URP Asset

Common lighting optimizations

While lighting is a vast subject, these general tips can help you to optimize your resources.

Bake lightmaps

The fastest option to create lighting is one that doesn't need to be computed per-frame. To do this, use [Lightmapping](#) to "bake" static lighting just once, instead of calculating it in real-time.

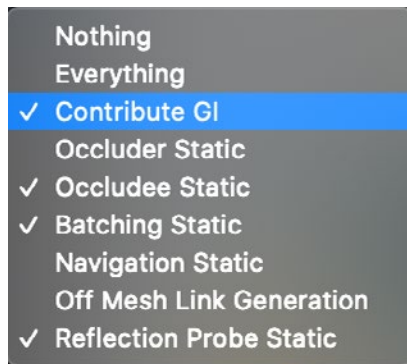
Add dramatic lighting to your static geometry using **Global Illumination (GI)**. Mark objects with **Contribute GI** so you can store high-quality lighting in the form of lightmaps.

The process of generating a lightmapped environment takes longer than just placing a light in the scene in Unity, but this:

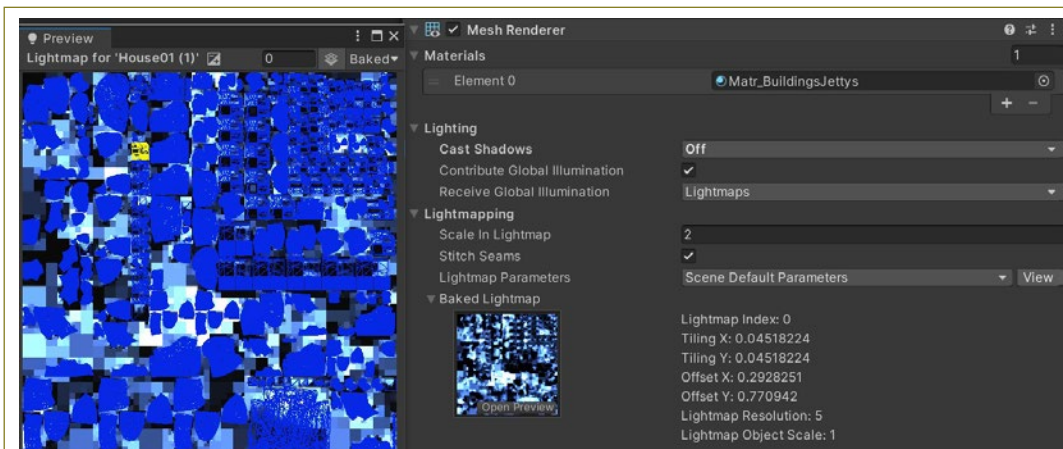
- Runs faster, 2-3 times faster for two-per-pixel lights
- Looks better – GI can calculate realistic-looking direct and indirect lighting. The lightmapper smooths and denoises the resulting map.

Baked shadows and lighting can then render without the same performance hit of real-time lighting and shadows.

Complex scenes may require long bake times. If your hardware supports the **Progressive GPU Lightmapper**, this option can dramatically speed up your lightmap generation, up to tenfold in some cases.



Enable Contribute GI.



Adjust the lightmapping settings (**Windows > Rendering > Lighting Settings**) and lightmap size to limit memory usage.

Follow the [manual](#) to get started with Lightmapping in Unity.

Minimize reflection probes

A [Reflection Probe](#) component can create realistic reflections, but this can be very costly in terms of batches. Use low-resolution cubemaps, culling masks, and texture compression to improve runtime performance. Use **Type: Baked** to avoid per-frame updates.

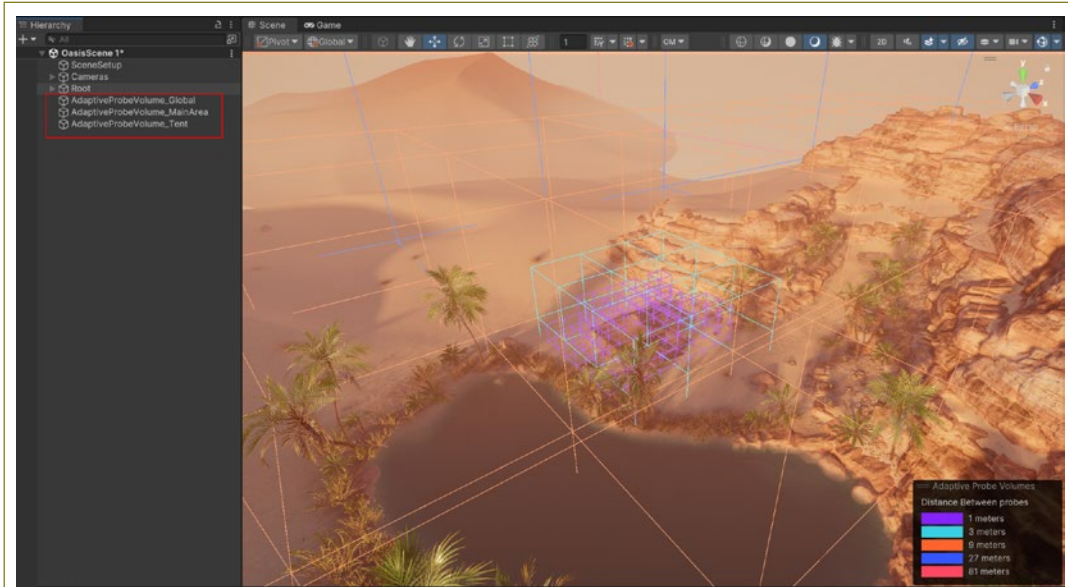
If using **Type: Realtime** is necessary in URP, avoid **Every Frame** if possible. Adjust the [Refresh Mode](#) and [Time Slicing](#) settings to reduce the update rate. You can also control the refresh with the [Via Scripting](#) option and [render the probe](#) from a custom script.

If using **Type: Realtime** is necessary in HDRP, use **On Demand** mode. You can also modify the Frame Settings in **Project Settings > HDRP Default Settings**. Reduce the quality and features under Realtime Reflection for improved performance.

Adaptive Probe Volumes

Unity 6 introduces Adaptive Probe Volumes (APVs) which provide a sophisticated solution for handling global illumination in Unity, allowing for dynamic and efficient lighting in complex scenes. APVs can optimize both performance and visual quality, particularly on mobile and lower-end devices, while offering advanced capabilities for high-end platforms.

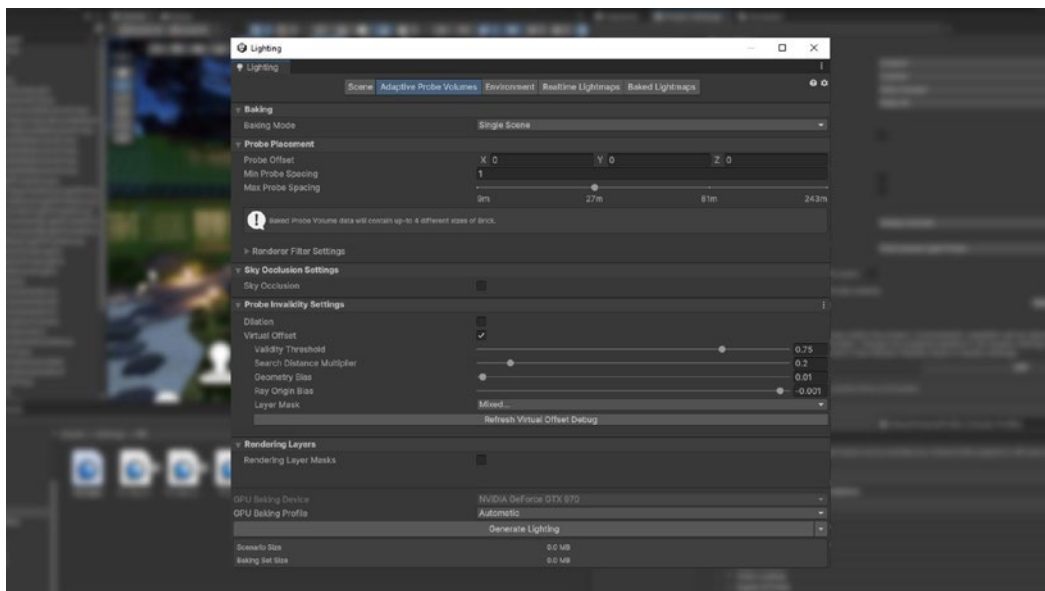
APVs offer a range of features to enhance global illumination, particularly in dynamic and large scenes. URP now supports per-vertex sampling for improved performance on lower-end devices, while VFX particles benefit from indirect lighting baked into probe volumes.



Having multiple APVs is helpful for having more control over the probe density in the level.

APV data can be streamed from disk to CPU and GPU, optimizing lighting information for large environments. Developers can bake and blend multiple lighting scenarios, allowing real-time transitions like day/night cycles. The system also supports sky occlusion, integrates with the Ray Intersector API for more efficient probe calculations, and offers control over Light Probe sample density to reduce light leaking and speed up iterations. The new C# baking API also enables independent baking of APV from lightmaps or reflection probes.

To get started using APVs, check out the talk [Efficient and impactful lighting with Adaptive Probe Volumes](#) from GDC 2023.

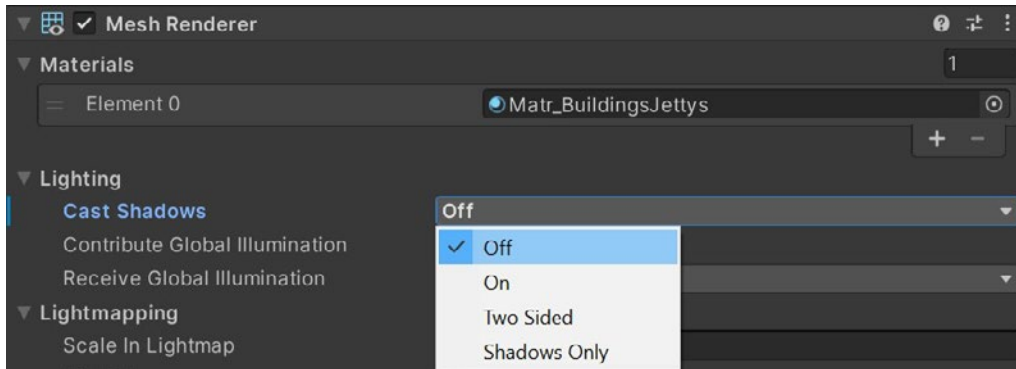


Adaptive Probe Volumes window, located in Lighting settings

Disable shadows

Shadow casting can be disabled per MeshRenderer and light. Disable shadows whenever possible to reduce draw calls.

You can also create fake shadows using a blurred texture applied to a simple mesh or quad underneath your characters. Otherwise, you can create blob shadows with custom shaders.



Disable shadow casting to reduce draw calls.

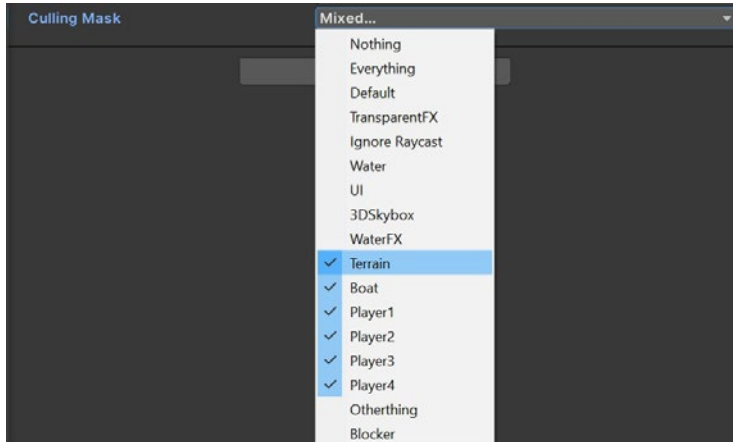
In particular, avoid enabling shadows for point lights. Each point light with shadows requires six shadow map passes per light – compare that with a single shadow map pass for a spotlight. Consider replacing point lights with spotlights where dynamic shadows are absolutely necessary. If you can avoid dynamic shadows, use a cubemap as a [Light cookie](#) with your point lights instead.

Substitute a shader effect

In some cases, you can apply simple tricks rather than adding multiple extra lights. For example, instead of creating a light that shines straight into the camera to give a rim lighting effect, use a Shader which simulates rim lighting (see [Surface Shader examples](#) for an implementation of this in HLSL).

Use Light Layers

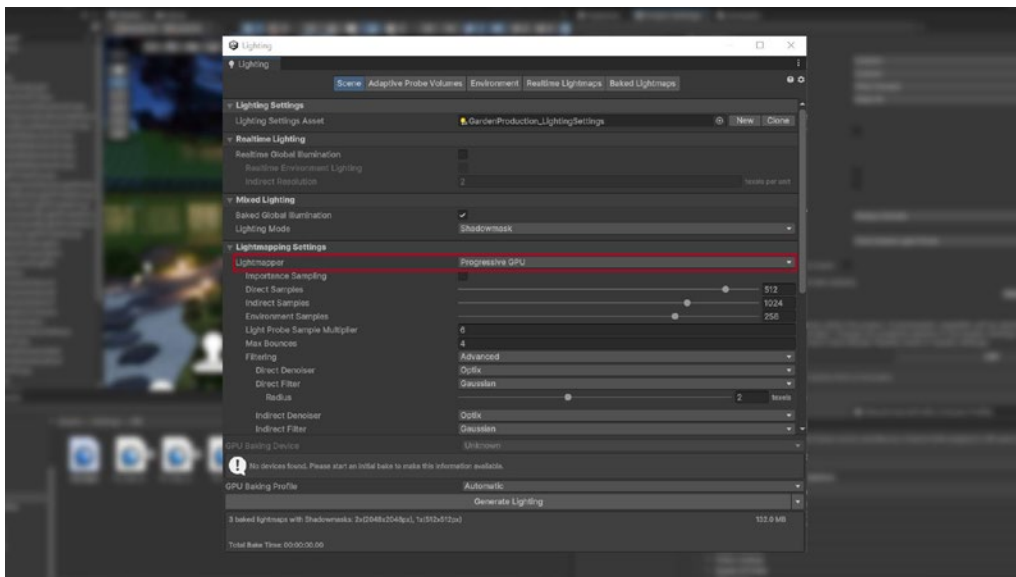
For complex scenes with multiple lights, separate your objects using layers, then confine each light's influence to a specific culling mask.



Layers can limit your light's influence to a specific culling mask.

GPU Lightmapper

The GPU Lightmapper is production ready in Unity 6. It dramatically accelerates lighting data generation by leveraging the GPU, offering significantly faster bake times compared to traditional CPU lightmapping. It introduces a new light baking backend that simplifies the codebase and delivers more predictable results. Additionally, the minimum GPU requirement has been lowered to 2GB, and also includes a new API for moving light probe positions at runtime, which is particularly useful for procedurally generated content, alongside various quality-of-life improvements.



Selecting the GPU Lightmapper

GPU optimization

To optimize your graphics rendering, you'll need to understand the limitations of your target hardware and how to profile the GPU. Profiling helps you check and verify that the optimizations you're making are effective.

Use these best practices for reducing the rendering workload on the GPU.

Benchmark the GPU

When profiling, it's useful to start with a benchmark to tell you what profiling results you should expect from specific GPUs.

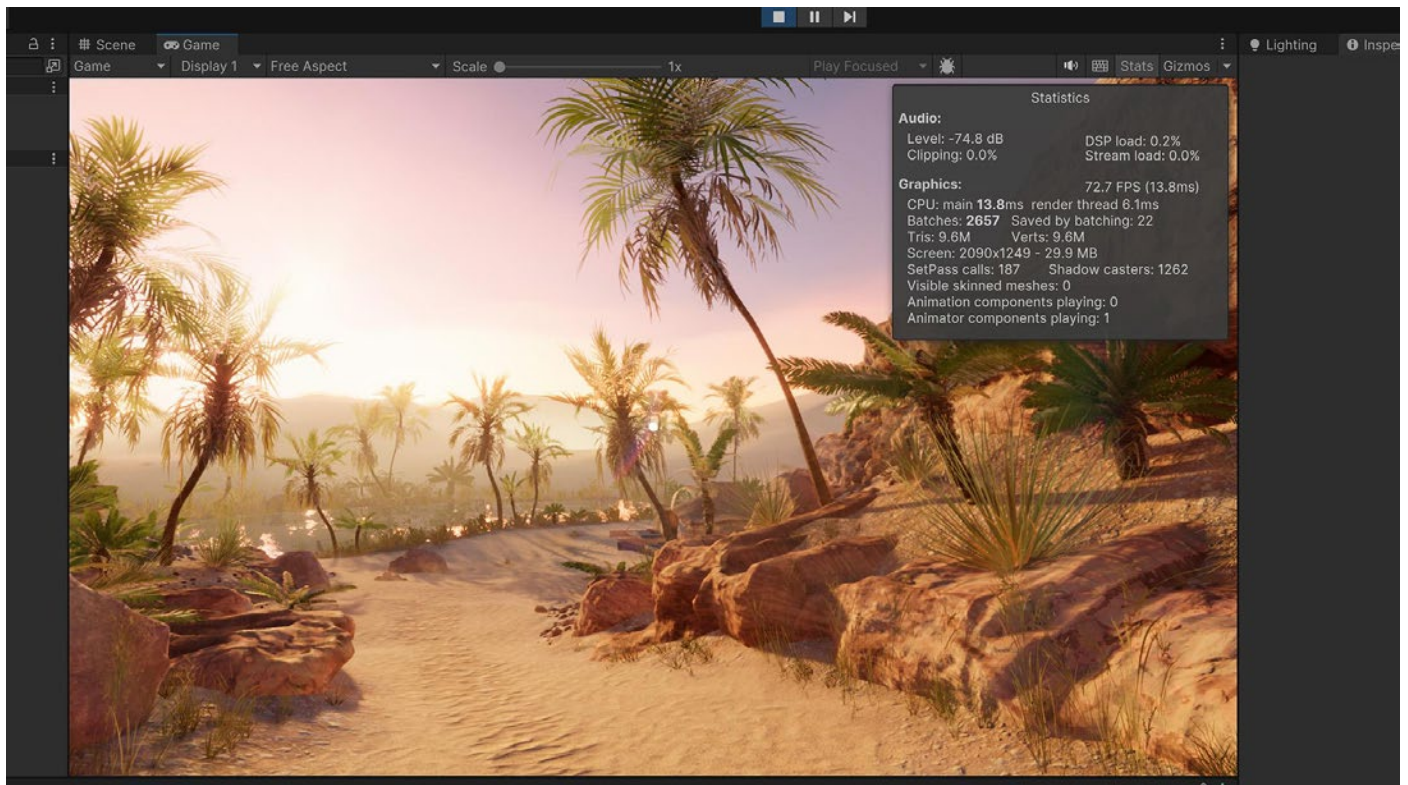
See [GFXBench](#) for a great list of different industry-standard benchmarks for GPUs and graphics cards. The website provides a good overview of the current GPUs available and how they stack up against each other.

Watch the rendering statistics

Click the **Stats** button in the top right of the Game view. This window shows you real-time rendering information about your application during Play mode. Use this data to help optimize performance:

- **fps:** Frames per second
- **CPU Main:** Total time to process one frame (and update the Editor for all windows)
- **CPU Render:** Total time to render one frame of the Game view
- **Batches:** Groups of draw calls to be drawn together
- **Tris (triangles) and Verts (vertices):** Mesh geometry
- **SetPass calls:** The number of times Unity must switch shader passes to render the GameObjects on-screen; each pass can introduce extra CPU overhead.

Note: In-Editor fps does not necessarily translate to build performance. We recommend that you profile your build for the most accurate results. Frame time in milliseconds is a [more accurate metric than frames per second](#) when benchmarking, as outlined in the “FPS: A deceptive metric” section.



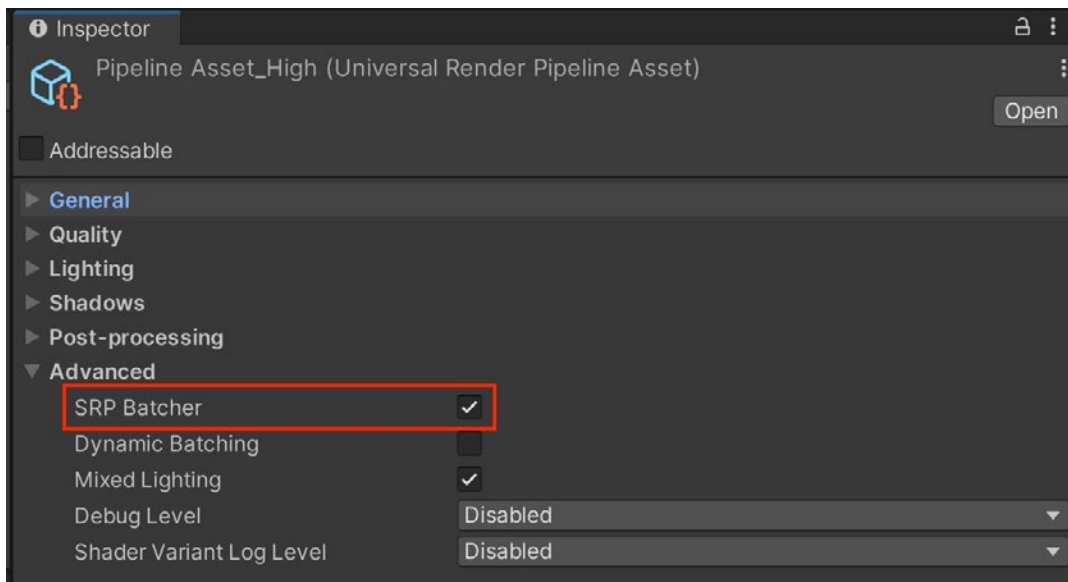
Use draw call batching

To draw a GameObject, Unity issues a draw call to the graphics API (e.g. OpenGL, Vulkan, or Direct3D). Each draw call is resource intensive. State changes between draw calls, such as switching materials, can cause performance overhead on the CPU side.

PC and console hardware can push a lot of draw calls, but the overhead of each call is still high enough to warrant trying to reduce them. On mobile devices, draw call optimization is vital. You can achieve this with [draw call batching](#).

Draw call batching minimizes these state changes and reduces the CPU cost of rendering objects. Unity can combine multiple objects into fewer batches using several techniques:

- **SRP Batching:** If you are using HDRP or URP, enable the [SRP Batcher](#) in your Pipeline Asset under **Advanced**. When using compatible shaders, the SRP Batcher reduces the GPU setup between draw calls and makes material data persistent in GPU Memory. This can speed up your CPU rendering times significantly. Use fewer [Shader Variants](#) with a minimal amount of Keywords to improve SRP batching. Consult [this SRP documentation](#) to see how your project can take advantage of this rendering workflow.



SRP Batcher helps you [batch draw calls](#).

- **GPU instancing:** If you have a large number of identical objects (e.g., buildings, trees, grass, and so on with the same mesh and material), use [GPU instancing](#). This technique batches them using graphics hardware. To enable GPU Instancing, select your material in the Project window, and, in the Inspector, check **Enable Instancing**.
- **Static batching:** For non-moving geometry, Unity can reduce draw calls for any meshes sharing the same material. It is more efficient than dynamic batching, but it uses more memory.

Mark all meshes that never move as **Batching Static** in the Inspector. Unity combines all static meshes into one large mesh at build time. The [StaticBatchingUtility](#) also allows you to create these static batches yourself at runtime (for example, after generating a procedural level of non-moving parts).

- **Dynamic Batching:** For small meshes, Unity can group and transform vertices on the CPU, then draw them all in one go. Note: Do not use this unless you have enough low-poly meshes (no more than 300 vertices each and 900 total vertex attributes). Otherwise, enabling it will waste CPU time looking for small meshes to batch.

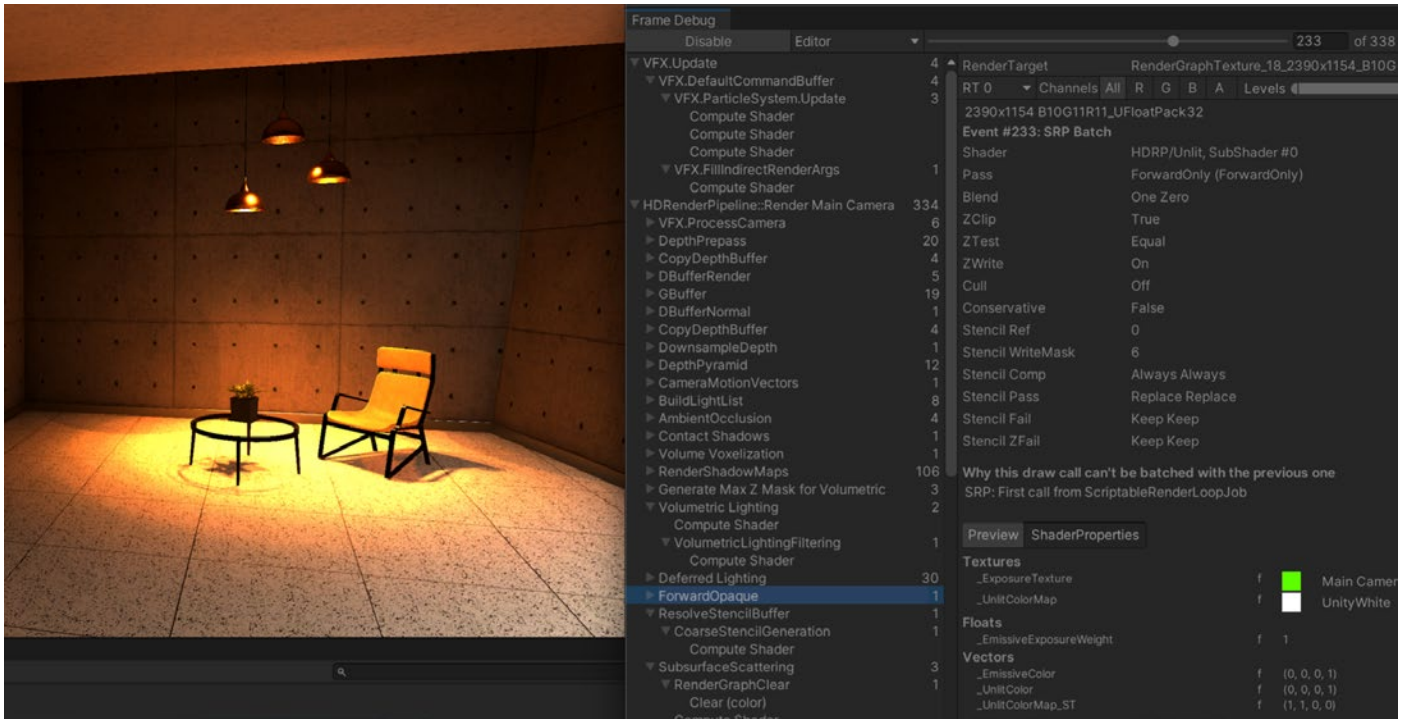
You can maximize batching with a few simple rules:

- Use as few textures in a scene as possible. Fewer textures require fewer unique materials, making them easier to batch. Additionally, use texture atlases wherever possible.
- Always bake lightmaps at the largest atlas size possible. Fewer lightmaps require fewer material state changes, but keep an eye on the memory footprint.
- Be careful not to instance materials unintentionally. Accessing [Renderer.material](#) in scripts duplicates the material and returns a reference to the new copy. This breaks any existing batch that already includes the material. If you wish to access the batched object's material, use [Renderer.sharedMaterial](#) instead.
- Keep an eye on the number of static and dynamic batch counts versus the total draw call count by using the Profiler or the rendering stats during optimizations.

Please refer to the [draw call batching](#) documentation for more information.

Check the Frame Debugger

The Frame Debugger allows you to freeze playback on a single frame and step through how Unity constructs a scene to identify optimization opportunities. Look for GameObjects that render unnecessarily, and disable those to reduce draw calls per frame.



The Frame Debugger breaks down each rendered frame.

Note: The Frame Debugger does not show individual draw calls or state changes. Only native GPU profilers give you detailed draw call and timing information. However, the Frame Debugger can still be very helpful in debugging pipeline problems or batching issues.

One advantage of the Unity Frame Debugger is that you can relate a draw call to a specific GameObject in the scene. This makes it easier to investigate certain issues that may not be possible in external frame debuggers.

For more information, read the [Frame Debugger](#) documentation, and see the section “[Use native profiling and debugging tools](#)” for a list of platform-specific debugging tools.

Optimize fill rate and reduce overdraw

Fill rate refers to the number of pixels the GPU can render to the screen each second.

If your game is limited by fill rate, this means that it's trying to draw more pixels per frame than the GPU can handle.

Drawing on top of the same pixel multiple times is called overdraw. Overdraw decreases fill rate and costs extra memory bandwidth. The most common causes of overdraw are:

- Overlapping opaque or transparent geometry
- Complex shaders, often with multiple render passes
- Unoptimized particles
- Overlapping UI elements

While you want to minimize its effect, there is no one-size-fits-all approach to solving overdraw problems. Begin by experimenting with the above factors to reduce their impact.

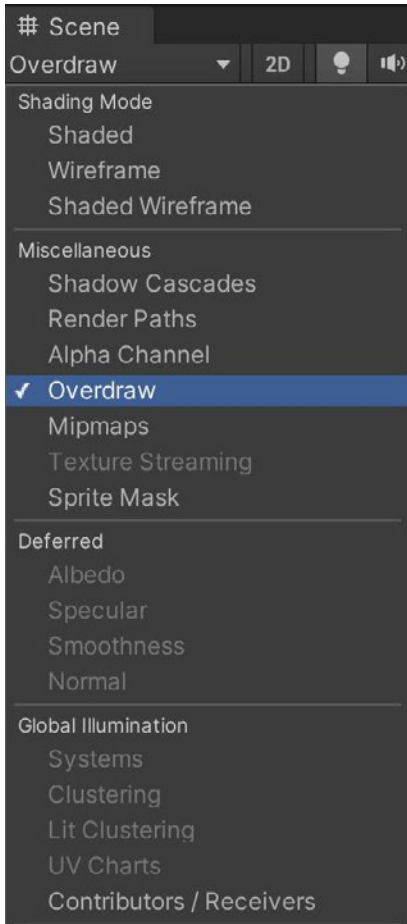
Draw order and render queues

To combat overdraw, you should understand how Unity sorts objects before rendering them.

The Built-in Render Pipeline sorts GameObjects according to their [Rendering Mode](#) and [renderQueue](#). Each object's shader places it in a [render queue](#), which often determines its draw order.

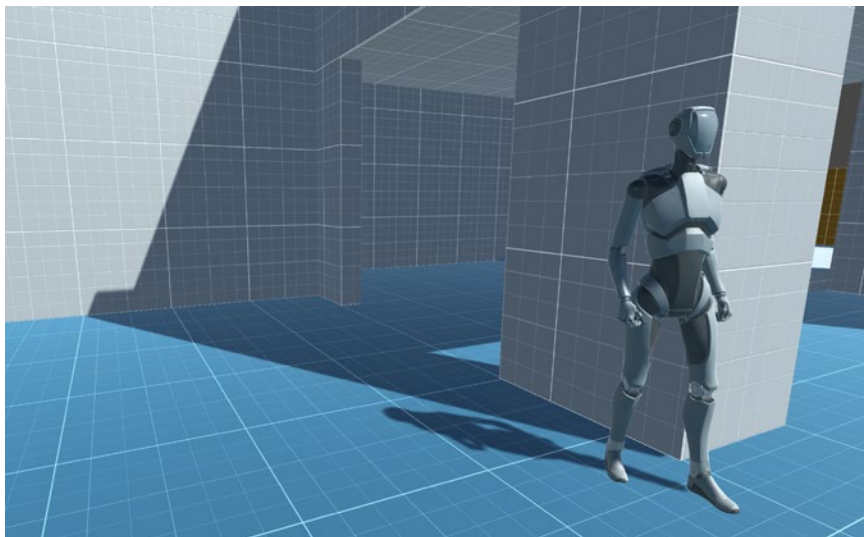
Each render queue may follow different rules for sorting before Unity actually draws the objects to screen. For example, Unity sorts the Opaque Geometry queue front-to-back, but the Transparent queue sorts back-to-front.

Objects rendering on top of one another create overdraw. If you are using the Built-in Render Pipeline, you can visualize overdraw in the [Scene view control bar](#). Switch the draw mode to Overdraw.

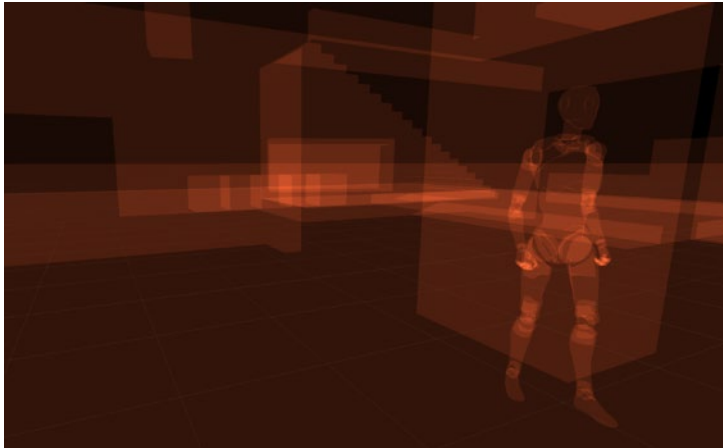


Overdraw in the Scene view control bar

Brighter pixels indicate objects drawing on top of one another; dark pixels mean less overdraw.



A scene in standard Shaded view



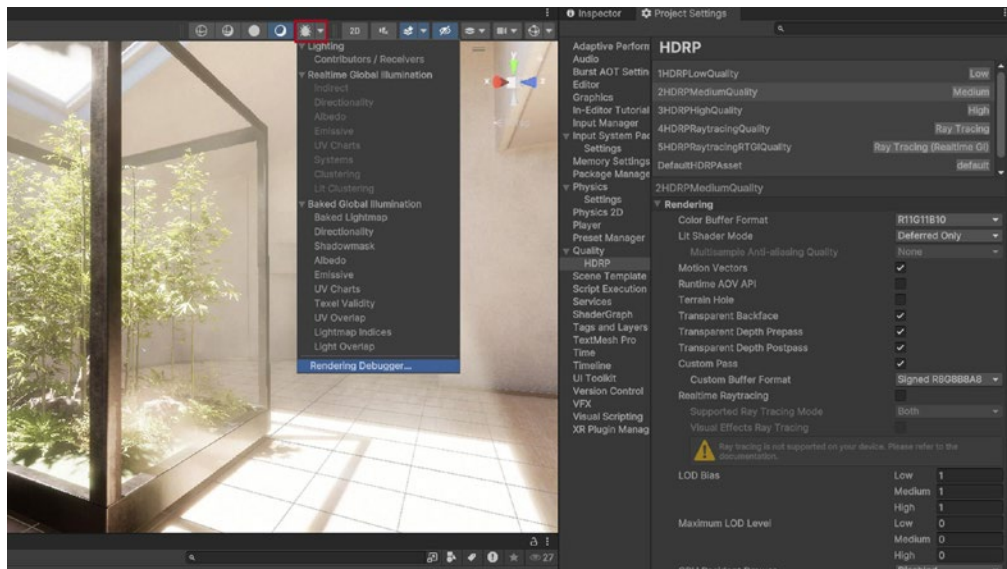
The same scene in Overdraw view – overlapping geometry is often a source of overdraw

HDRP controls the render queue slightly differently. To calculate the order of the render queue, the HDRP:

- Groups meshes by shared materials
- Calculates the rendering order of those groups based on Material Priority
- Sorts each group using each Mesh Renderer's Priority property.

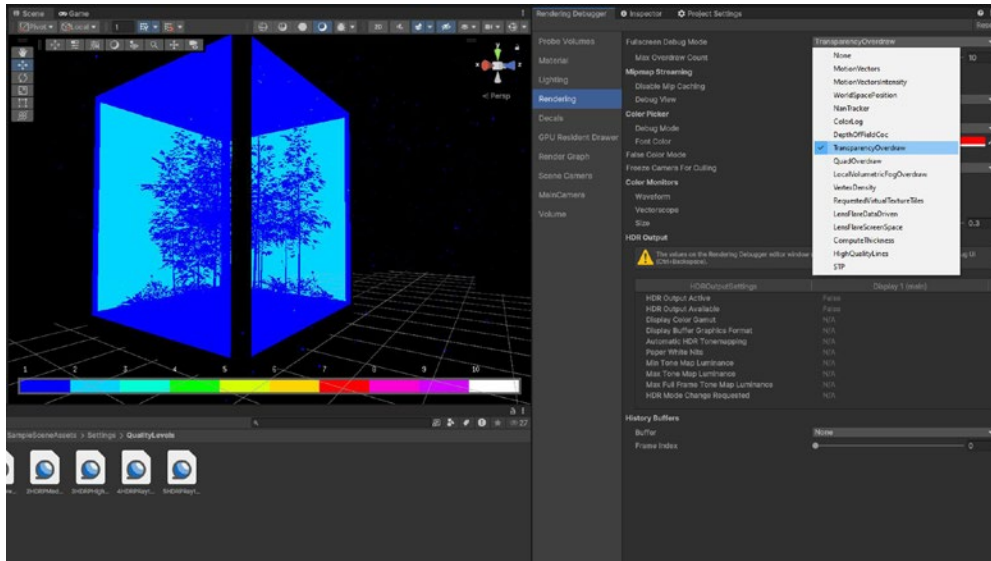
The resulting queue is a list of GameObjects that are first sorted by their material's Priority, then by their individual Mesh Renderer's Priority. This page on [Renderer and Material Priority](#) illustrates this in more detail.

To visualize transparency overdraw with HDRP, use the Render Pipeline Debug window (**Window > Render Pipeline > Render Pipeline Debug**) to select TransparencyOverdraw.

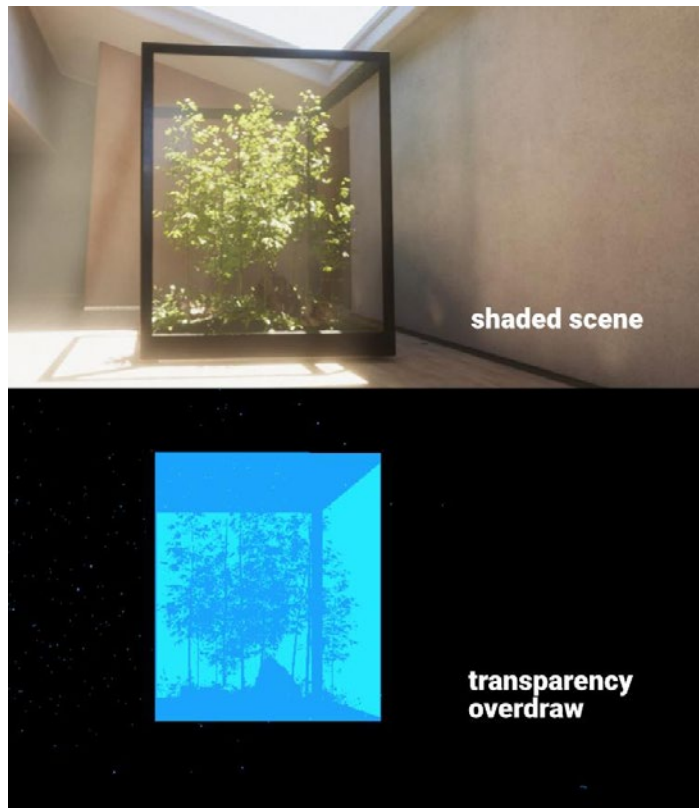


Accessing the Rendering Debugger

To view transparency overdraw select Rendering, then from the Fullscreen Debug Mode drop down select TransparencyOverdraw.



Visualizing transparency overdraw



The heatmap provides a visual representation of the transparency layers being rendered in the scene, from blue to white. Blue indicates low overdraw and white indicates a critical level of transparency layers, which will impact performance.

By using the transparency overdraw visualization, developers can make informed decisions on how to optimize their scenes for better performance.

The HDRP Render Pipeline Debug window can visualize overdraw from transparent materials.

When correcting overdraw, these diagnostic tools can offer a visual barometer of your optimizations.

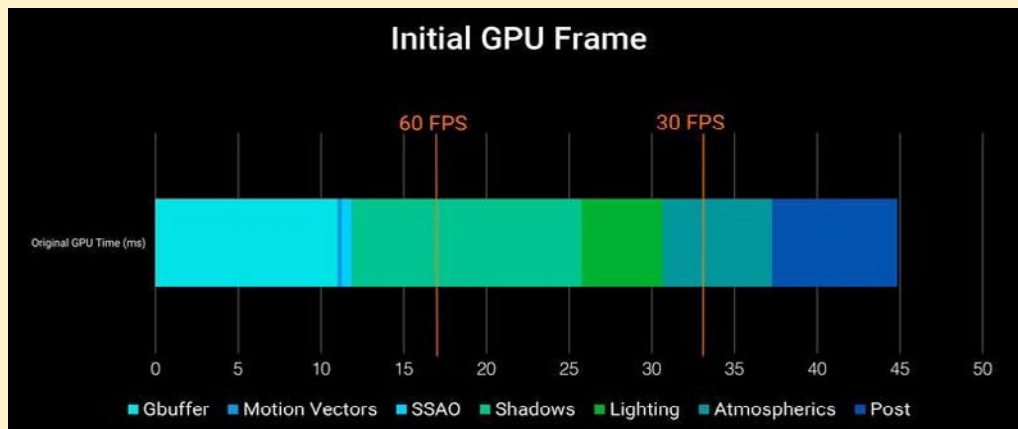
Optimizing graphics for consoles

Though developing for Xbox consoles and PlayStation® does resemble working with their PC counterparts, those platforms require some of their own unique techniques. Achieving smooth frame rates often means focusing on GPU optimization.

Identify your performance bottlenecks

Make PIX for Xbox and PlayStation profiler tools part of your toolbox when it comes to optimization on these platforms.

To begin, locate a frame with a high GPU load. Microsoft and Sony provide excellent tools for analyzing your project's performance on both the CPU and on the GPU. Use your respective native profiler to break down the frame cost into its specific parts. This will be your starting point to improve graphics performance.



The view was GPU-bound on a PlayStation®4 Pro at roughly 45 milliseconds per frame.

Reduce the batch count

As with other platforms, optimization on console will often mean reducing draw call batches. There are a few techniques that might help.

- Use [Occlusion culling](#) to remove objects hidden behind foreground objects and reduce overdraw. Be aware this requires additional CPU processing, so use the Profiler to ensure moving work from the GPU to CPU is beneficial.
- [GPU instancing](#) can also reduce your batches if you have many objects that share the same mesh and material. Limiting the number of models in your scene can improve performance. If it's done artfully, you can build a complex scene without making it look repetitive.

- The [SRP Batcher](#) can reduce the GPU setup between DrawCalls by batching [Bind and Draw GPU commands](#). To benefit from this SRP batching, use as many materials as needed, but restrict them to a small number of compatible shaders (e.g., Lit and Unlit shaders in URP and HDRP).

Activate Graphics Jobs

Enable this option in **Player Settings > Other Settings** to take advantage of the PlayStation's or Xbox console's multi-core processors. **Graphics Jobs** allows Unity to spread the rendering work across multiple CPU cores, removing pressure from the render thread. See [Multithreaded Rendering and Graphics Jobs tutorial](#) for details.

Profile the post-processing

Be sure to use post-processing assets that are optimized for consoles. Tools from the Asset Store that were originally authored for PC may consume more resources than necessary on Xbox consoles or PlayStation. Profile using native profilers to be certain.

Avoid tessellation shaders

Tessellation subdivides shapes into smaller versions of that shape. This can enhance detail through increased geometry. Though there are examples where tessellation does make sense like for creating tree bark, in general, avoid tessellation on consoles. They can be expensive on the GPU.

Replace geometry shaders with compute shaders

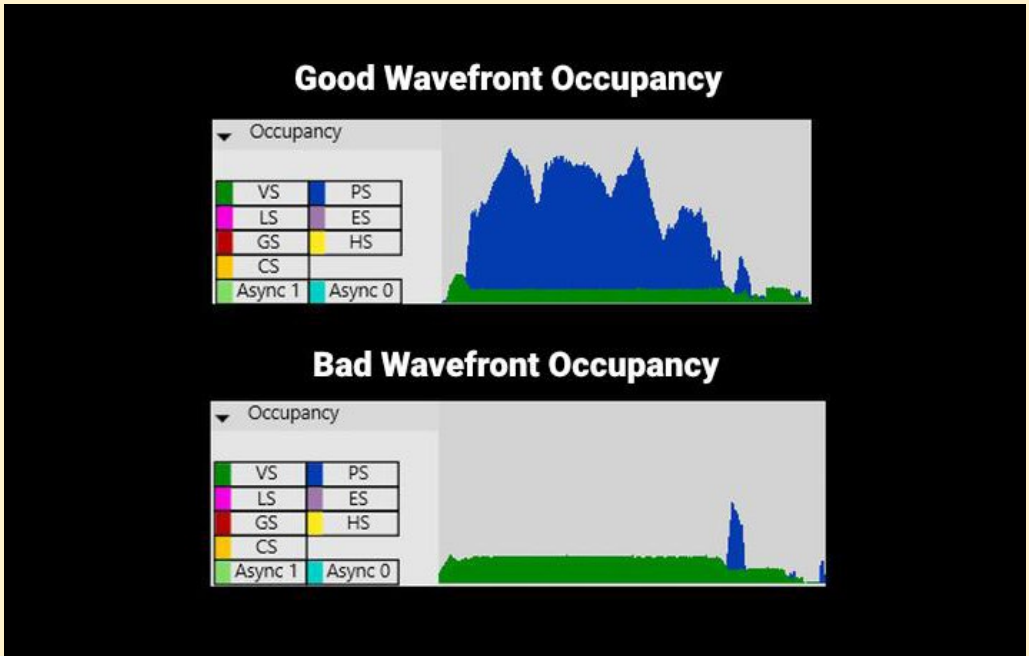
Like tessellation shaders, geometry and vertex shaders can run twice per frame on the GPU – once during the depth pre-pass, and again during the shadow pass.

If you want to generate or modify vertex data on the GPU, a [compute shader](#) is often a better choice than a geometry shader. Doing the work in a compute shader means that the vertex shader that actually renders the geometry can be comparatively fast and simple.

Aim for good wavefront occupancy

When you send a draw call to the GPU, that work splits into many wavefronts that Unity distributes throughout the available SIMDs within the GPU.

Each SIMD has a maximum number of wavefronts that can be running at one time. Wavefront occupancy refers to how many wavefronts are currently in use relative to the maximum. This measures how well you are using the GPU's potential. Console specific performance analysis tools show wavefront occupancy in great detail.



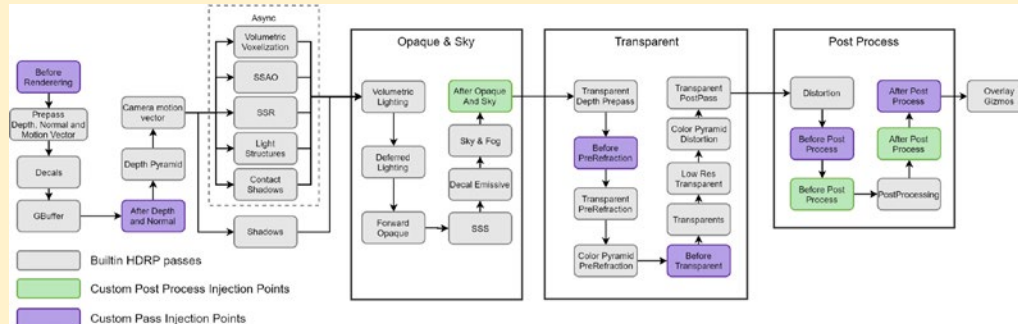
Good versus bad wavefront occupancy

In the above example, vertex shader wavefronts appear in green. Pixel shader wavefronts appear in blue. On the bottom graph, many vertex shader wavefronts appear without much pixel shader activity. This shows an underutilization of the GPU's potential.

If you're doing a lot of vertex shader work that doesn't result in pixels, that may indicate an inefficiency. While low wavefront occupancy is not necessarily bad, it's a metric to start optimizing your shaders and checking for other bottlenecks. For example, if you have a stall due to memory or compute operations, increasing occupancy may help performance. On the other hand, too many in-flight wavefronts can cause cache thrashing and decrease performance.

Use HDRP built-in and custom passes

If your project uses HDRP, take advantage of its built-in and custom passes. These can assist in rendering the scene. The built-in passes can help you optimize your shaders. HDRP includes several injection points where you can add custom passes to your shaders.



Use HDRP injection points to customize the pipeline.

For optimizing the behavior of transparent materials, refer to this page on [Renderer and Material Priority](#).

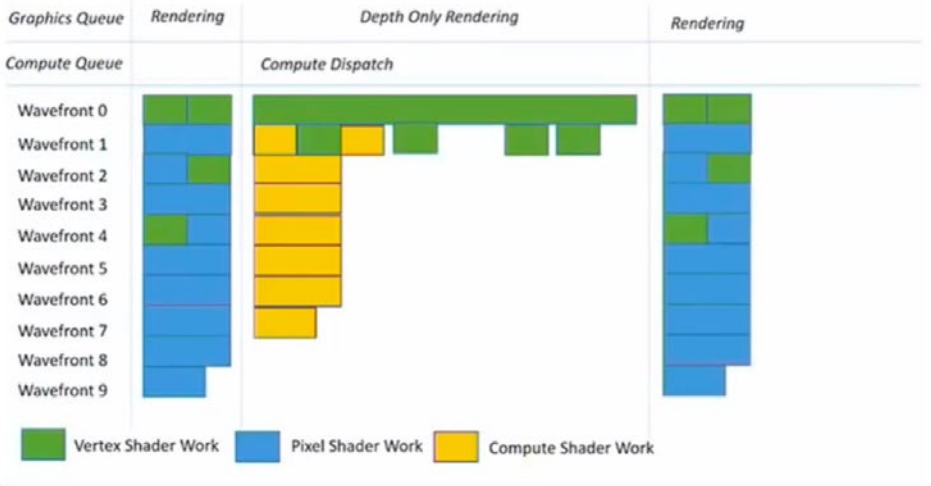
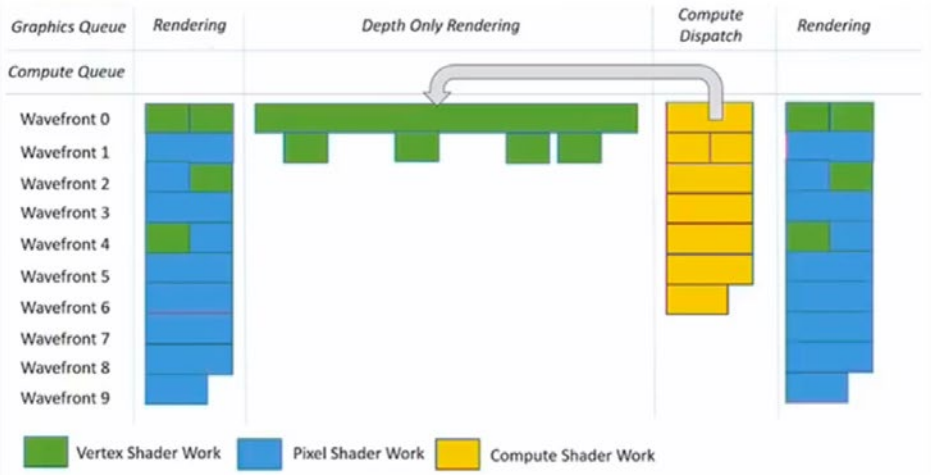
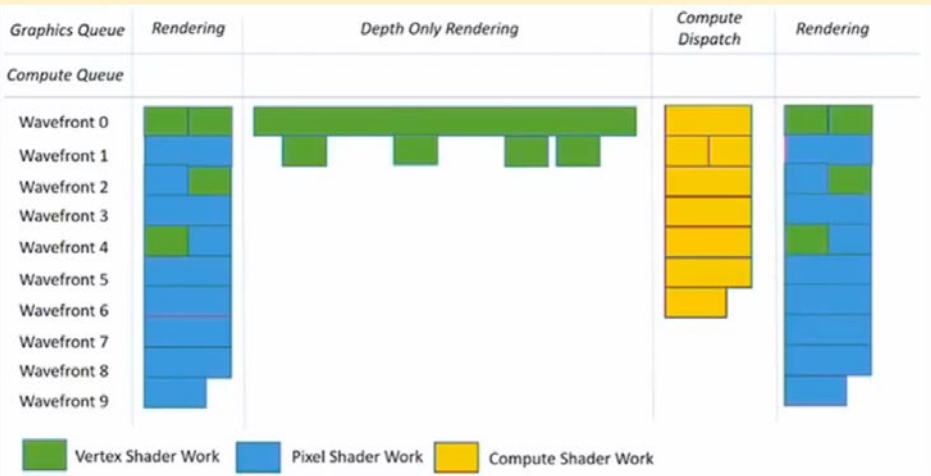
Reduce the size of shadow mapping render targets

The High Quality setting of HDRP defaults to using a 4K shadow map. Reduce the shadow map resolution and measure the impact on the frame cost. Just be aware that you may need to compensate for any changes in visual quality with the light's settings.

Utilize Async Compute

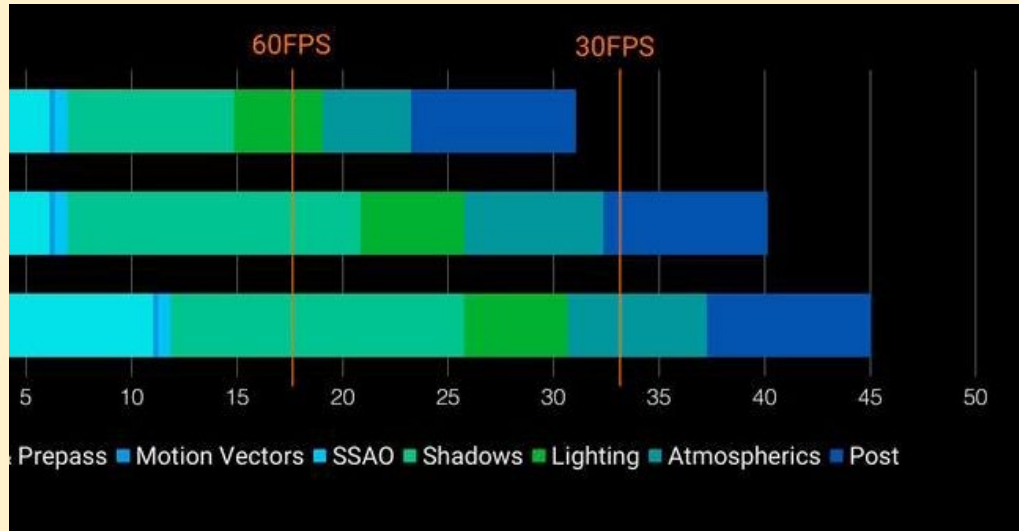
If you have intervals where you are underutilizing the GPU, Async Compute allows you to move useful compute shader work in parallel to your graphics queue. This makes better use of those GPU resources.

For example, during shadow map generation, the GPU performs depth-only rendering. Very little pixel shader work happens at this point, and many wavefronts remain unoccupied.



Async Compute can move compute shader work in parallel to the graphics queue.

If you can synchronize some compute shader work with the depth-only rendering, this makes for a better overall use of the GPU. The unused wavefronts could help with Screen Space Ambient Occlusion or any task that complements the current work.



Optimized render at 30 fps

In the above example, several optimizations shaved several milliseconds off the shadow mapping, lighting pass, and atmospherics. The resulting frame cost allowed the application to run at 30 fps on a PlayStation®4 Pro.

Culling

Occlusion culling disables GameObjects that are fully hidden (occluded) by other GameObjects. This prevents the CPU and GPU from using time to render objects that will never be seen by the Camera.

Culling happens per camera. It can have a large impact on performance, especially when multiple cameras are enabled concurrently. Unity uses two types of culling, frustum culling and occlusion culling.

Frustum culling is performed automatically on every Camera. It prevents GameObjects that are outside of the **View Frustum** from being rendered, helping to optimize performance.

You can set **per-layer culling distances** manually via `Camera.layerCullDistances`. This allows you to cull small GameObjects at a distance shorter than the default `farClipPlane`.

Organize GameObjects into Layers. Use the `layerCullDistances` array to assign each of the 32 layers a value less than the `farClipPlane` (or use 0 to default to the `farClipPlane`).

Unity culls by layer first, keeping GameObjects only on layers the Camera uses. Afterwards, frustum culling removes any GameObjects outside the camera frustum. Frustum culling is performed as a series of jobs to take advantage of available worker threads.

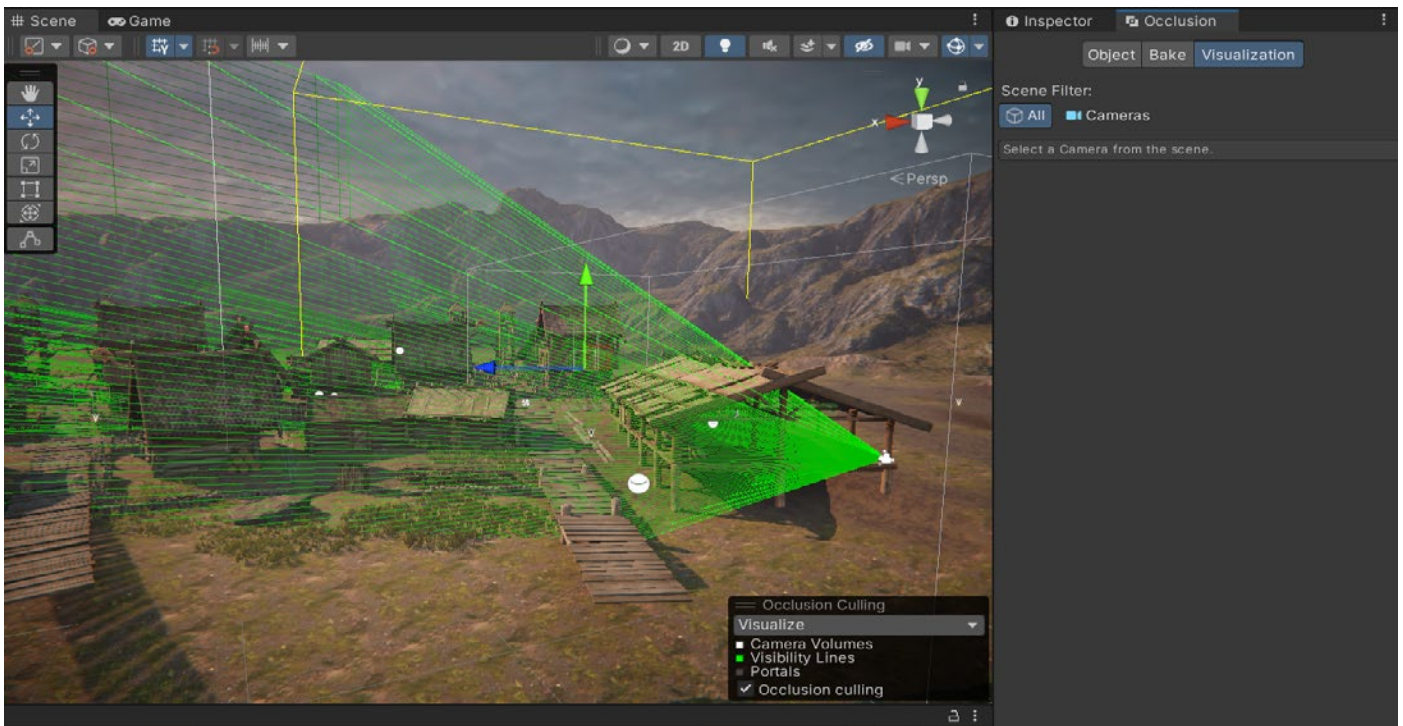
Each layer culling test is very fast (essentially just a bit mask operation). However, this cost could still add up with a very large number of GameObjects. If this becomes a problem for your project, you may need to implement some system to divide your world into “sectors” and disable sectors that are outside the Camera frustum in order to relieve some of the pressure on Unity’s layer/frustum culling system.

Occlusion culling removes any GameObjects from the Game view if the Camera cannot see them. Use this feature to prevent rendering of objects hidden behind other objects since these can still render and cost resources. For example, rendering another room is unnecessary if a door is closed and the Camera cannot see into the room.

Enabling occlusion culling can significantly increase performance but can also require more disk space, CPU time, and RAM. Unity bakes the occlusion data during the build and then needs to load it from disk to RAM while loading a scene.

While frustum culling outside the camera view is automatic, occlusion culling is a baked process. Simply mark your objects as Static.Occluders or Occludees, then bake through the **Window > Rendering > Occlusion Culling** dialog.

Check out the [Working with Occlusion Culling](#) tutorial for more information.





An example of occlusion culling

Dynamic resolution

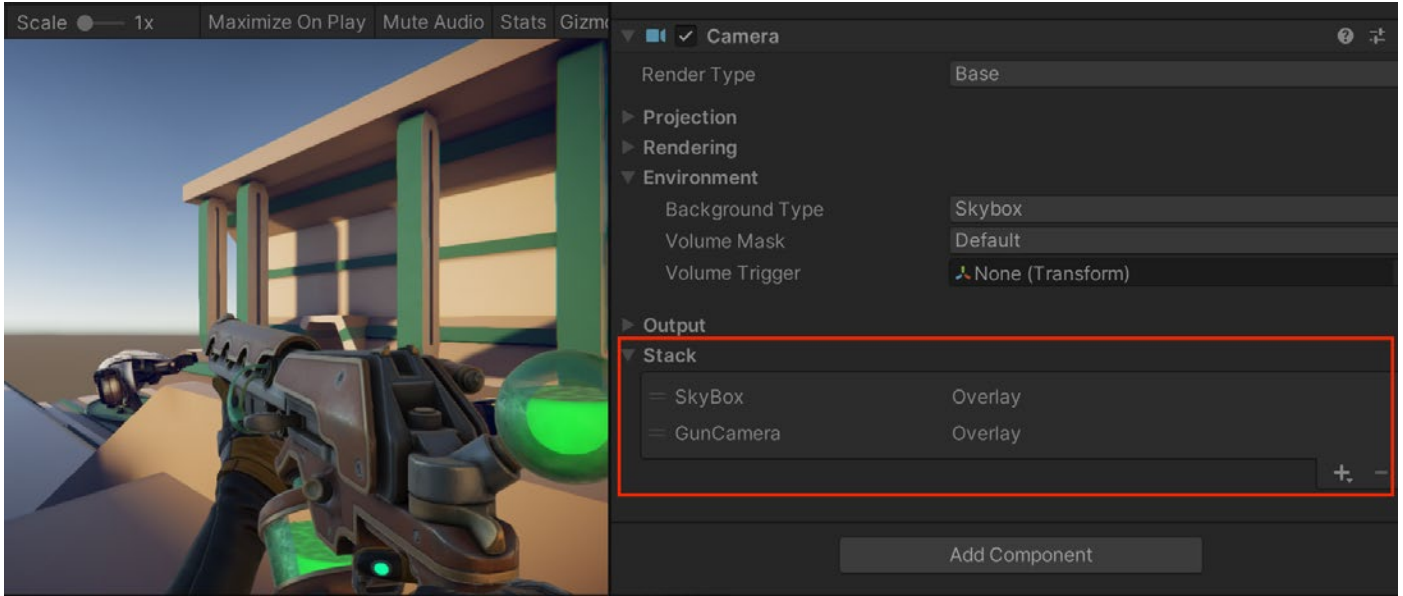
Allow Dynamic Resolution is a Camera setting that allows you to dynamically scale individual render targets to reduce workload on the GPU. In cases where the application's frame rate reduces, you can gradually scale down the resolution to maintain a consistent frame rate.

Unity triggers this scaling if performance data suggests that the frame rate is about to decrease as a result of being GPU-bound. You can also preemptively trigger this scaling manually with script. This is useful if you are approaching a GPU-intensive section of the application. If scaled gradually, dynamic resolution can be almost unnoticeable.

Refer to the [dynamic resolution](#) manual page for additional information and a list of supported platforms.

Multiple camera views

Sometimes you may need to render from more than one point of view during your game. For example, it's common in an FPS game to draw the player's weapon and the environment separately with different fields of view (FOV). This prevents the foreground objects from feeling too distorted viewed through the wide-angle FOV of the background.



Camera Stacking in URP: the gun and background render with different camera settings

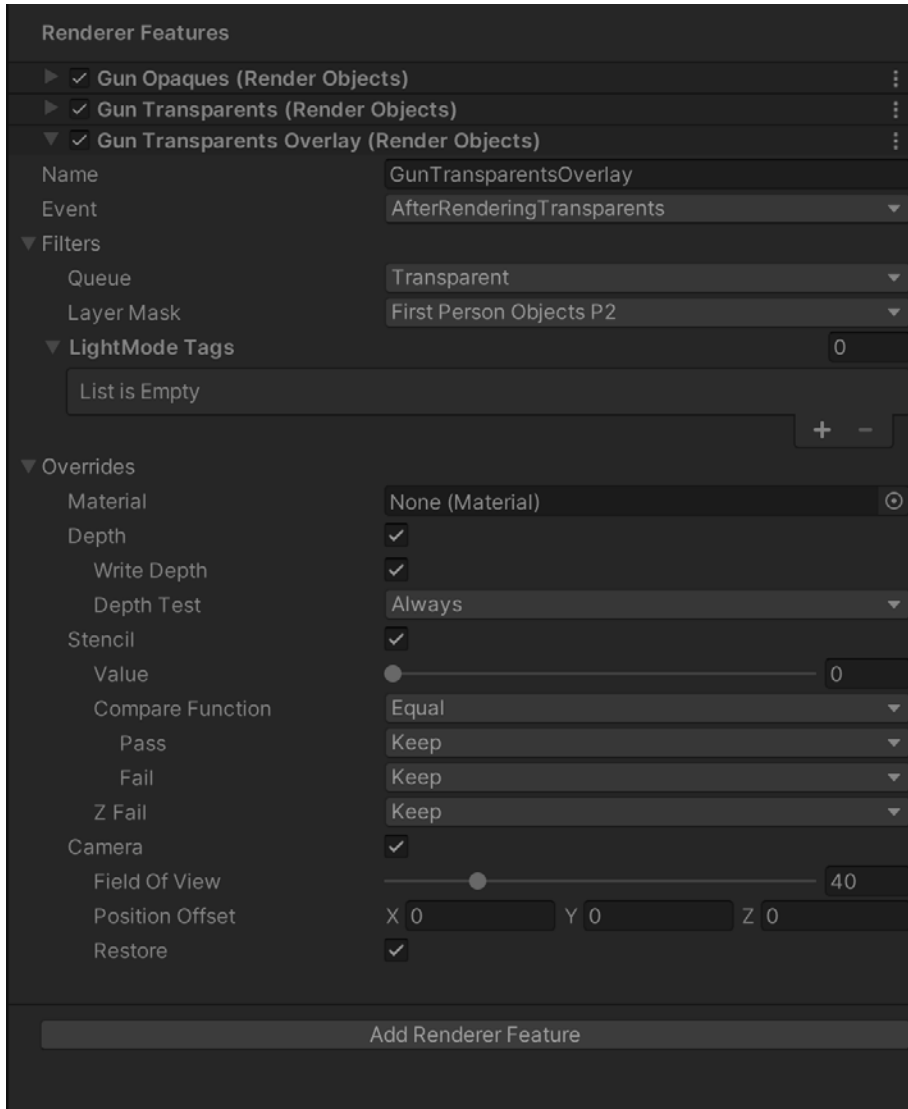
You could use [Camera Stacking](#) in URP to render more than one camera view. However, there is still significant culling and rendering done for each camera. Each camera incurs some overhead, whether it's doing meaningful work or not. Only use Camera components required for rendering. On mobile platforms, each active camera can use up to 1 ms of CPU time, even when rendering nothing.



The Unity CPU Profiler shows the main thread in the timeline view and indicates that there are multiple Cameras. Unity performs culling for each Camera.

Render Objects Renderer Feature in URP

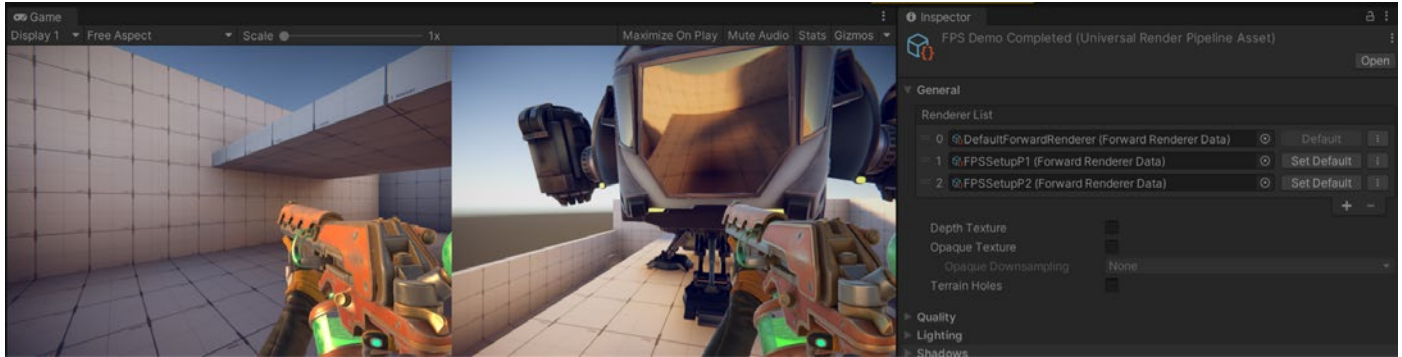
In the URP, instead of using multiple cameras, try a custom [Render Objects Renderer Feature](#). Select **Add Renderer Feature** in the **Renderer Data** asset. Choose **Render Object**.



Create a custom Render Object to override render settings.

When overriding each Render Object, you can:

- Associate it with an Event and inject it into a specific timing of the render loop
- Filter by Render Queue (Transparent or Opaque) and LayerMask
- Affect the Depth and Stencil settings
- Modify the Camera settings (Field of View and Position Offset)



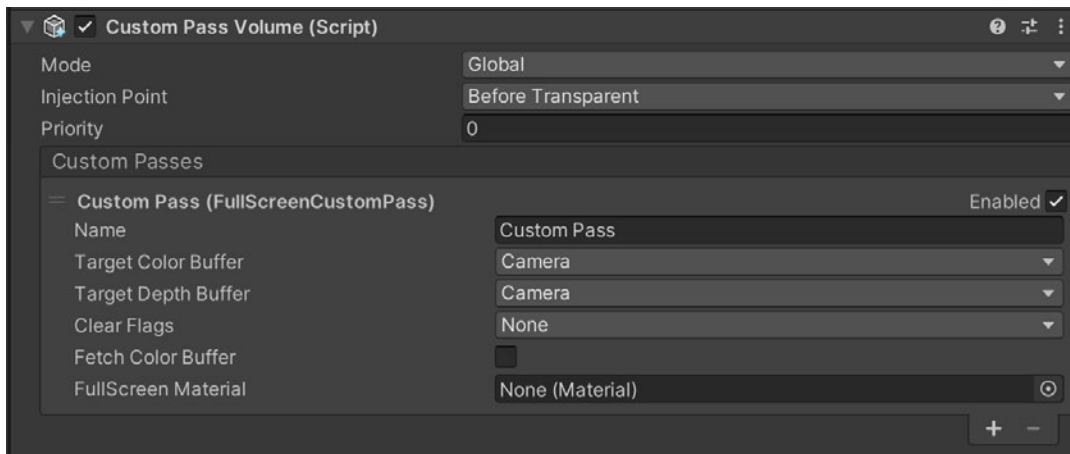
A Render Objects Renderer Feature in URP combines multiple Layers into one rendered view.

Custom Pass Volumes in HDRP

In HDRP, you can use custom passes to similar effect. Configuring a [Custom Pass](#) using a Custom Pass Volume is analogous to using an [HDRP Volume](#).

A Custom Pass allows you to:

- Change the appearance of materials in your scene
- Change the order that Unity renders GameObjects
- Read Camera buffers into shaders

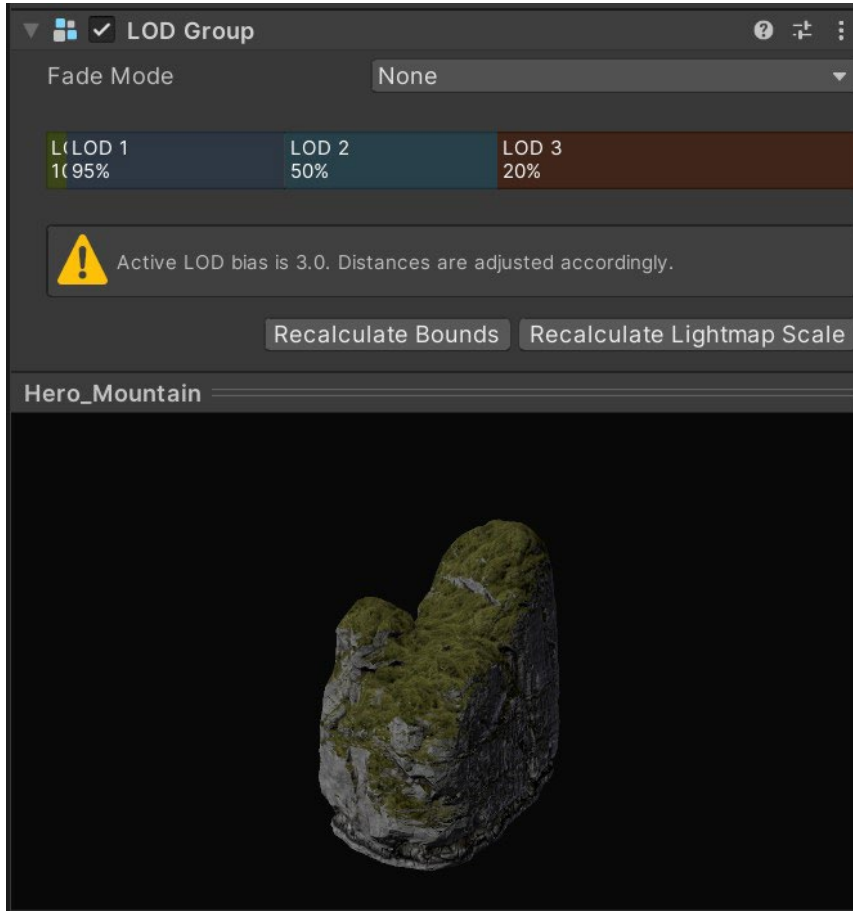


A Custom Pass Volume in HDRP

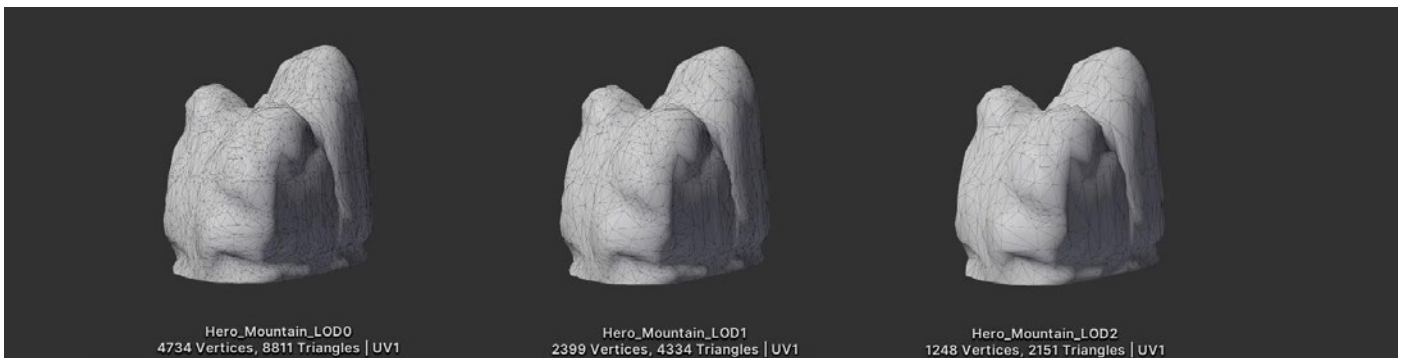
Using [Custom Pass Volumes in HDRP](#) can help you avoid using extra Cameras and the additional overhead associated with them. Custom passes have extra flexibility in how they can interact with shaders. You can also extend the [Custom Pass class with C#](#).

Use Level of Detail (LOD)

As objects move into the distance, [Level of Detail](#) (LOD) can adjust or switch them to use lower-resolution meshes with simpler materials and shaders to aid GPU performance.



Example of a mesh using a Level of Detail Group



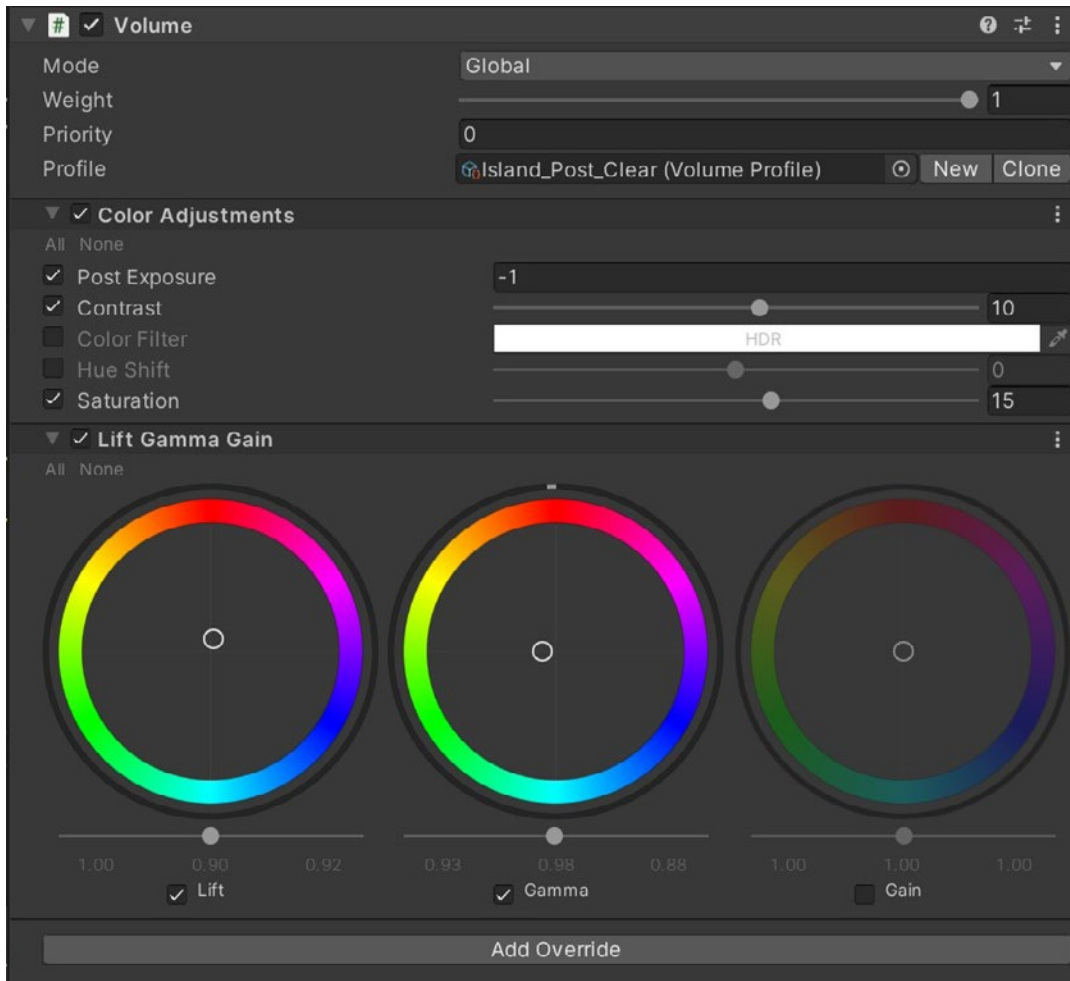
Source meshes, modeled at varying resolutions

See the [Working with LODs](#) course on Unity Learn for more detail.

Profile post-processing effects

Profile your [post-processing effects](#) to see their cost on the GPU. Some fullscreen effects, like Bloom and depth of field, can be expensive, but experiment until you find a happy balance between visual quality and performance.

Post-processing tends not to fluctuate much at runtime. Once you've determined your Volume Overrides, allot your post effects a static portion of your total frame budget.



Keep post-processing effects simple if possible.

GPU Resident Drawer

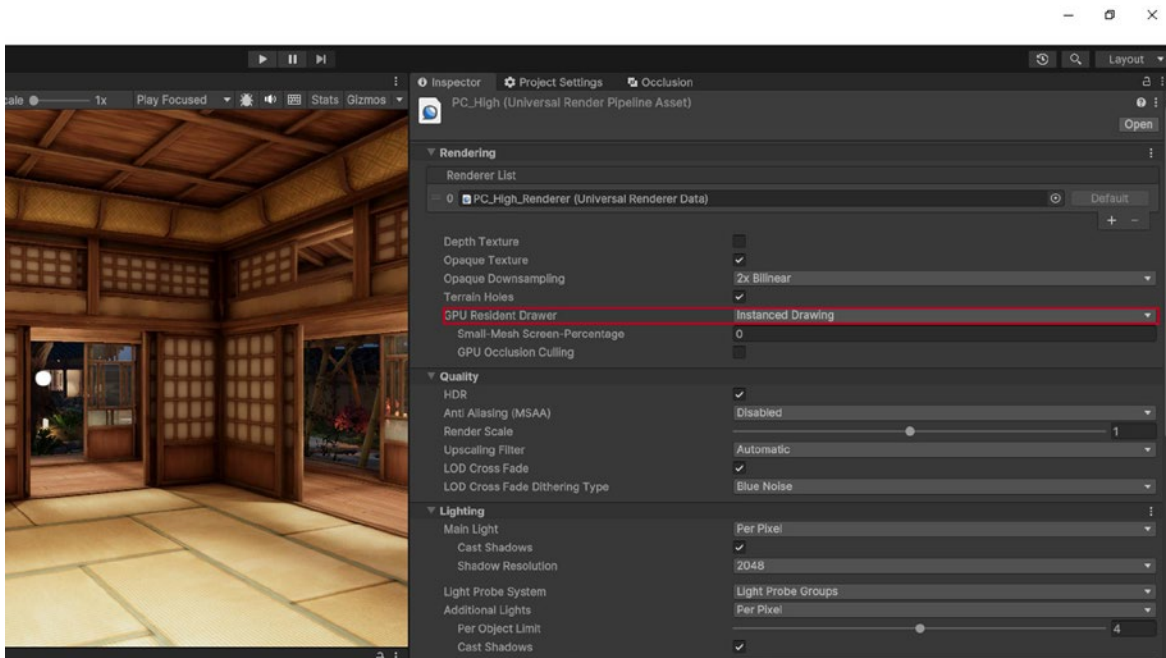
The GPU Resident Drawer (available for both [URP](#) and [HDRP](#)) is a GPU-driven rendering system designed to optimize CPU time, offering significant performance benefits. It supports cross-platform rendering and is designed to work out-of-the-box with existing projects.



The garden environment from the [URP 3D Sample](#) running with the GPU Resident Drawer

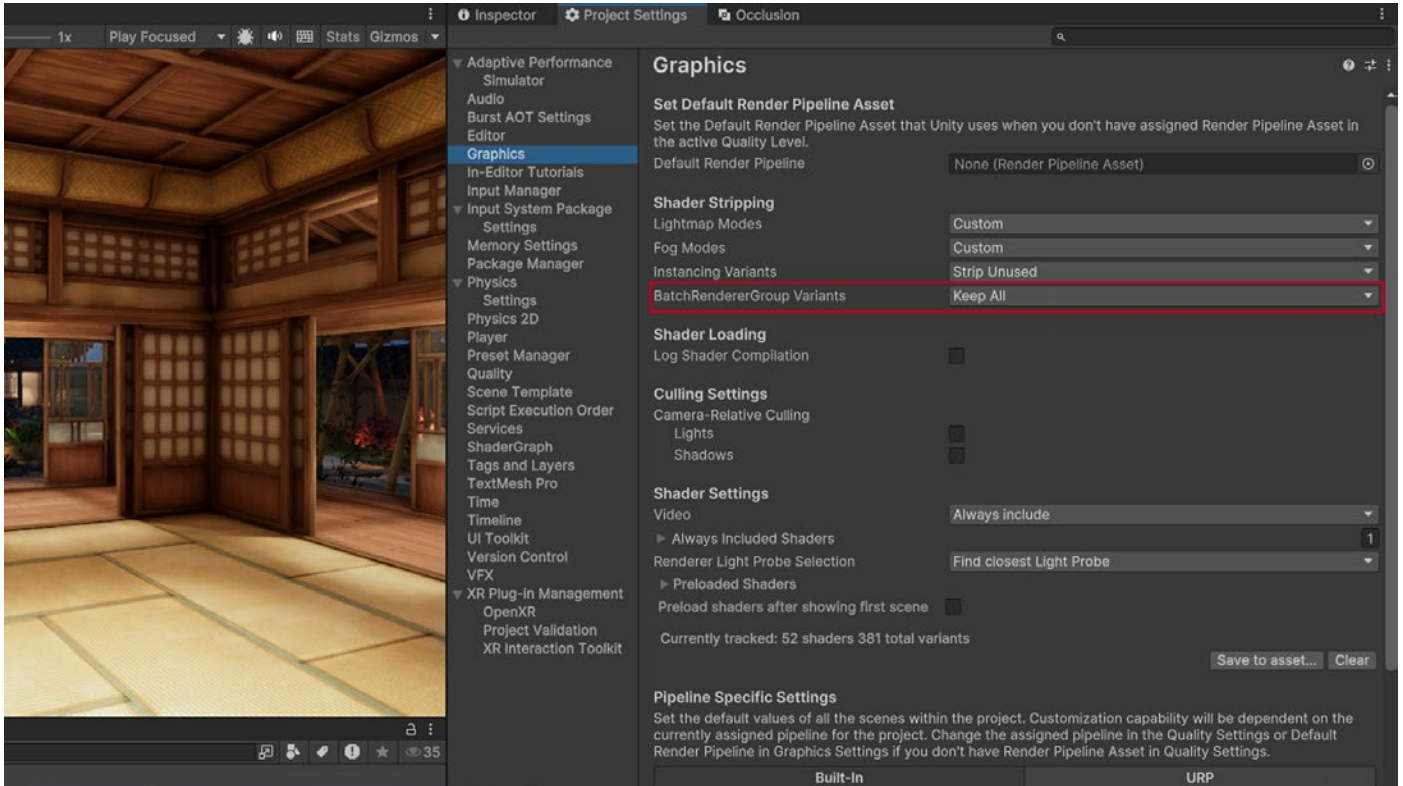
The system can be enabled within the HDRP or URP Render Pipeline Asset. Select **Instanced Drawing** to enable it. you can also select if you want to enable it in Play mode only or in Edit mode as well.

When you enable GPU Resident Drawer, games that are CPU bound due to a high number of draw calls can improve in performance as the amount of draw calls is reduced. The improvements you will see are dependent on the scale of your scenes and the amount of instancing you utilize. The more instanceable objects you render, the larger the benefits you will see.



Select 'Instanced Drawing' from the GPU Resident Drawer drop down

Upon selecting the Instanced Drawing option you may get a message in the UI warning you that the “BatchRenderGroup Variants setting must be ‘Keep All’”. Adjusting this option in the graphics settings completes the setup for the GPU Resident Drawer.



Setting the BatchRenderGroup variant to **Keep All**

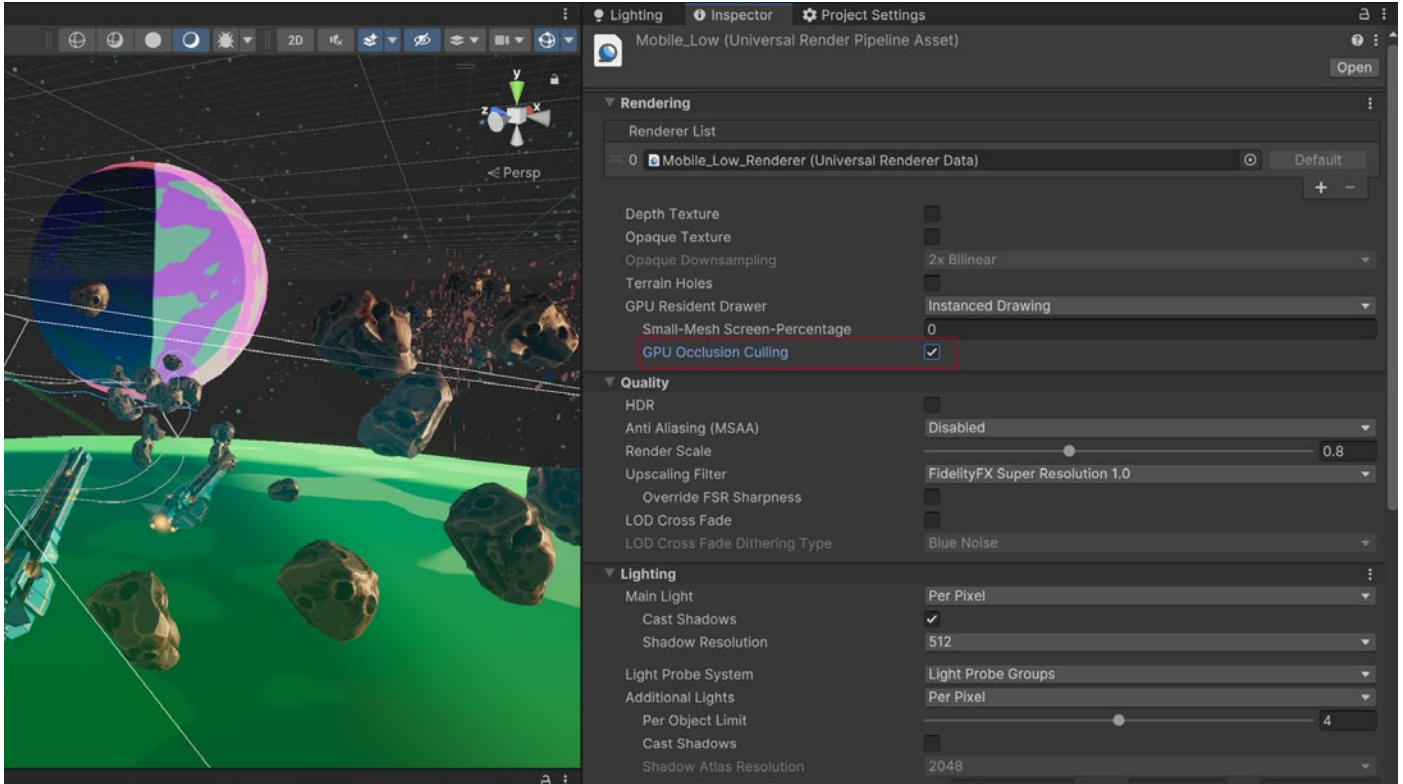
To learn more check out our discussion thread [here](#).

GPU occlusion culling

GPU occlusion culling, available for both [URP](#) and [HDRP](#), works in tandem with the GPU Resident Drawer. It significantly boosts the performance by reducing the amount of overdraw for each frame, meaning the renderer is not wasting resources drawing things that are not seen.

To activate GPU occlusion culling locate the render pipeline asset and toggle the GPU Occlusion check box.

To enable the GPU Occlusion Culling in Debug Mode in Unity 6, go to **Window > Rendering > Occlusion Culling**. Here, you can visualize how objects are being culled by toggling various visualization options.



The GPU Occlusion Culling option in the Render Pipeline Asset.

Split Graphics Jobs

Split Graphics Jobs can help you get a more efficient execution of rendering commands on multiple CPU cores, improving performance by enabling better parallelism between rendering tasks.

It offers a threading mode that's supported on multiple desktop and console platforms. The primary improvement comes from reducing unnecessary synchronization between the main thread (responsible for general game logic and orchestration) and native graphics job threads (responsible for rendering tasks).

The performance improvements from this new threading mode scale with the number of draw calls submitted in each frame. More draw calls benefit more from these optimizations, complex scenes with many objects and textures can see significant performance enhancements.

Splits Graphics Jobs is available when using DX12 for Windows and also supported by Vulkan Players.

To enable it go to **Project Settings > Player > Other Settings > Graphics Jobs Mode > Split**.

We recommend that you always use Splits Graphics Jobs instead of the legacy and native modes that were available previously.

User interface

User interface

Unity offers two UI systems: The older Unity UI and the new UI Toolkit. [UI Toolkit](#) is intended to become the recommended UI system. It's tailored for maximum performance and reusability, with workflows and authoring tools inspired by standard web technologies, meaning UI designers and artists will find it familiar if they already have experience designing web pages.

However, as of Unity 6, UI Toolkit does not have some features that [Unity UI](#) and [Immediate Mode GUI \(IMGUI\)](#) support. Unity UI and IMGUI are more appropriate for certain use cases, and are required to support legacy projects. See the [Comparison of UI systems in Unity](#) for more information.

UGUI performance optimization tips

Unity UI (UGUI) can often be a source of performance issues. The Canvas component generates and updates meshes for the UI elements and issues draw calls to the GPU. Its functioning can be expensive, so keep the following factors in mind when working with it.

Divide your Canvases

If you have one large Canvas with thousands of elements, updating a single UI element forces the whole Canvas to update, which can potentially generate a CPU spike.

Take advantage of UGUI's ability to support multiple Canvases. Divide UI elements based on how frequently they need to be refreshed. Keep static UI elements on a separate Canvas, and dynamic elements that update at the same time on smaller sub-canvases.

Ensure that all UI elements within each Canvas have the same Z value, materials, and textures.

Hide invisible UI elements

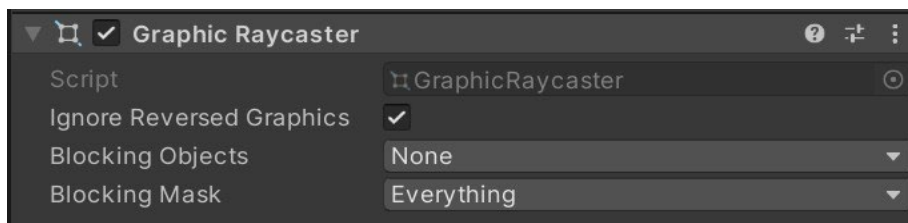
You might have UI elements that only appear sporadically in the game (e.g., a health bar that appears when a character takes damage). If your invisible UI element is active, it might still be using draw calls. Explicitly disable any invisible UI components and re-enable them as needed.

If you only need to turn off the Canvas's visibility, disable the Canvas component rather than the whole GameObject. This can prevent your game from having to rebuild meshes and vertices when you reenable it.

Limit GraphicRaycasters and disable Raycast Target

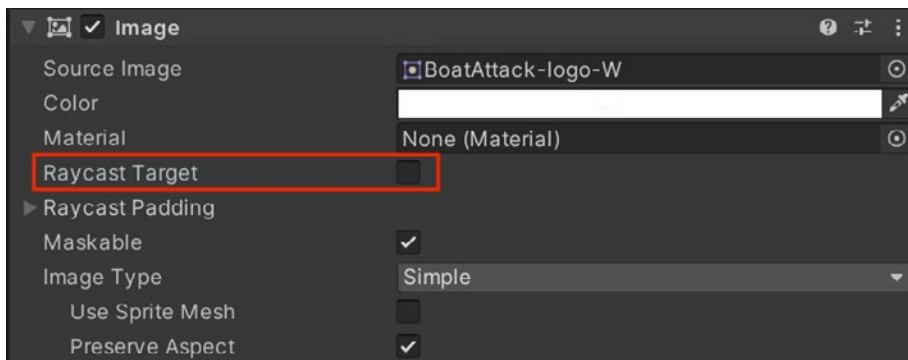
Input events like onscreen touches or clicks require the GraphicRaycaster component. This simply loops through each input point on screen and checks if it's within a UI's RectTransform. You need a Graphic Raycaster on every Canvas that requires input, including sub-canvases.

While this is not really a raycaster (despite the name), there is some expense for each intersection check. Minimize the number of Graphic Raycasters by not adding them to non-interactive UI Canvases.



Remove GraphicRaycasters from non-interactive UI Canvases.

In addition, disable Raycast Target on all UI text and images that don't need it. If the UI is complex with many elements, all of these small changes can reduce unnecessary computation.

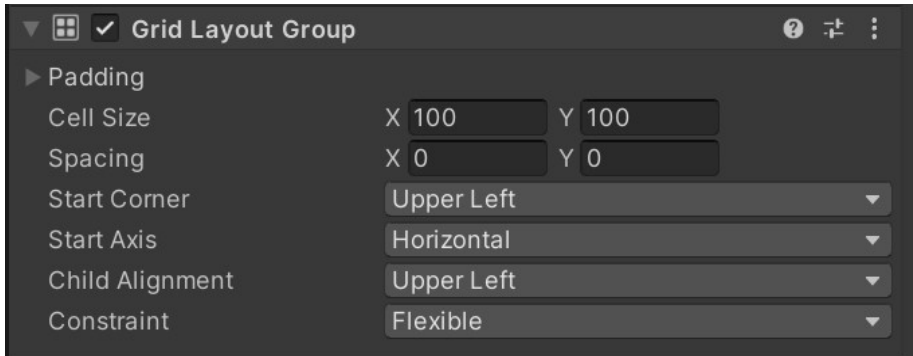


Disable Raycast Target if possible.

Avoid Layout Groups

Layout Groups update inefficiently, so use them sparingly. Avoid them entirely if your content isn't dynamic, and use anchors for proportional layouts instead. Otherwise, create custom code to disable the [Layout Group](#) components after they set up the UI.

If you do need to use Layout Groups (Horizontal, Vertical, Grid) for your dynamic elements, avoid nesting them to improve performance.



Layout Groups can lower performance, especially when nested.

Avoid large List and Grid views

Large List and Grid views are expensive. If you need to create a large List or Grid view (e.g., an inventory screen with hundreds of items), consider reusing a smaller pool of UI elements rather than creating a UI element for every item. Check out this sample [GitHub project](#) to see this in action.

Avoid numerous overlaid elements

Layering lots of UI elements (e.g., cards stacked in a card battle game) creates overdraw. Customize your code to merge layered elements at runtime into fewer elements and batches.

When using a fullscreen UI, hide everything else

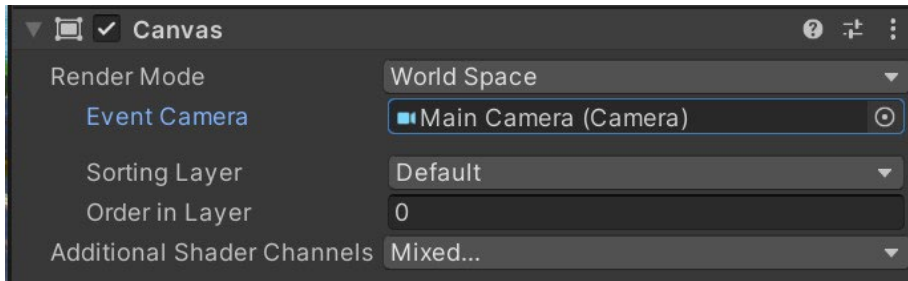
If your pause or start screen covers everything else in the scene, disable the camera that is rendering the 3D scene. Likewise, disable any background Canvas elements hidden behind the top Canvas.

Consider lowering the `Application.targetFrameRate` during a fullscreen UI, since you should not need to update at 60 fps.

Assign the Camera to World Space and Camera Space Canvases

Leaving the **Event** or **Render Camera** field blank forces Unity to fill in **Camera.main**, which is unnecessarily expensive.

Consider using **Screen Space – Overlay** for your Canvas **RenderMode** if possible, as that does not require a camera.



When using World Space Render Mode, make sure to fill in the Event Camera.

UI Toolkit performance optimization tips

If your game is UI heavy the general recommendation is to leverage UI Toolkit with Unity 6.

UI Toolkit offers improved performance over Unity UI, is tailored for maximum performance and reusability, and provides workflows and authoring tools inspired by standard web technologies. One of its key benefits is that it uses a highly optimized rendering pipeline that is specifically designed for UI elements.

Here are some general recommendations for optimizing performance of your UI with UI Toolkit:

Use efficient layouts

Efficient layouts refer to using [layout groups](#) provided by UI Toolkit, such as Flexbox, instead of manually positioning and resizing UI elements. Layout groups handle the layout calculations automatically, which can significantly improve performance. They ensure that UI elements are arranged and sized correctly based on the specified layout rules. By utilizing efficient layouts, you avoid the overhead of manual layout calculations and achieve consistent and optimized UI rendering.

Avoid expensive operations in Update

Minimize the amount of work performed in Update methods, especially heavy operations like UI element creation, manipulation, or calculation. Perform these operations sparingly or during initialization when possible, since the update method is called once per frame.

Optimize event handling

Be mindful of event subscriptions and unregister them when no longer needed. Excessive event handling can impact performance, so ensure you only subscribe to events that are necessary.



Optimize style sheets

Be mindful of the number of style classes and selectors used in your style sheets. Large style sheets with numerous rules can impact performance. Keep your style sheets lean and avoid unnecessary complexity.

Profile and optimize

Use Unity's profiling tools to identify performance bottlenecks in your UI and spot areas that can be optimized further, such as inefficient layout calculations or excessive redraws.

Test on target platforms

Test your UI performance on target platforms to ensure optimal performance across different devices. Performance can vary based on hardware capabilities, so consider the target platform when optimizing your UI.

Remember, performance optimization is an iterative process. Continuously profile, measure, and optimize your UI code to ensure it runs smoothly and efficiently.

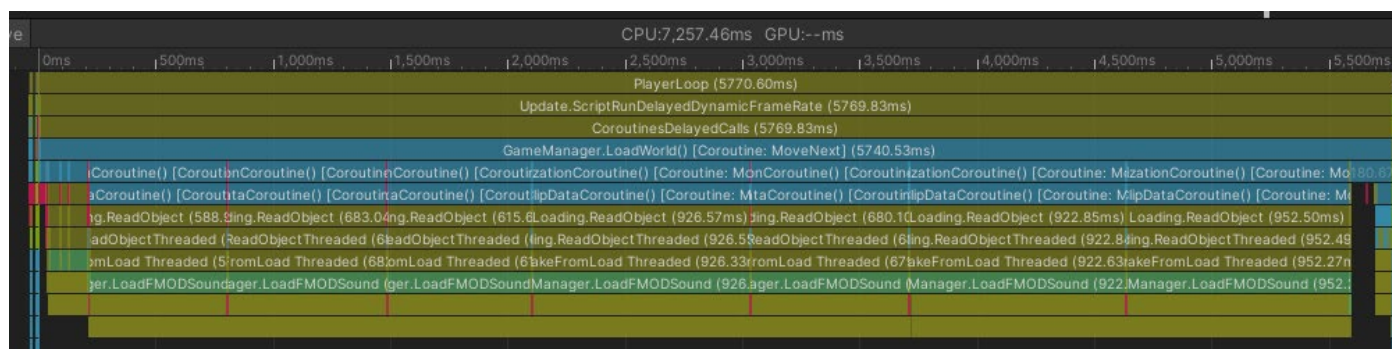
Audio

Although audio is not normally a performance bottleneck, you can still optimize to save memory, disk space, or CPU usage.

Use lossless files as your source

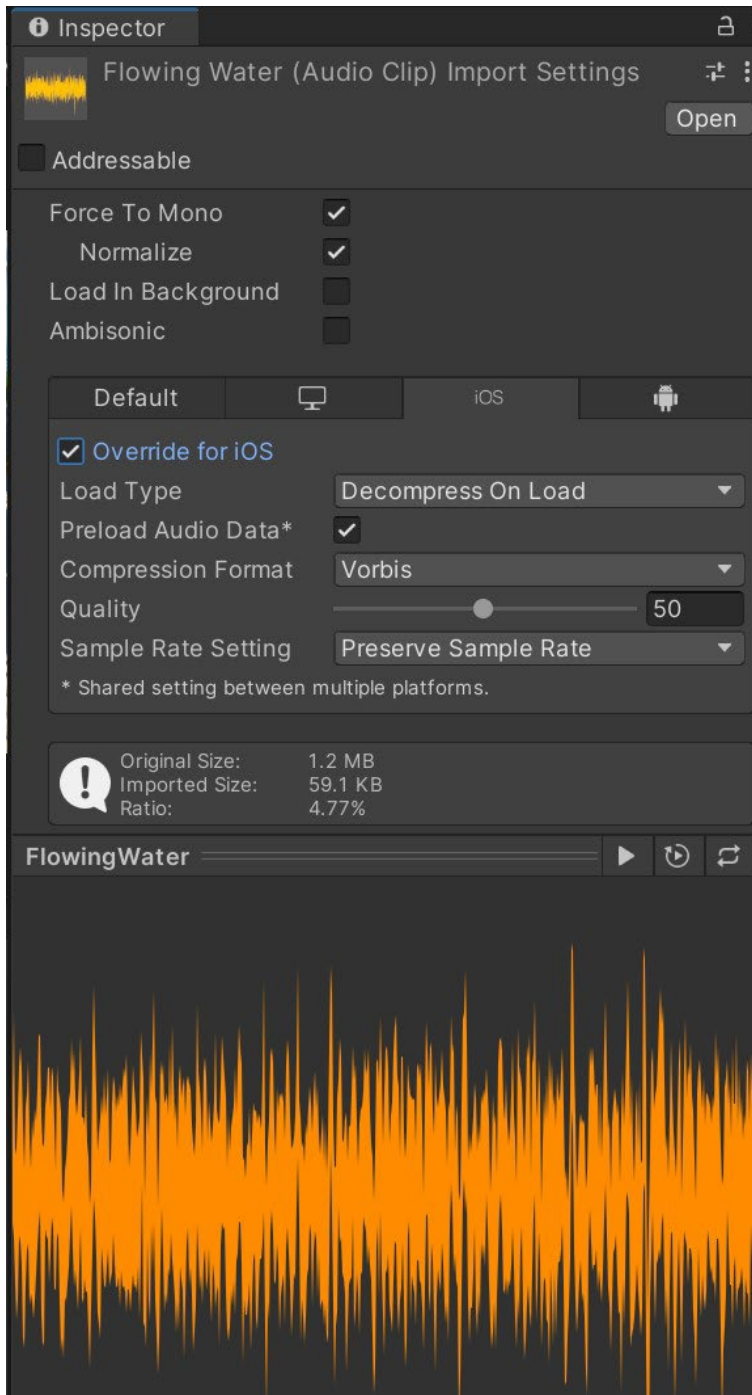
Start with your sound assets in a lossless file format like WAV or AIFF.

If you use any compressed format (such as MP3 or Vorbis), then Unity will decompress it and recompress it during build time. This results in two lossy passes, degrading the final quality.



Audio loading CPU usage in the Unity Profiler

Reduce your AudioClip



AudioClip Import Settings

Import settings on Audio Clips can save runtime memory and CPU performance:

- Enable the **Force To Mono** option on stereo audio files if they do not require stereo sound; this saves runtime memory and disk space.

Spatial Audio Sources should use AudioClips which are either authored in mono or have Force To Mono enabled in their import settings. If you use stereo sounds in spatial Audio Sources, the audio data will take up twice the disk space and memory; Unity must convert the sound to mono during the audio mixing process, which also requires extra CPU processing time.

- **Preload Audio Data** ensures that Unity will load any referenced AudioClips before initializing the scene. However, this may increase scene loading times.
- If your sound clip is not needed immediately, load it asynchronously. Check **Load in Background**. This loads the sound at a delayed time on a separate thread, without blocking the main thread.
- Set the **Sample Rate Setting** to Optimize Sample Rate or Override Sample Rate.

For mobile platforms, 22050 Hz should be sufficient. Use 44100Hz (i.e. CD-quality) sparingly. 48000Hz is excessive.

For PC/console platforms, 44100Hz is ideal. 48000Hz is usually unnecessary.

- Compress the AudioClip and reduce the compression bitrate.

For mobile platforms, use Vorbis for most sounds (or MP3 for sounds not intended to loop). Use ADPCM for short, frequently used sounds (e.g., footsteps, gunshots).

For PC and Xbox®, use the Microsoft XMA codec instead of Vorbis or MP3. Microsoft recommends a compression ratio between 8:1 and 15:1.

For Playstation, use the ATRAC9 format. This has less CPU overhead than Vorbis or MP3.

- The proper Load Type depends on the length of the clip.

Clip size	Example usage	Load type settings
Small (< 200 KB)	Noisy sound effects (footsteps, gunshots), UI sounds	Use Decompress on Load . This incurs a small CPU cost to decompress a sound into raw 16-bit PCM audio data, but will be the most performant at runtime. Or set to Compressed In Memory and set Compression Format to ADPCM . This offers a fixed 3.5:1 compression ratio and is inexpensive to decompress in real-time.

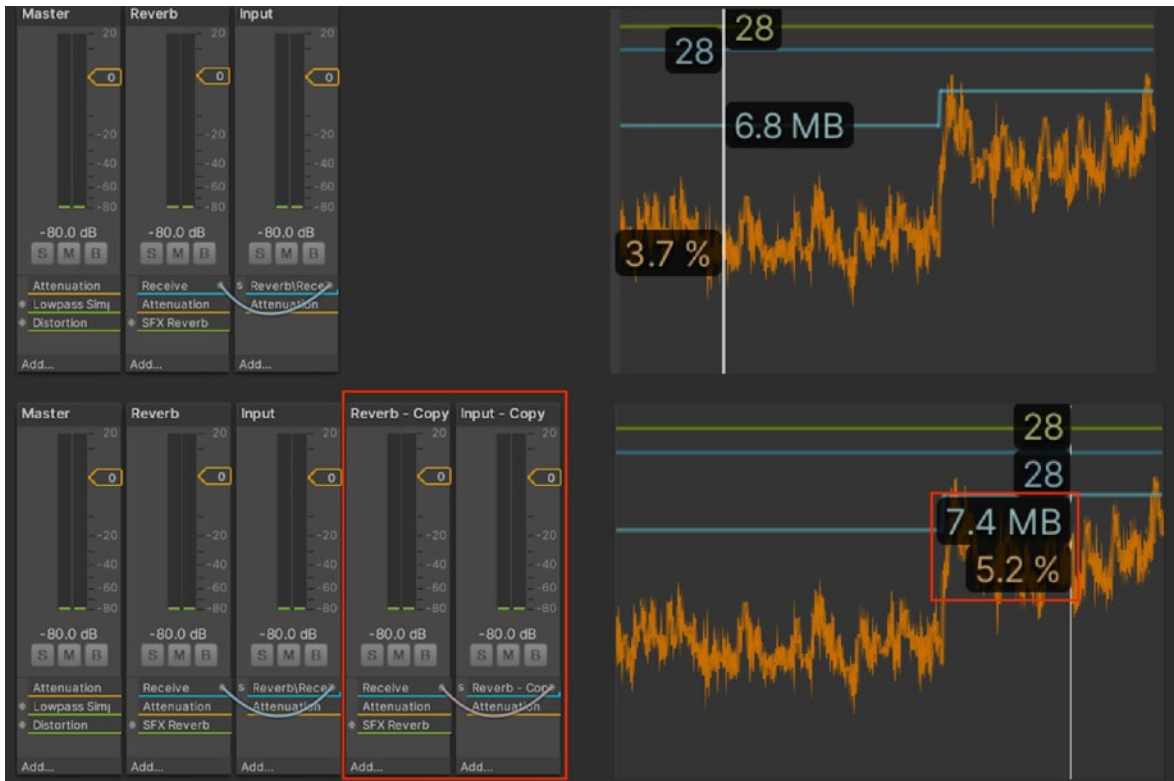
Medium (>= 200 KB)	Dialog, short music, medium/non-noisy sounds effects	Optimal Load Type depends on the project's priorities. If reducing memory usage is the priority, select Compressed In Memory . If CPU usage is a concern, clips should be set to Decompress On Load .
Large (> 350-400 KB)	Background music, ambient background noise, long dialog	Set to Streaming . Streaming has a 200 KB overhead, so it is only suitable for sufficiently large AudioClips.

Optimize the AudioMixer

In addition to your AudioClip settings, be aware of these issues with the AudioMixer.

- The [SFX Reverb Effect](#) is one of the most expensive audio effects in the AudioMixer. Adding a mixer group with SFX Reverb (and a mixer group sending to it) increases CPU cost.

This happens even if there is no AudioSource actually sending a signal to the groups. Unity's audio system doesn't distinguish if it's getting null signals or not.



Adding a Reverb group and a group sending to it is expensive, even if no AudioSource writes to it.

- Reduce the number of mixer groups to improve AudioMixer performance. Adding a large number of child groups under a single parent group increases audio CPU cost significantly. This happens even if all AudioSource outputs straight to Master, since Unity's DSP does not distinguish null signals.



An AudioMixer group with too many child groups

- Avoid parents with a single child group. Whenever possible, combine the two mixer groups into one.



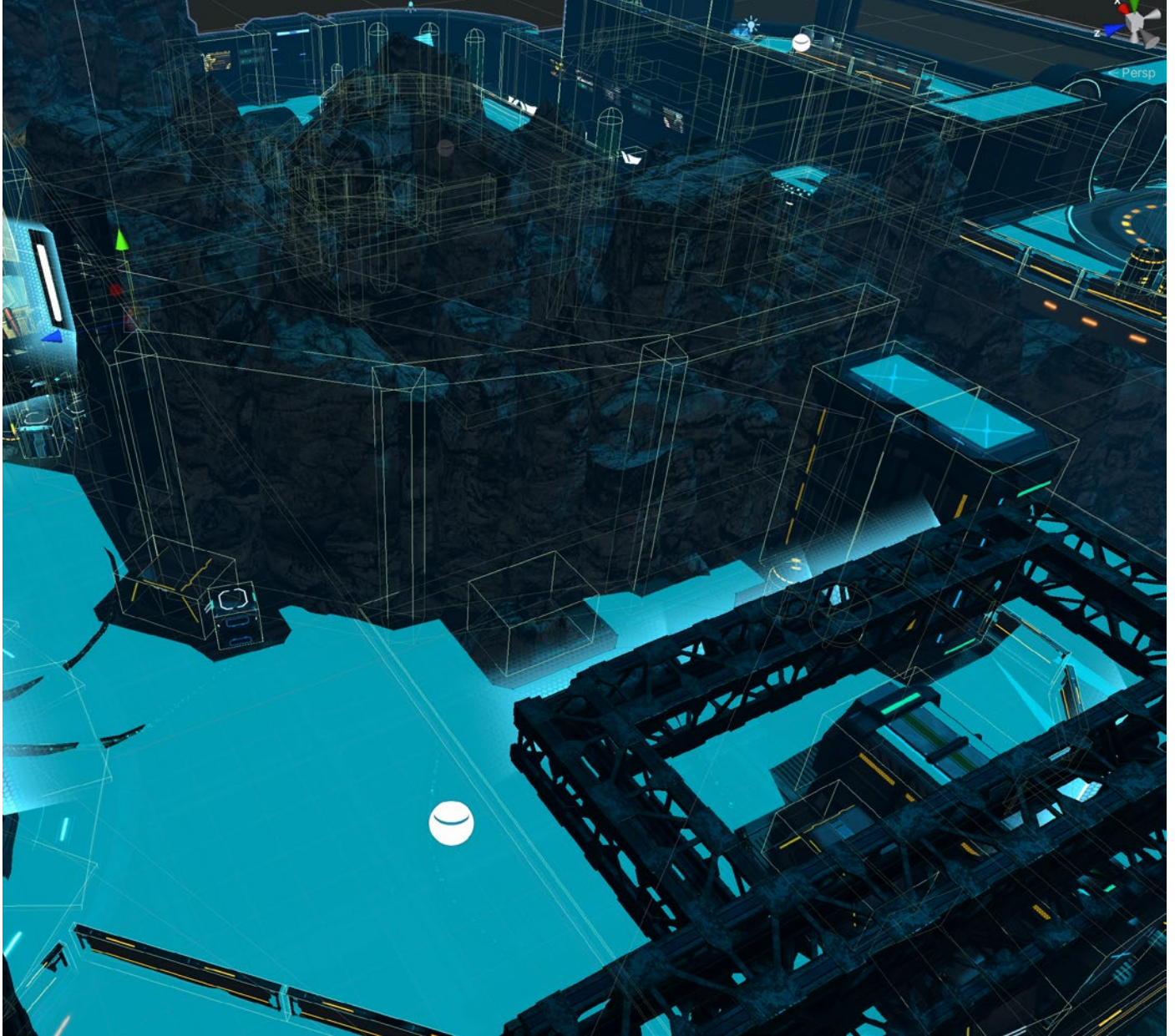
An AudioMixer with single child groups

Physics

Physics can create intricate gameplay, but this comes with a performance cost. When you know these costs, you can tweak the simulation to manage them appropriately. These tips can help you stay within your target frame rate and create smooth playback with Unity's [built-in 3D physics](#), which is an integration of the NVIDIA PhysX engine.

Simplify colliders

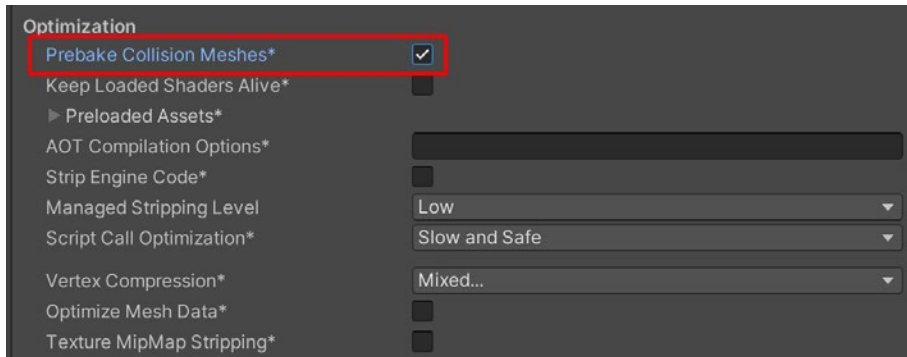
Mesh colliders can be expensive. Substitute more complex mesh colliders with primitive or simplified mesh colliders to approximate the original shape.



Use primitives or simplified meshes for colliders.

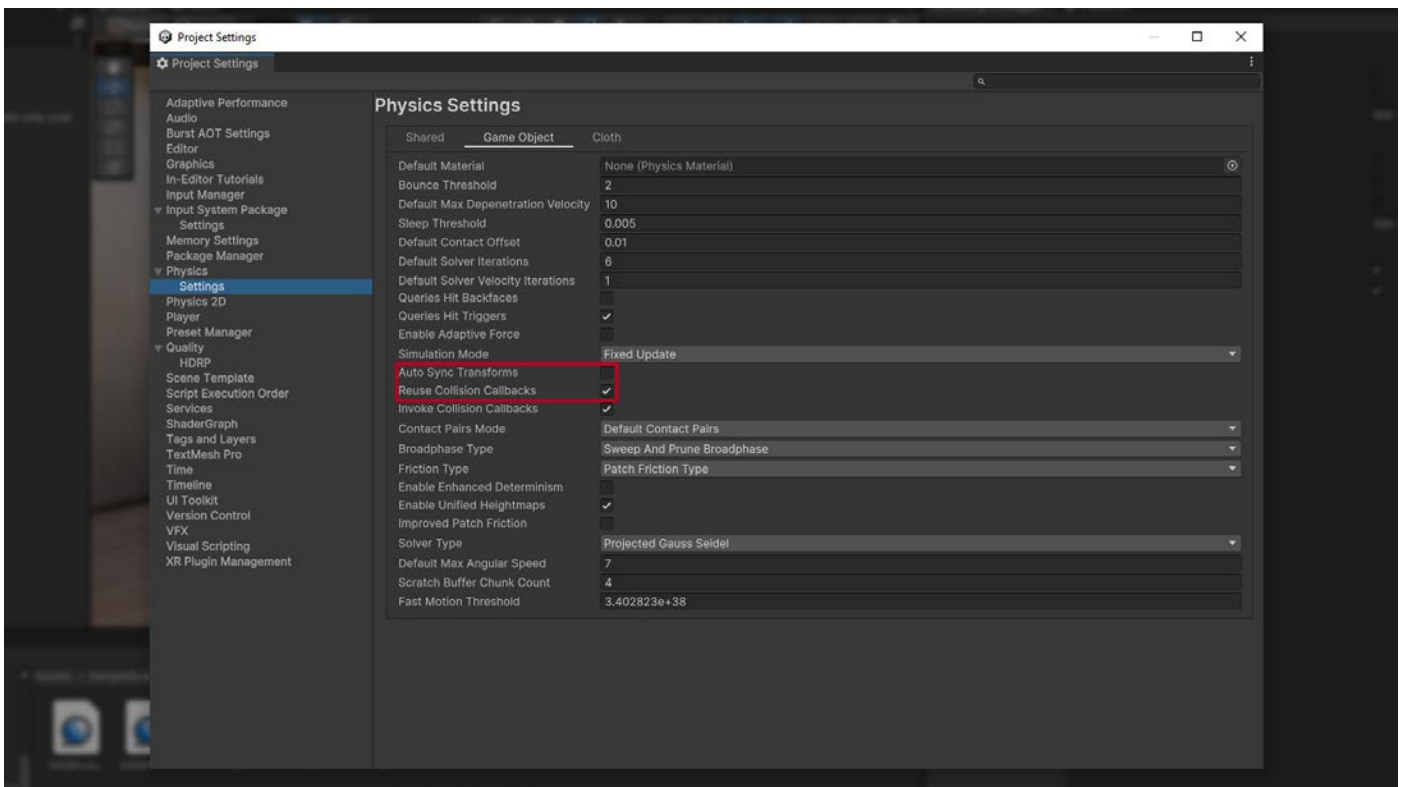
Optimize your settings

In the [PlayerSettings](#), check **Prebake Collision Meshes** whenever possible.



Enable Prebake Collision Meshes

Make sure that you edit your Physics settings (**Project Settings > Physics**) as well. Simplify your Layer Collision Matrix wherever possible.

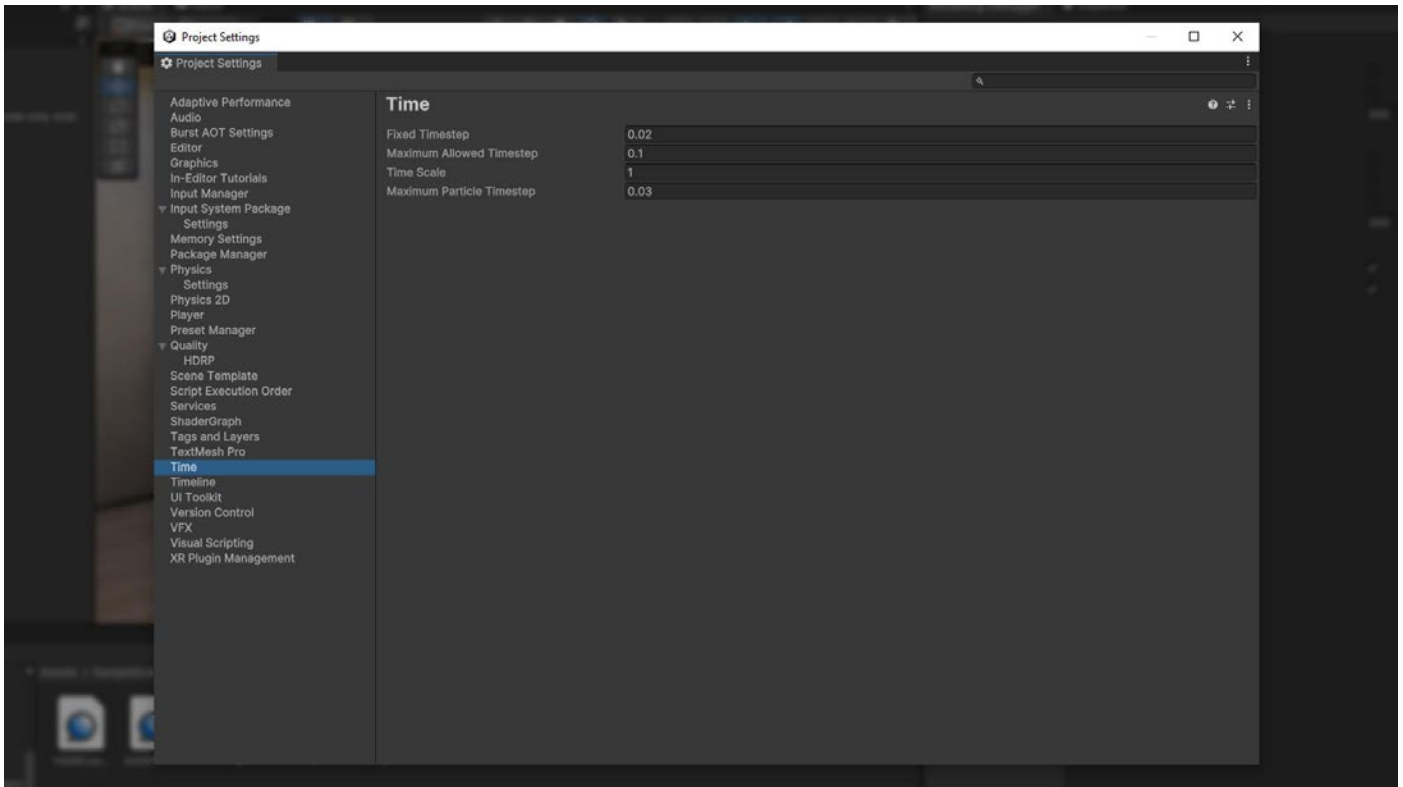


Modify the physics project settings to squeeze out more performance.

Adjust simulation frequency

Physics engines work by running on a fixed time step. To see the fixed rate that your project is running at, go to **Edit > Project Settings > Time**.

The **Fixed Timestep** field defines the time delta used by each physics step. For example, the default value of 0.02 seconds (20 ms) is equivalent to 50 fps, or 50 Hz.



The default Fixed Timestep in the Project Settings is 0.02 seconds (50 frames per second).

Because each frame in Unity takes a variable amount of time, it is not perfectly synced with the physics simulation. The engine counts up to the next physics time step. If a frame runs slightly slower or faster, Unity uses the elapsed time to know when to run the physics simulation at the proper time step.

In the event that a frame takes a long time to prepare, this can lead to performance issues. For example, if your game experiences a spike (e.g., instantiating many GameObjects or loading a file from disk), the frame could take 40 ms or more to run. With the default 20 ms Fixed Timestep, this would cause two physics simulations to run on the following frame in order to “catch up” with the variable time step.

Extra physics simulations, in turn, add more time to process the frame. On lower-end platforms, this potentially leads to a downward spiral of performance.

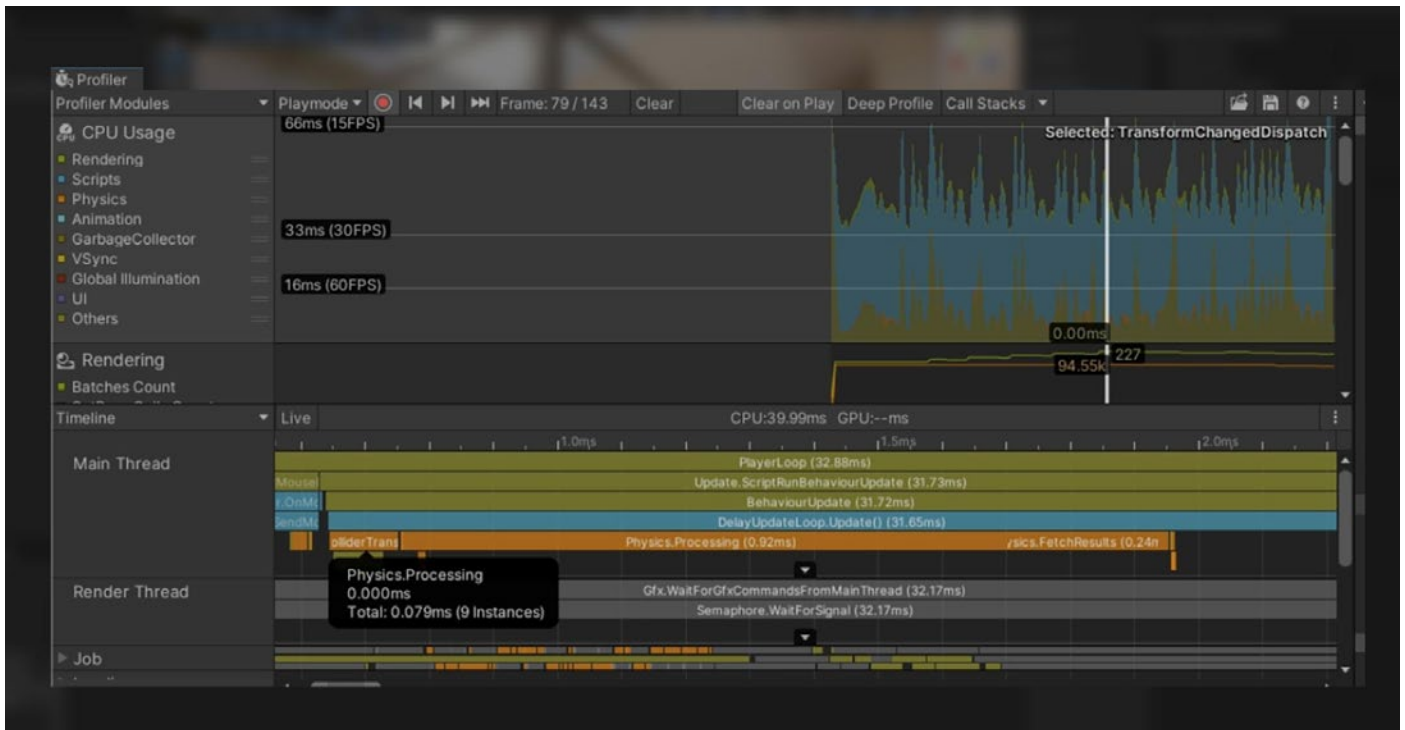
A subsequent frame taking longer to prepare makes the backlog of physics simulations longer as well. This leads to even slower frames and even more simulations to run per frame. The result is worse and worse performance.

Eventually the time between physics updates could exceed the Maximum Allowed Timestep. After this cutoff, Unity starts dropping physics updates, and the game stutters.

To avoid performance issues with physics:

- Reduce the simulation frequency. For lower-end platforms, increase the **Fixed Timestep** to slightly more than your target frame rate. For example, use 0.035 seconds for 30ps on mobile. This could help prevent that downward performance spiral.
- Decrease the **Maximum Allowed Timestep**. Using a smaller value (like 0.1 s) sacrifices some physics simulation accuracy, but also limits how many physics updates can happen in one frame. Experiment with values to find something that works for your project's requirements.
- Simulate the physics step manually if necessary by choosing the **SimulationMode** during the Update phase of the frame. This allows you to take control when to run the physics step. Pass `Time.deltaTime` to `Physics.Simulate` in order to keep the physics in sync with the simulation time.

This approach can cause instabilities in the physics simulation in scenes with complex physics or highly variable frame times, so use it with caution.



Profiling a scene in Unity with manual simulation

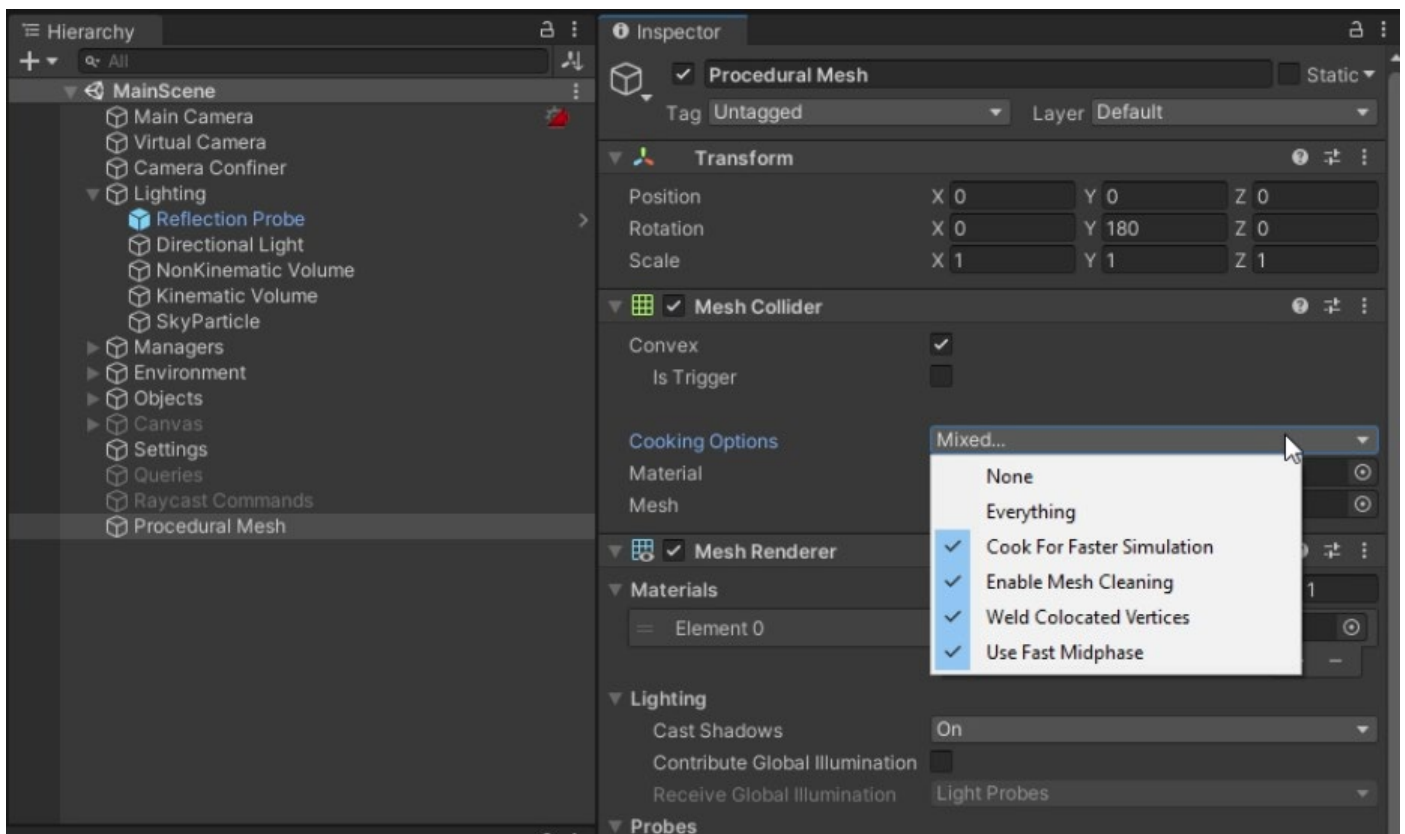
Modify CookingOptions for MeshColliders

Meshes used in physics go through a process called cooking. This prepares the mesh so that it can work with physics queries like raycasts, contacts, and so on.

A MeshCollider has several [CookingOptions](#) to help you validate the mesh for physics. If you are certain that your mesh does not need these checks, you can disable them to speed up your cook time.

In the CookingOptions for each MeshCollider, simply uncheck the EnableMeshCleaning, WeldColocatedVertices, and CookForFasterSimulation. These options are valuable for procedurally generated meshes at runtime, but can be disabled if your meshes already have the proper triangles.

Also, if you are targeting PC, make sure you keep Use Fast Midphase enabled. This switches to a faster algorithm from PhysX 4.1 during the mid-phase of the simulation (which helps narrow down a small set of potentially intersecting triangles for physics queries).



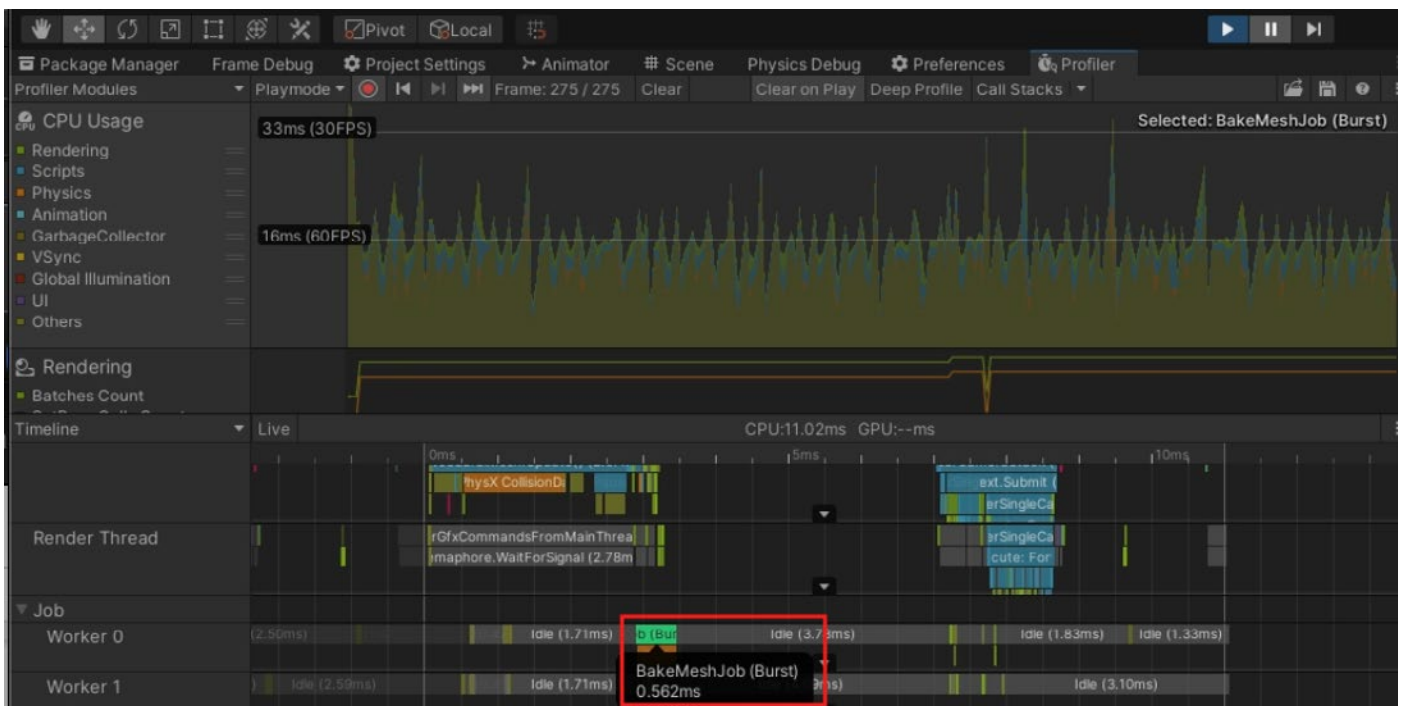
Cooking options for a mesh

Use Physics.BakeMesh

If you are generating meshes procedurally during gameplay, you can create a Mesh Collider at runtime. Adding a MeshCollider component directly to the mesh, however, cooks/bakes the physics on the main thread. This can consume significant CPU time.

Use [Physics.BakeMesh](#) to prepare a mesh for use with a MeshCollider and save the baked data with the mesh itself. A new MeshCollider referencing this mesh will reuse this prebaked data (rather than baking the mesh again). This can help reduce Scene load time or instantiation time later.

To optimize performance, you can offload mesh cooking to another thread with the [C# job system](#). Refer to [this example](#) for details on how to bake meshes across multiple threads.



BakeMeshJob in the Profiler

Use Box Pruning for large scenes

The Unity physics engine runs in two steps:

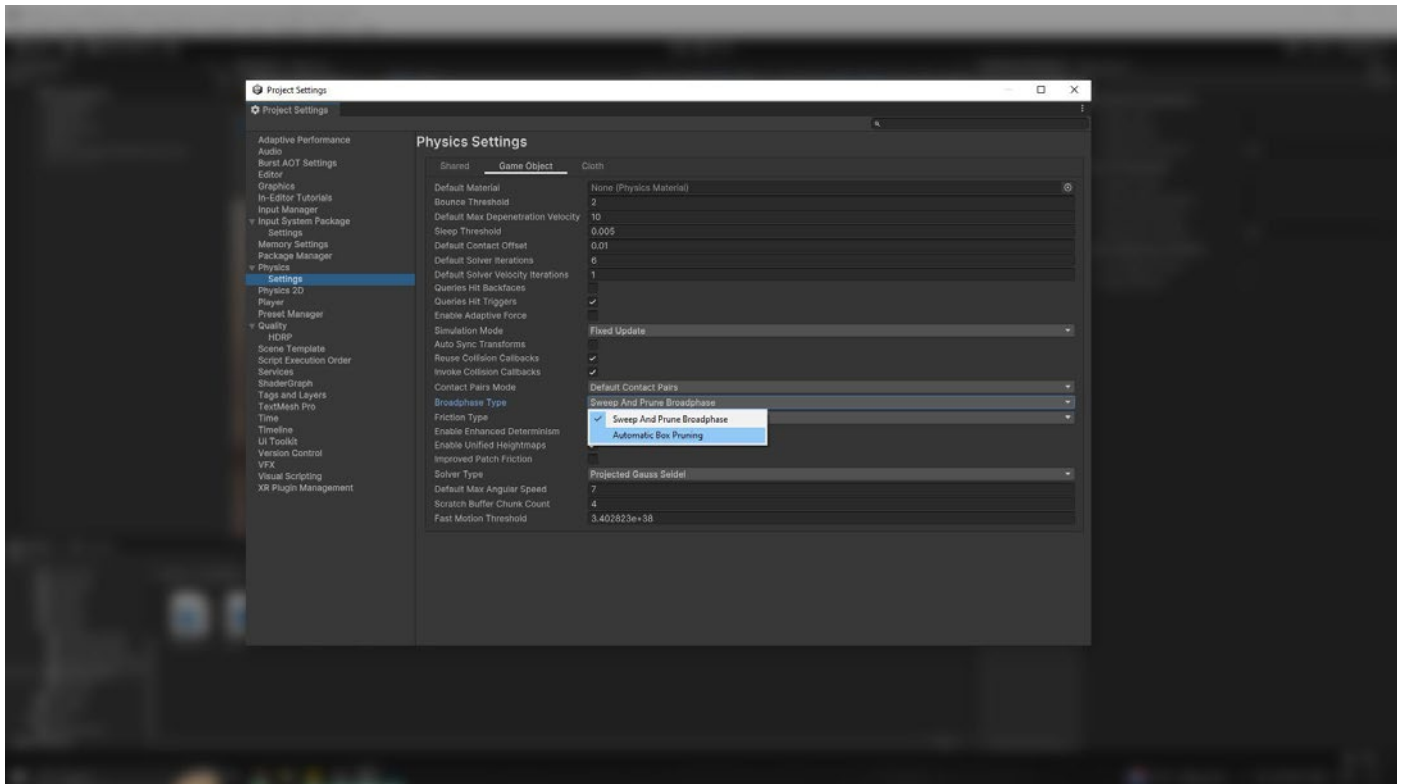
- The **broad phase**, which collects potential collisions using a [sweep and prune](#) algorithm
- The **narrow phase**, where the engine actually computes the collisions

The broad phase default setting of Sweep and Prune BroadPhase (**Edit > Project Settings >**

Physics > BroadPhase Type) can generate false positives for worlds that are generally flat and have many colliders.

If your scene is large and mostly flat, avoid this issue and switch to **Automatic Box Pruning** or **Multibox Pruning Broadphase**. These options divide the world into a grid, where each grid cell performs sweep-and-prune.

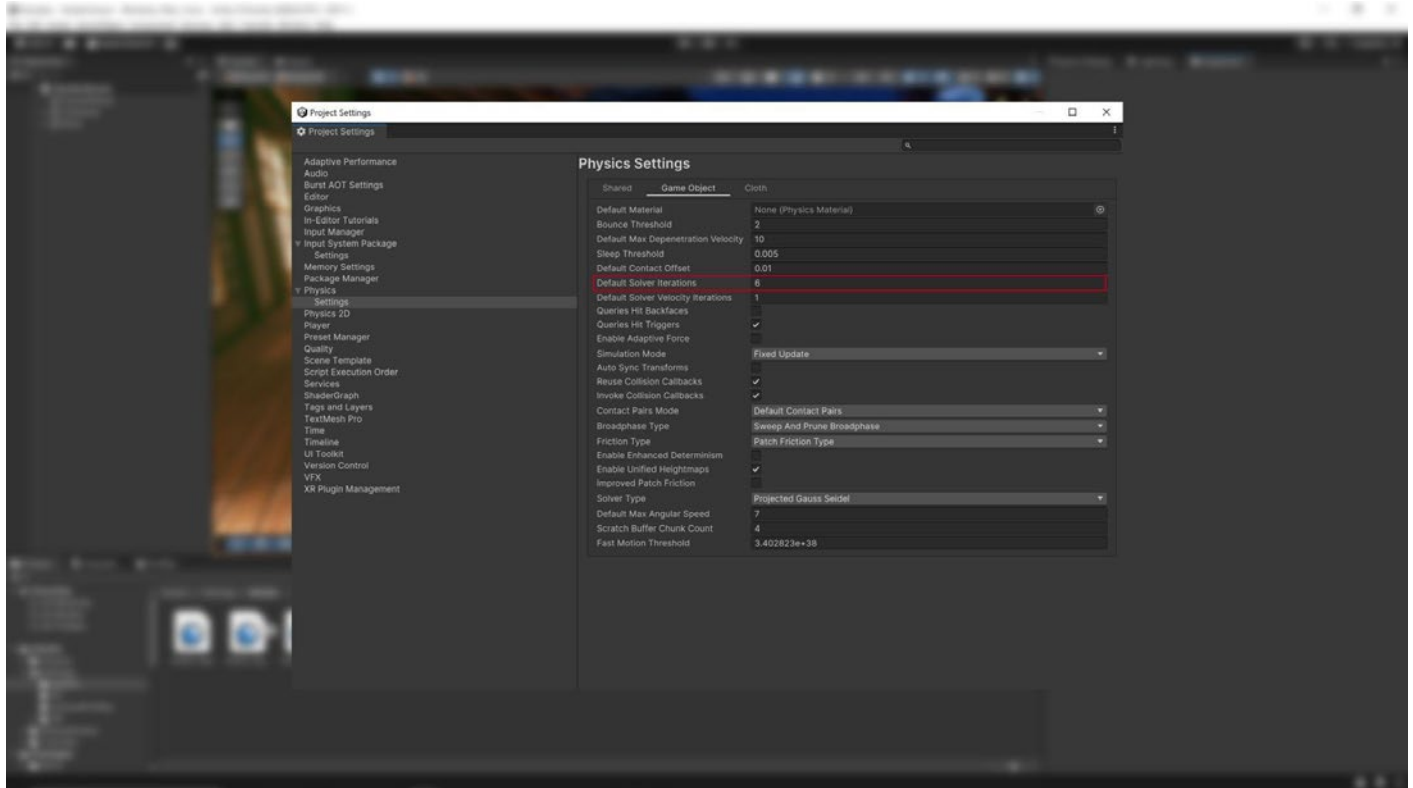
Multibox Pruning Broadphase allows you to specify the world boundaries and the number of grid cells manually, while Automatic Box Pruning calculates that for you.



Broadphase Type in the Physics options

Modify solver iterations

If you want to simulate a specific physics body more accurately, increase its `Rigidbody.solverIterations`.



Override the Default Solver Iterations per RigidBody

This overrides the `Physics.defaultSolverIterations`, which can also be found in **Edit > Project Settings > Physics > Default Solver Iterations**.

To optimize your physics simulations, set a relatively low value in the project's `defaultSolverIterations`. Then apply higher custom `Rigidbody.solverIterations` values to the individual instances that need more detail.

Disable automatic transform syncing

By default, Unity does not automatically synchronize changes to Transforms with the physics engine. Instead, it waits until the next physics update or until you manually call [Physics.SyncTransforms](#). When this is enabled, any [Rigidbody](#) or [Collider](#) on that [Transform](#) or its children automatically sync with the physics engine.

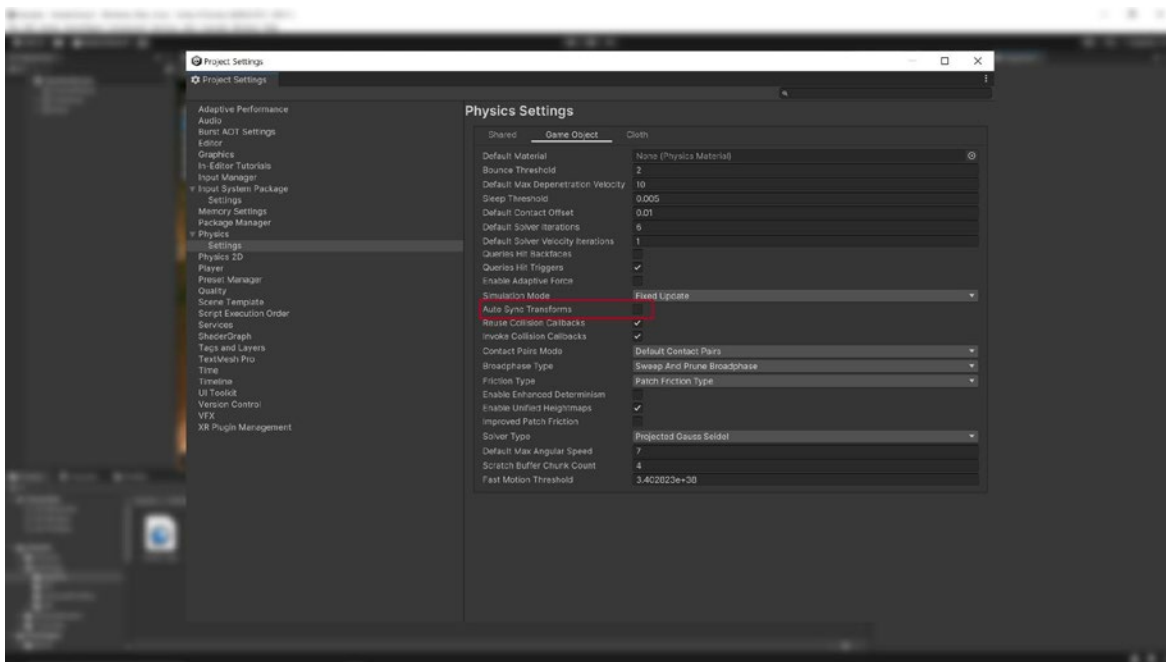
When to manually sync

When `autoSyncTransforms` is disabled, Unity only synchronizes transformations before the physics simulation step in `FixedUpdate` or when explicitly requested through `Physics.Simulate`. You might need to perform additional syncs if you use APIs that read directly from the physics engine between Transform changes and the physics update. Examples include accessing `Rigidbody.position` or performing `Physics.Raycast`.

Performance best practice

Although `autoSyncTransforms` ensures up-to-date physics queries, it incurs a performance cost. Each physics-related API call forces a sync, which can degrade performance, especially with multiple successive queries. Follow these best practices:

- **Disable `autoSyncTransforms` unless necessary:** Only enable it if precise, continuous syncing is crucial for your game mechanics.
- **Use manual syncing:** For better performance, manually synchronize Transforms with `Physics.SyncTransforms()` before calls that require the latest Transform data. This approach is more efficient than enabling `autoSyncTransforms` globally.



Profiling a scene in Unity with Auto Sync Transform disabled

Use Contact Arrays

[Contact Arrays](#) gives you a method where collision data (contacts) is stored and managed in an array format. This means that every collision event generates an array of contact points, which can be accessed and processed. Being an array it provides a contiguous block of memory, which speeds up access times when processing collision data and sets it up for batch processing and can be combined with the C# Job System in performance-critical use cases.

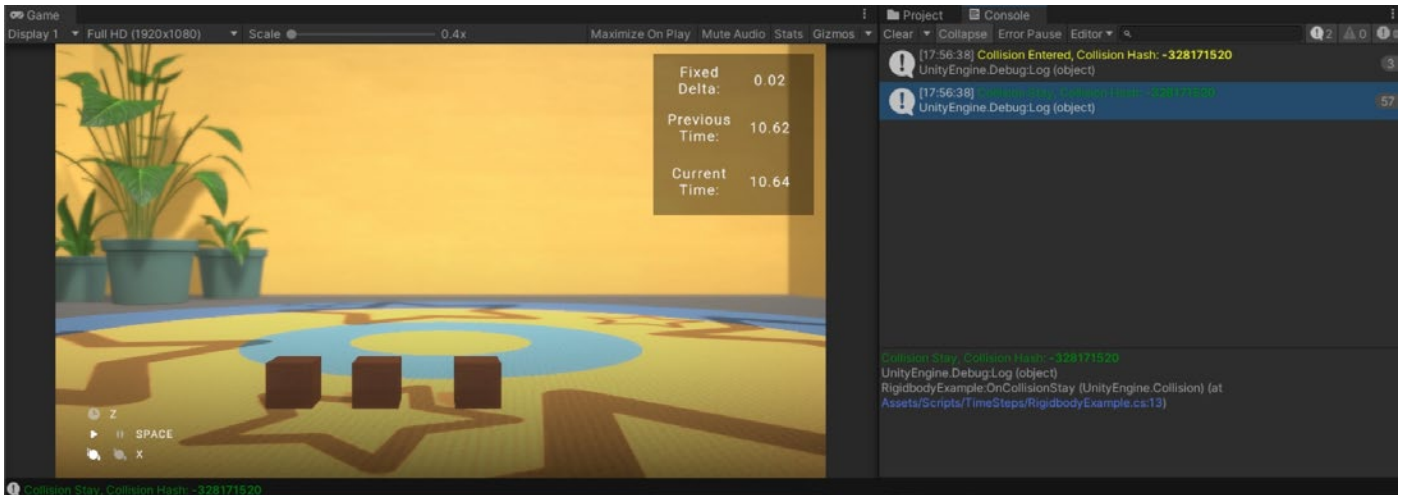
Reuse Collision Callbacks

Contact arrays are generally significantly faster and so the general recommendation is to use those rather than reusing collision callbacks, however consider the following if you do have a specific use case for it.

The callbacks [MonoBehaviour.OnCollisionEnter](#), [MonoBehaviour.OnCollisionStay](#) and [MonoBehaviour.OnCollisionExit](#) all take a collision instance as a parameter. This collision instance is allocated on the managed heap and must be garbage collected.

To reduce the amount of garbage generated, enable [Physics.reuseCollisionCallbacks](#) (also found in **Projects Settings > Physics > Reuse Collision Callbacks**). With this active, Unity only assigns a single collision pair instance to each callback. This reduces waste for the garbage collector and improves performance.

The general recommendation is to always enable Reuse Collision Callbacks for performance benefits. You should only disable this feature for legacy projects where the code relies on individual Collision class instances, making it impractical to store individual fields.



In the Unity Console, there is a single collision instance on Collision Entered and Collision Stay.

Move static colliders

Static colliders are GameObjects with a Collider component but without a Rigidbody.

Note that you can move a static collider, contrary to the term “static.” To do so, simply modify the position of the physics body. Accumulate the positional changes and sync before the physics update. You don’t need to add a Rigidbody component to the static collider just to move it.

However, if you want the static collider to interact with other physics bodies in a more complex way, give it a [kinematic Rigidbody](#). Use [Rigidbody.position](#) and [Rigidbody.rotation](#) to move it instead of accessing the Transform component. This guarantees more predictable behavior from the physics engine.

Note: If an individual Static Collider 2D needs to be moved or reconfigured at runtime, then add a Rigidbody 2D component and set it to the Static Body Type, as it is faster to simulate the Collider 2D when it has its own Rigidbody 2D. If a group of Collider 2Ds needs to be moved or reconfigured at runtime, it is faster to have them all be children of the single hidden parent Rigidbody 2D than to move each GameObject individually.

Use non-allocating queries

To detect and collect colliders in 3D projects within a certain distance and in a certain direction, use raycasts and other physics queries like [BoxCast](#).

Note that Physics queries that return multiple colliders as an array, like [OverlapSphere](#) or [OverlapBox](#), need to allocate those objects on the managed heap. This means that the garbage collector eventually needs to collect the allocated objects, which can decrease performance if it happens at the wrong time.

To reduce this overhead, use the **NonAlloc** versions of those queries. For example, if you are using [OverlapSphere](#) to collect all potential colliders around a point, use [OverlapSphereNonAlloc](#) instead.

This allows you to pass in an array of colliders (the results parameter) to act as a buffer. The NonAlloc method works without generating garbage. Otherwise, it functions like the corresponding allocating method.

Note that you need to define a results buffer of sufficient size when using a NonAlloc method. The buffer does not grow if it runs out of space.

2D Physics

Note that the above advice does not apply to 2D physics queries, because in Unity’s 2D physics system, methods do not have a “NonAlloc” suffix. Instead, all 2D physics methods, including those that return multiple results, provide overloads that accept arrays or lists. For instance, while the 3D physics system has methods like [RaycastNonAlloc](#), the 2D equivalent

simply uses an overloaded version of Raycast that can take an array or List<T> as a parameter, such as:

```
var results = new List<RaycastHit2D>();
int hitCount = Physics2D.Raycast(origin, direction, contactFilter, results);
```

By using overloads, you can perform non-allocating queries in the 2D physics system without needing specialized NonAlloc methods.

Batch queries for ray casting

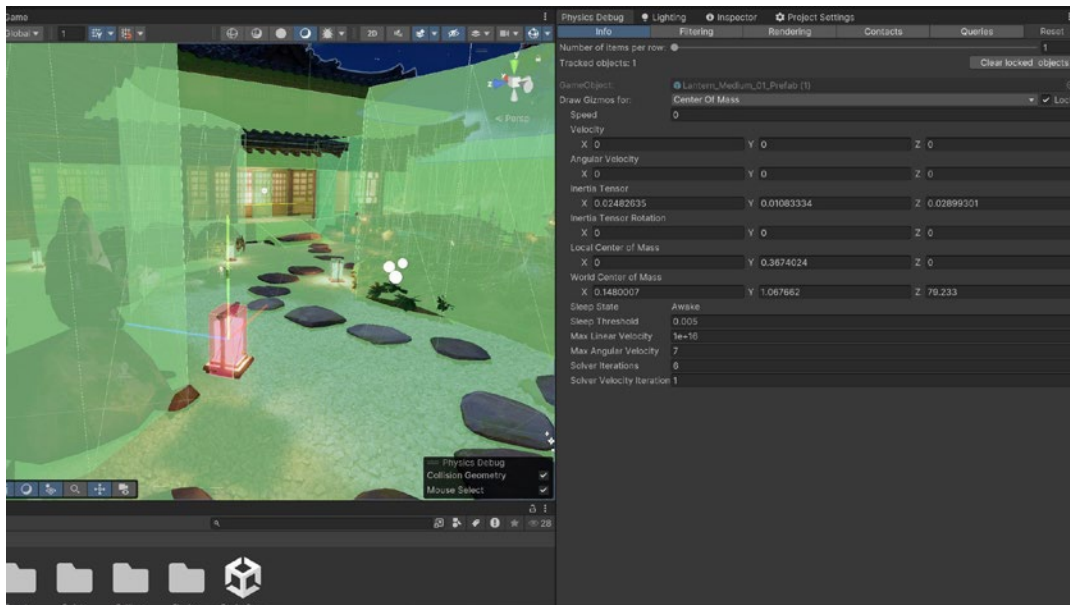
You can run raycast queries with [Physics.Raycast](#). However, if you have a large number of raycast operations (e.g., calculating line of sight for 10,000 agents), this may take a significant amount of CPU time.

Use [RaycastCommand](#) to batch the query using the C# Job System. This offloads the work from the main thread so that the raycasts can happen asynchronously and in parallel.

See a usage example at the [RaycastCommands](#) documentation page.

Visualize with the Physics Debugger

Use the Physics Debug window (**Window > Analysis > Physics Debugger**) to help troubleshoot any problem colliders or discrepancies. This shows a color-coded indicator of the GameObjects that can collide with one another.



The Physics Debugger helps you visualize how your physics objects can interact with one another.

For more information, see [Physics Debugger documentation](#).

Animation

The following tips will help you when working with animation in Unity. For a comprehensive guide through the animation system, download the free e-book [The definitive guide to animation in Unity](#).



Use generic rather than humanoid rigs

By default, Unity imports animated models with the generic rig, but developers often switch to the humanoid rig when animating a character. Be aware of these issues with rigs:

- Use a generic rig whenever possible. Humanoid rigs calculate inverse kinematics and animation retargeting each frame, even when not in use. Thus, they consume 30–50% more CPU time than their equivalent generic rigs.
- When importing humanoid animation, use an Avatar Mask to remove IK goals or finger animation if you don't need them.
- Maintain a bone weight count that's as low as possible.

Generic rigs use less CPU time than humanoid rigs.

Use alternatives for simple animation

Animators are primarily intended for humanoid characters. However, they are often repurposed to animate single values (e.g., the alpha channel of a UI element). Avoid overusing Animators, particularly in conjunction with UI elements, since they come with extra overhead.

The current animation system is optimized for animation blending and more complex setups. It has temporary buffers used for blending, and there is additional copying of the sampled curve and other data.

For static animations, especially the ones that have a lot of duplicates, such as crowds, you can try implementing baked animations. There are two common techniques: Vertex texture animations (including normal and tangent buffers) and a technique that uses baked bone matrices for manual skinning in a vertex shader.

Learn more about baking animations in [this Unity Learn tutorial](#) and in [this tutorial](#) by Llam Academy.

Also, if possible, consider not using the animation system at all. Create [easing functions](#) or use a third-party tweening library where possible (e.g., [DOTween](#)). These can achieve very natural-looking interpolation with mathematical expressions.

Avoid scale curves

Animating scale curves is more expensive than animating translation and rotation curves. To improve performance, avoid scale animations.

Note: This does not apply to constant curves (curves that have the same value for the length of the [animation clip](#)). Constant curves are optimized, and these are less expensive than normal curves.

Update only when visible

Set the animators's [Culling Mode](#) to Based on Renderers, and disable the [Skinned Mesh Renderer's Update When Offscreen](#) property. This saves Unity from updating animations when the character is not visible.

Optimize workflow

Other optimizations are possible at the scene level:

- Use hashes instead of strings to query the Animator.
- Implement a small AI Layer to control the Animator. You can make it provide simple callbacks for `OnStateChange`, `OnTransitionBegin`, and other events.
- Use State Tags to easily match your AI state machine to the Unity state machine.
- Use additional curves to simulate events.
- Use additional curves to mark up your animations, for example in conjunction with [target matching](#).

Separate animating hierarchies

Ensure that animating hierarchies do not share a common parent (unless that parent is the root of the scene). This separation prevents threading issues when writing the result of animation back to `GameObjects`, which can cause significant performance penalties.

Minimize binding costs

Be aware of the high costs associated with binding operations in the animation system. To optimize performance, avoid frequently adding clips, adding or removing `GameObjects` and components, and enabling or disabling objects during runtime which generally require rebinding. All of these operations are computationally expensive.

Avoid using component-based constraints on deep hierarchies

Avoid using component-based constraints on deep hierarchies, such as characters with complex structures as this can result in poor performance.

Consider performance implications of animation rigging

When using animation rigging, be mindful of the performance overhead introduced by each constraint. This consideration is important when working with humanoid models. Whenever possible, utilize the built-in IK (Inverse Kinematics) pass in the Humanoid rig to improve performance.

Workflow and collaboration

Building an application in Unity is a huge endeavor that often involves many developers. Make sure that your project is set up optimally for your team.

Use version control

A version control system (VCS) allows you to keep a historical record of your entire project. It brings organization to your work and enables teams to iterate efficiently.

Project files are stored in a shared database called a repository, or “repo.” You backup your project at regular intervals to the repo, and if something goes wrong, you can revert back to an earlier version of the project.

With a VCS, you can make multiple individual changes and commit them as a single group for versioning. This commit sits as a point on the timeline of your project, so that if you need to revert back to a previous version, everything from that commit is undone and restored to the state it was at the time. You can review and modify each change grouped within a commit or undo the commit entirely.

With access to the project’s entire history, it’s easier to identify which changes introduced bugs, restore previously removed features, and easily document changes between your game or product releases.

What’s more, because version control is typically stored in the cloud or on a distributed server, it supports your development team’s collaboration from wherever they’re working – an increasingly important benefit as remote work becomes commonplace.

To help with version control merges, make sure your Editor settings have **Asset Serialization Mode** set to **Force Text**. This is less space efficient but makes Unity store scene files in a text-based format.



Asset Serialization Mode

If you're using an external version control system (such as Git) in the Version Control settings, verify that the Mode is set to **Visible Meta Files**.

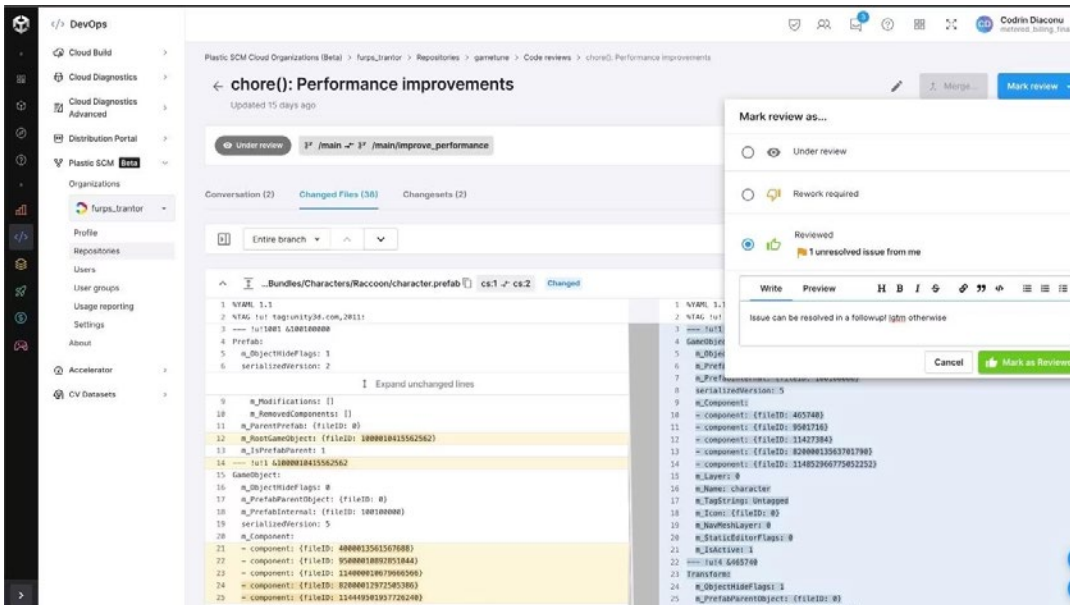


Version Control Mode

Unity also has a built-in YAML (a human-readable, data-serialization language) tool specifically for merging scenes and Prefabs. For more information, see [Smart merge](#) in the Unity documentation.

Unity Version Control

Most Unity projects include a sizable amount of art assets in addition to the script code. If you want to manage these assets with version control, consider switching to [Unity Version Control](#) (UVCS, formerly known as Plastic SCM). Even with Git LFS, Git does not perform as well as Plastic SCM with larger repositories which offers superior speed when working with large binary files (>500 MB).



Unity Version Control web experience in the Unity dashboard

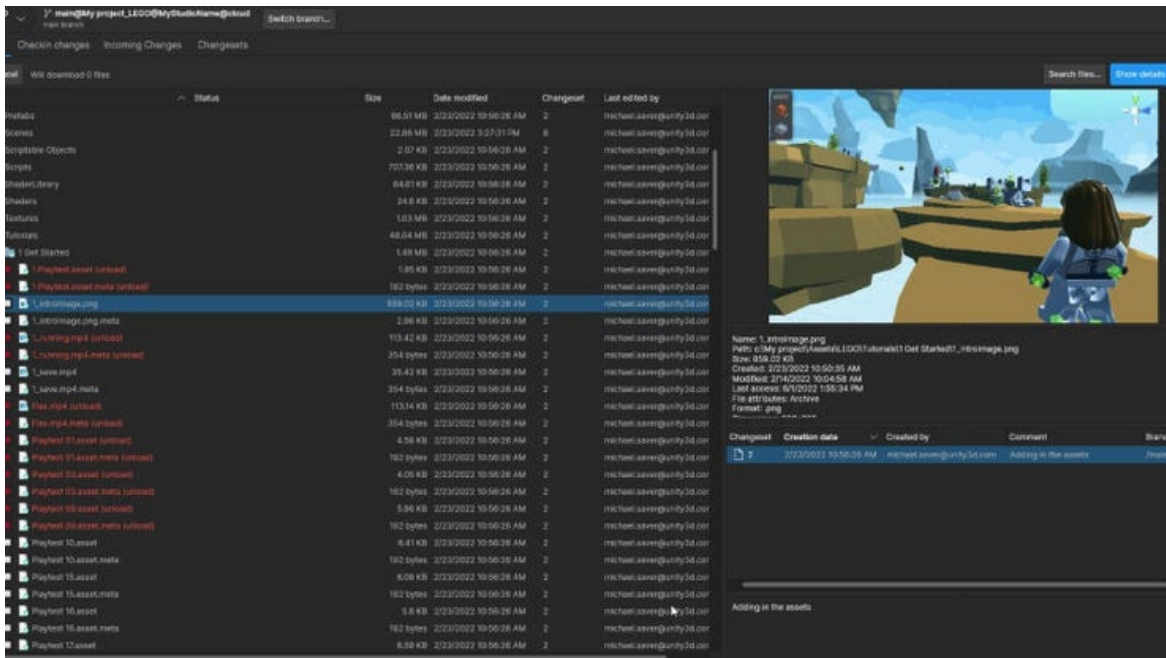
(UVCS) is a flexible version control system with unique interfaces to support programmers and artists alike. It excels at handling large repos and binary files, and as both a file-based and changeset-based solution, it gives you the capability to download only the specific files you're working on, rather than the entire project build.

There are three ways to access UVCS: via multiple applications and repositories through the UVCS [desktop client](#), by adding it to your projects [through the Unity Hub](#), or accessing the repository on Unity cloud via your web browser.

UVCS allows you to:

- Work knowing that your art assets are securely backed up.
- Track ownership of every asset.
- Roll back to previous iterations of an asset.
- Drive automated processes on a single central repository.
- Create branches quickly and securely over multiple platforms.

Additionally, UVCS helps you centralize your development with excellent visualization tools. Artists especially will appreciate the user-friendly workflows that encourage tighter integration between development and art teams with [the Gluon application](#), which makes it easier to see and manage just the files they need without dealing with the entire project repository complexity. Besides offering a simplified workflow it also offers tooling that makes it easy to see visual differences in asset versions and easier to contribute to a unified version control environment.



UVCS offers artist friendly UI even for large assets.



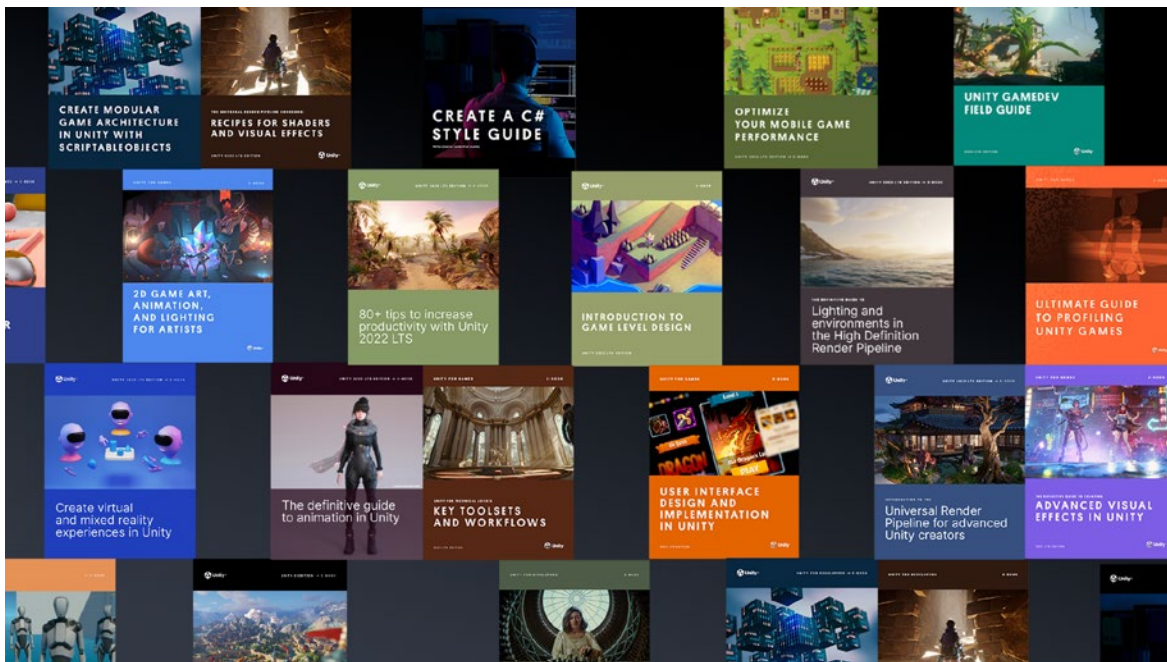
To get started with Unity Version Control, check out the e-book [Version control and project organization best practices](#).

Break up large scenes

Large single Unity scenes do not lend themselves well to collaboration. Break your levels into many smaller scenes so that artists and designers can collaborate effectively on a single level while minimizing the risk of conflicts.

Note that at runtime, your project can load scenes additively using **SceneManager.LoadSceneAsync** passing the **LoadSceneMode.Additive** parameter mode.

Resources for advanced developers and artists



You can download many more e-books for advanced Unity developers and creators from [the Unity best practices hub](#). Choose from over 30 guides, created by industry experts, and Unity engineers and technical artists, that provide best practices for game development and will help you develop efficiently with Unity's toolsets and systems.

You'll also find tips, best practices, and news on the [Unity Blog](#) and [Unity community forums](#), as well as through [Unity Learn](#) and the [#unitytips](#) hashtag.



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