

Optimizations

Below are various important advice on how to get the most out of the engine. Most of these have to do with getting it to run as fast as possible, but some have to do with visual quality as well.

Transparency

- Alpha in all trans materials.
- Premul alpha

Objects

- Use small number of objects. Same texture for same things + combine (force if needed in editor).
- IsOccluder only on important stuff.

Lights

- Only use spec when really needed.
- Do not use too many shadows (link to Jens's article)

Physics

- Turn off or simplify collisions of static objects.

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