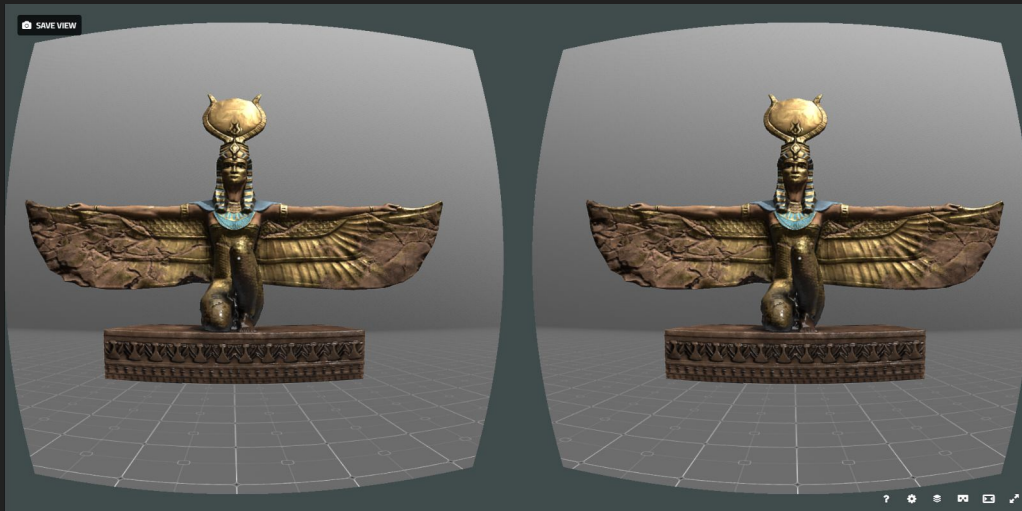


Базовая оптимизация окружения для художников при создании VR-аттракциона.

Рассматриваемый проект





90 FPS



Концепт

“Перед тем как писать концепт - подумай!”

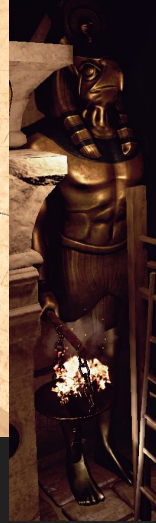
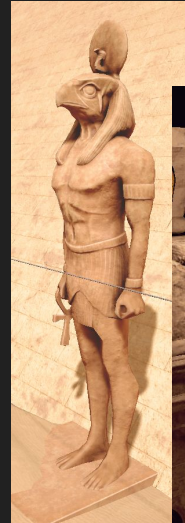
- Единая тематика
- Единый стиль



Ассеты

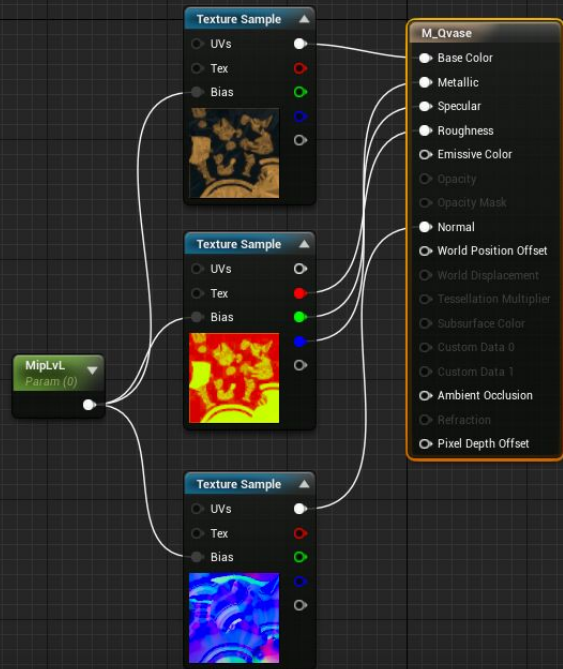
“При разработке - продолжай думать, не останавливайся!”

- Повторное использование ассетов
- Использование текстурных атласов
- Планирование полигонажа

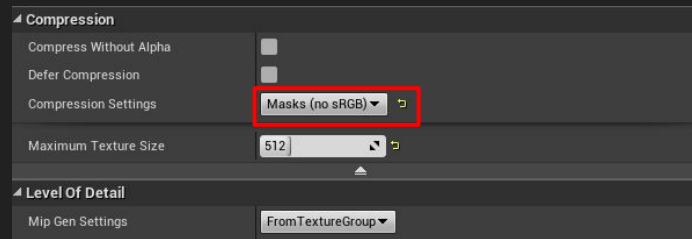
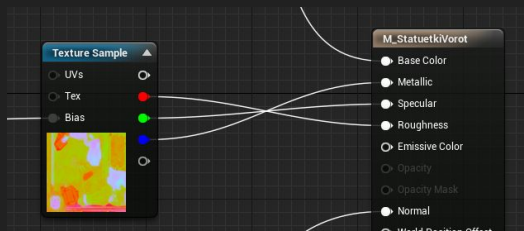


Текстуры

Mip-Map



Текстуры



R Roughness



G Specular



B Metallick



Текстуры

Imported: 4096x4096
Displayed: 4096x4096
Max In-Game: 4096x4096
Resource Size: 21845 Kb
Has Alpha Channel: true

Imported: 4096x4096
Displayed: 4096x4096
Max In-Game: 4096x4096
Resource Size: 10923 Kb
Has Alpha Channel: False

Compress Without Alpha

Compression Settings: Default (DXT1/S, BCT1/3 on DX11)

Level of Detail: From Texture Group

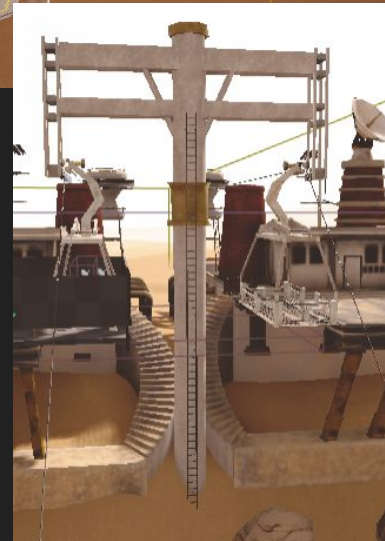
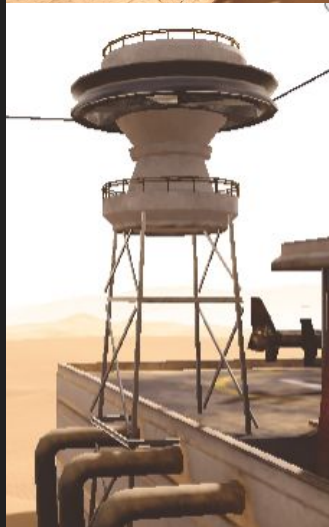
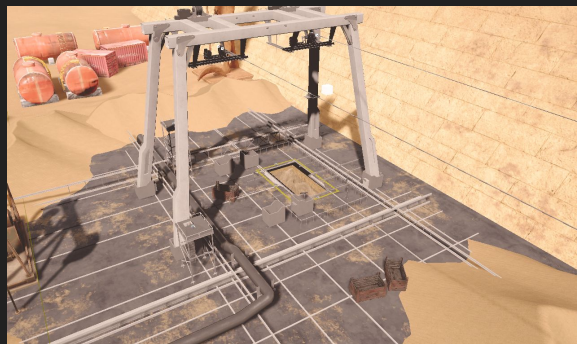
Texture Group: World

Global Force Resident Mip Levels:
Preserve Border:
Num Cinematic Mip Levels: 0

Текстуры

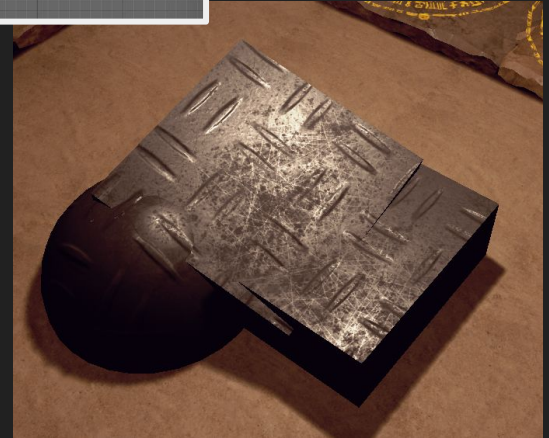
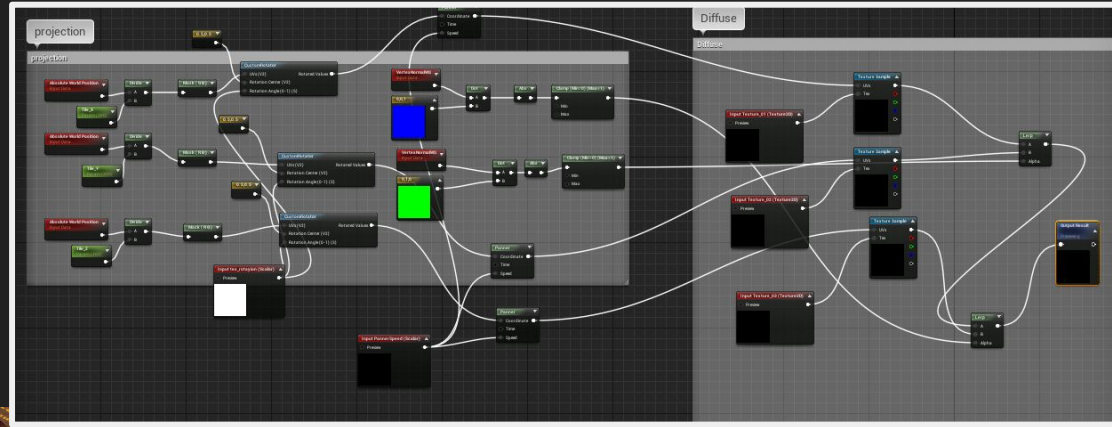


Текстуры



Материалы

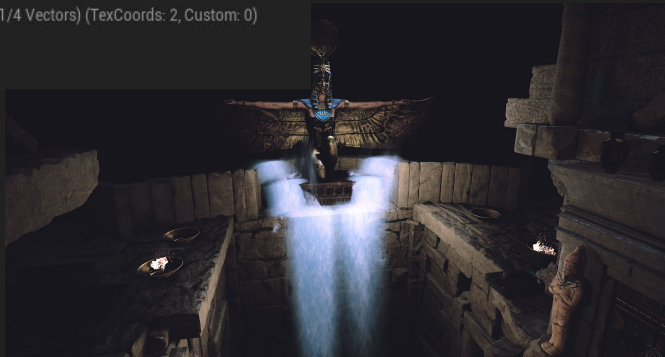
World position materials



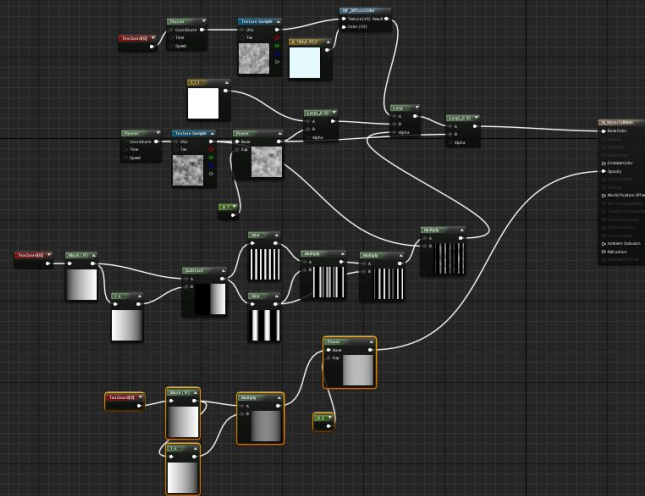
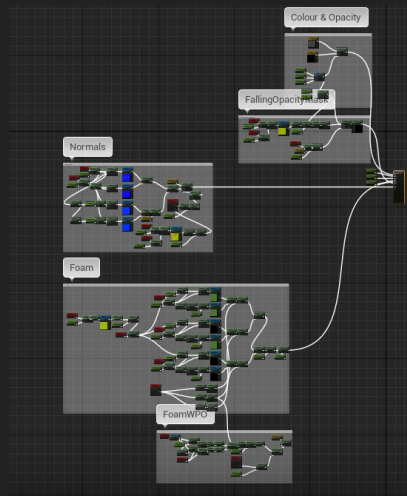
Материалы

Сложность материалов

- Base pass shader: 665 instructions
- Vertex shader: 225 instructions
- Texture samplers: 15/16
- User interpolators: 2/4 Scalars (1/4 Vectors) (TexCoords: 2, Custom: 0)

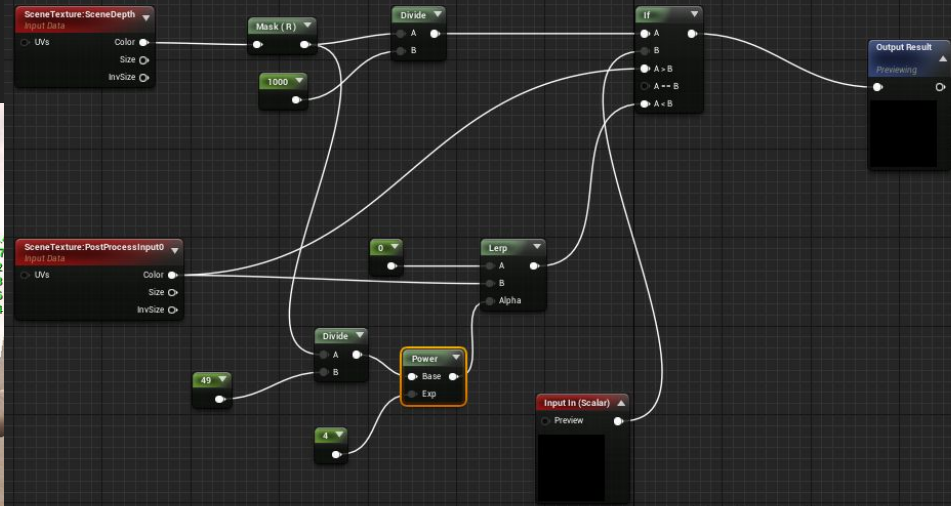


- Base pass shader: 124 instructions
- Vertex shader: 224 instructions
- Texture samplers: 6/16
- User interpolators: 2/4 Scalars (1/4 Vectors) (TexCoords: 2, Custom: 0)



Материалы

Постпроцессы



MATERIAL EDITOR