

Overview

This section contains information on Rendering Performance Guidelines and Debugging and Profiling.

In This Topic

- [Rendering Performance Guidelines](#) — This topic gives performance guidelines for material and shader usage.
- [Level Optimization For Consoles](#) — This section provides information on some useful techniques and tools for console optimization.
- [Asset Performance Guidelines](#) — Explore tools and tips for the creation of assets in CRYENGINE.
- [Layer Streaming](#) — This topic covers CryENGINE 3's layer streaming function and its benefits.
- [Profiling](#) — Information on how to debug and profile assets and engine functionality.
- [Occlusion - How to Prepare a Level](#)