

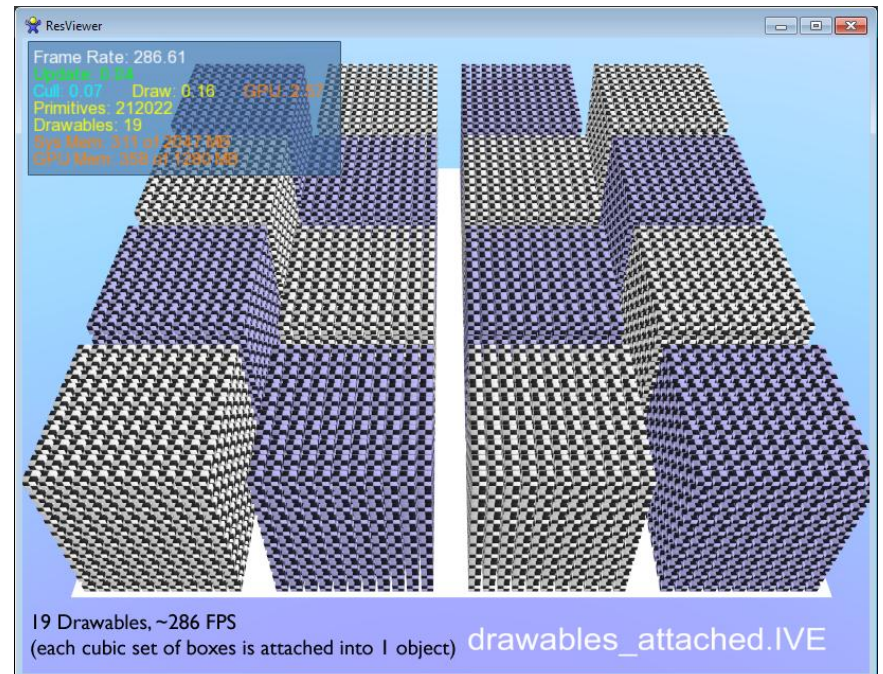
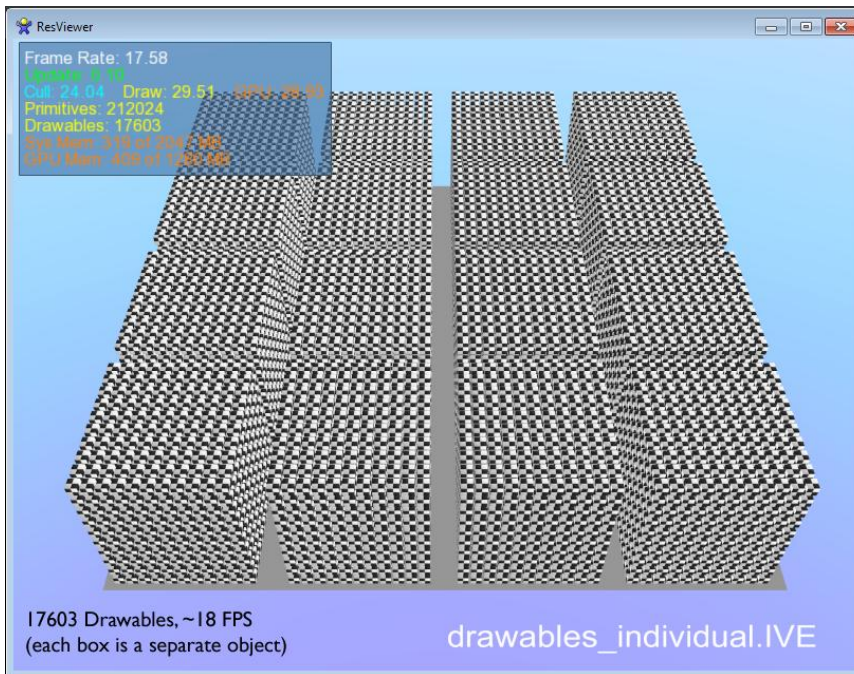
# Optimization: Drawables Budget

Rendering a scene 60 or more times per second comes with some limitations. One of these is a limit to the number of separate objects the graphics card can handle. These objects have to be broken down further by the graphics card based on the number of materials. The final amount is the number of drawables.

As a rule of thumb, the average scene on a computer with a modern graphics card should stay under two thousand drawables.

## Checking the number of drawables

1. Load the model in Vizard and press F4 twice.
2. If the number of drawables is over 2,000, and the FPS is below 60, you'll need to merge some objects within max. When possible, the objects merged together should share the same material.



# Notes

- You don't necessarily need to have fewer props. Just merge max objects together so they will be considered one object by your graphics card.

