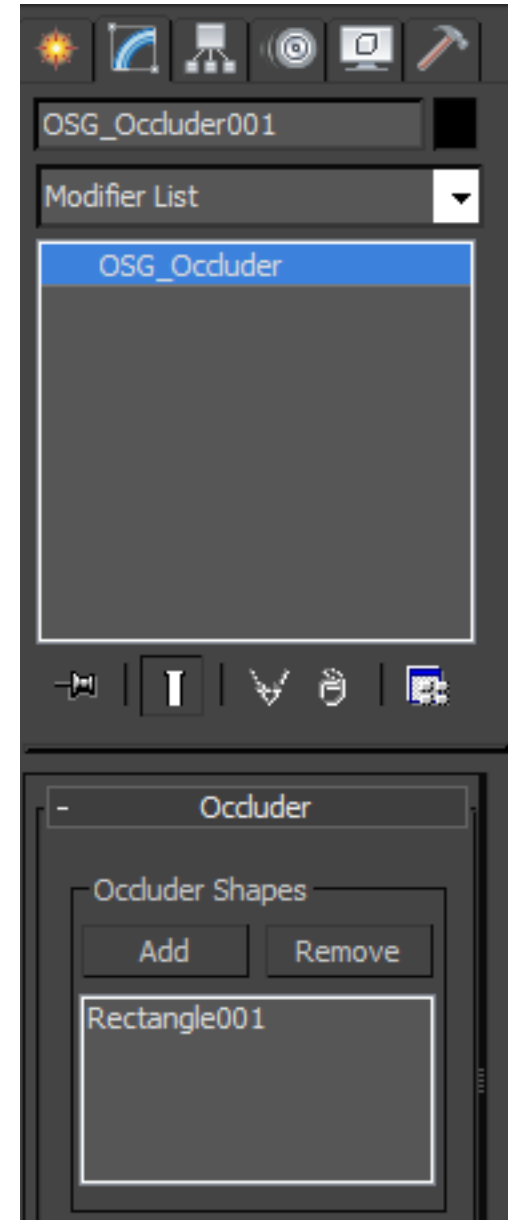
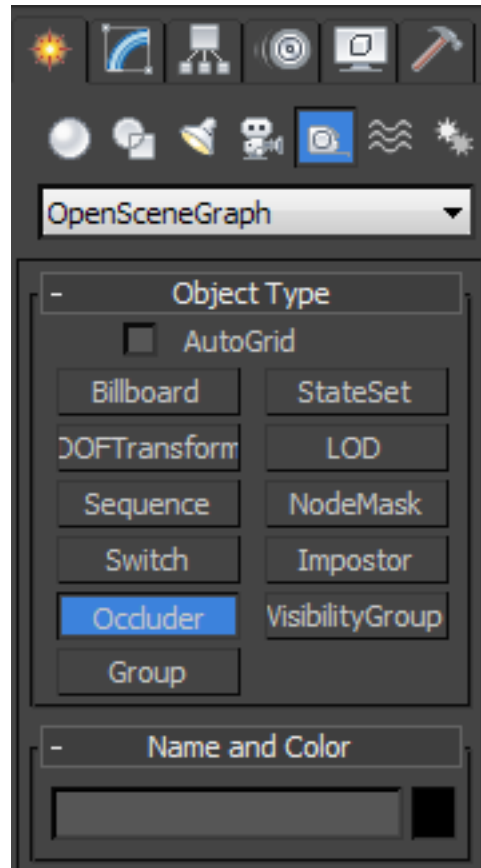


## Optimization: OSG Occluder

One way to improve the framerate in Vizard is to make use of the OSG Occluder helper. The helper works by specifying closed spline objects to use as Occluders. If an Occluder is between the user and an object, and the object is entirely behind the Occluder, it will not be drawn.

### Setting Up Occluders

1. From the create tab, go to Helper, select OpenSceneGraph from the dropdown, and pick Occluder.
2. Click in the scene to place an Occluder helper
3. Create Rectangular splines in your scene where you want the occlusion to occur.
4. Select the Occluder helper, and add the splines.
5. The Occluders are now set up. When exporting, make sure exporting Helpers is enabled.



# Notes

- Occlusion is done on a per-object basis. If any small section of an object is not fully behind the Occluder, the whole object will be drawn. For this reason, avoid merging all objects of the same type into one large object. Instead, do smaller more localized clusters.

