

Rendering optimization is very important, especially for low-power and high-demand devices such as AR/VR headsets, where a scene has to be rendered for each eye at a high frame rate and with low latency. Many algorithms have been created for this problem, each with its own advantages and disadvantages.

This project firstly compared existing rendering optimization techniques, mostly focusing on the Level of Detail approach. Then, based on specific needs, the best suited algorithm was selected and implemented. The implementation process also involved several improvements and adjustments.