# 김 정 우

삼성전자



SAMSUNG Galaxy S10+



# Galaxy GameDev

Vulkan. | 64bit | Multi-thread rendering







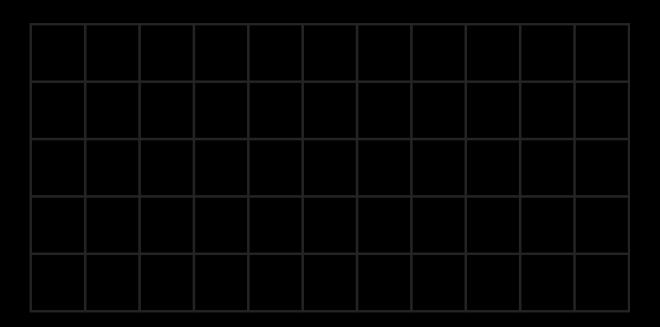




## samsung Galaxy

## **Adaptive Performance**

#### **Frame Rate**



### **Adaptive Performance**

Galaxy GameSDK — Gunity

#### **Frame Rate**

- Adaptive Performance
- No Adaptive Performance



## **Adaptive Performance**

Maximum Quality + Maximum Performance

#### **RELATED SESSION AT UNITE SEOUL 2019**

5/22 Technical Track-4 15:10-16:00

모바일 게임 최적화 테크닉

Vulkan 과 Unity Adaptive Performance