

김태용
상무
삼성전자 무선사업부

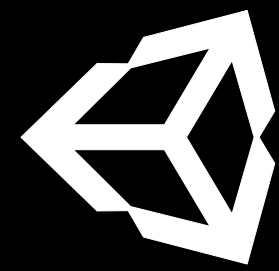




Galaxy GameDev

Game Developer Support Program
by Samsung

Launched at SDC 2016



unity



SAMSUNG
Galaxy



“ Samsung Electronics has been a great partner for developing a fully mobile-optimized game rendering based on Unity engine. There was a performance improvement of 20% over the legacy renderer. ”

Kihoon Shim
Director, Nexon

AxE

ALLIANCE X EMPIRE

NEXON NEXON RED



HUNDRED SOUL



FINAL FANTASY XV

POCKET EDITION



On site Collaboration

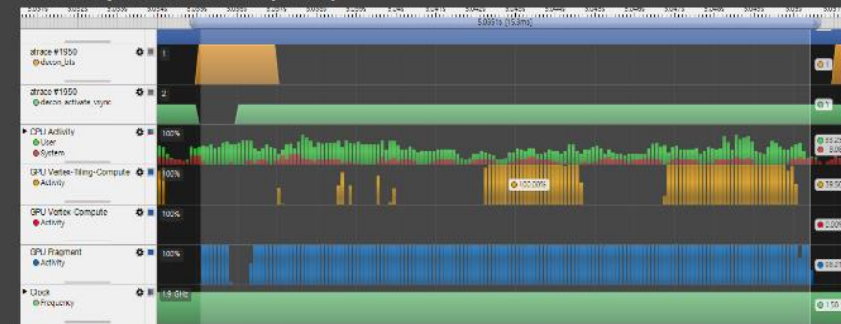
07-19 WED Site Setup / Project Integration

TEAM TASK DISTRIBUTION

Anton	Checking branch access / Image pipeline barrier verification with sample project
Lyudmyla	Image pipeline barrier verification with sample project (Mac)
Fred	Checking branch access / Performance analysis on existing build (both STS & JW)
JY	

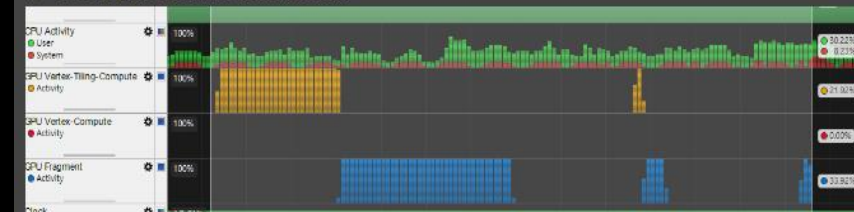
❖ Got perforce account from SquareEnix (check the above camp information)

❖ DS-5 Capture for intro scene (15.3ms)

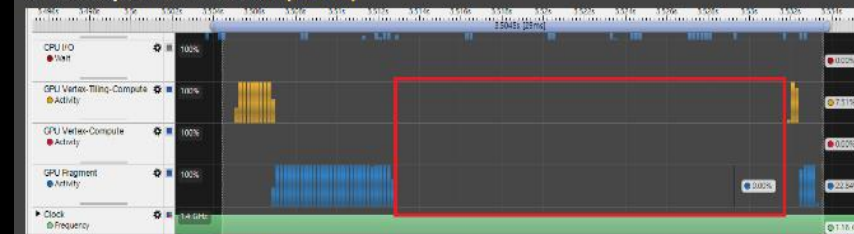


16 Resolves : FB 1 > 3 > 5 > 4 > 2 > 1 > 6 > 3 (Scene) > 7 (PPE-Distort) > 3 > 5 > 4 > 9 > 5 (Motion Blur - Radial) > 2 (UI) > 1
 MGD Capture : <https://drive.google.com/drive/folders/0B96YYdtWpRKmaFZNIWIRUXlrUE0?usp=sharing>
 227 Draw calls
 Final res (FB 0) 1776x864

❖ DS-5 Capture for static scene (13.4ms)

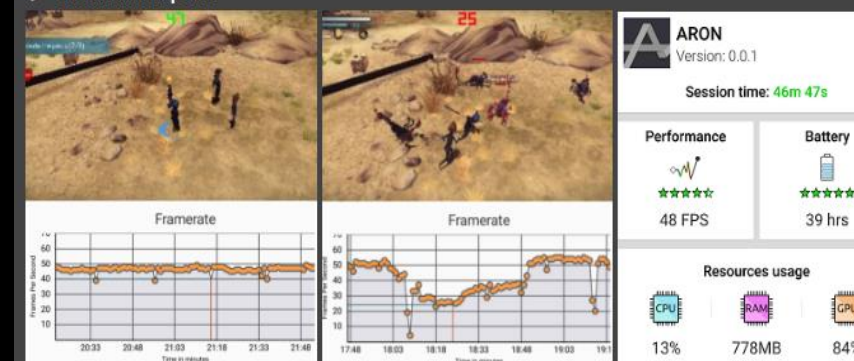


❖ DS-5 Capture for battle scene (29.0 ms)

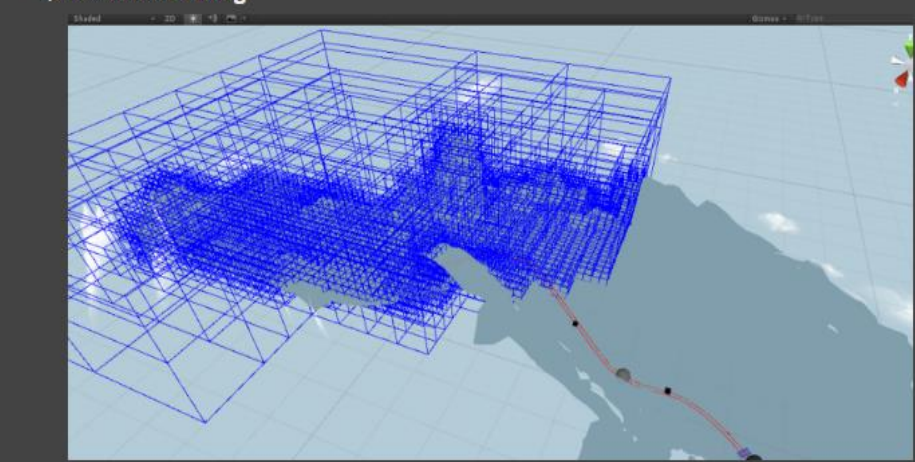


! Battle scene has a huge bubble in-between Scene and UI composition render. And there are CPU contentions in bubble. Need to figure out why this happen only in case of battle (Need to check TargetFrameRate)

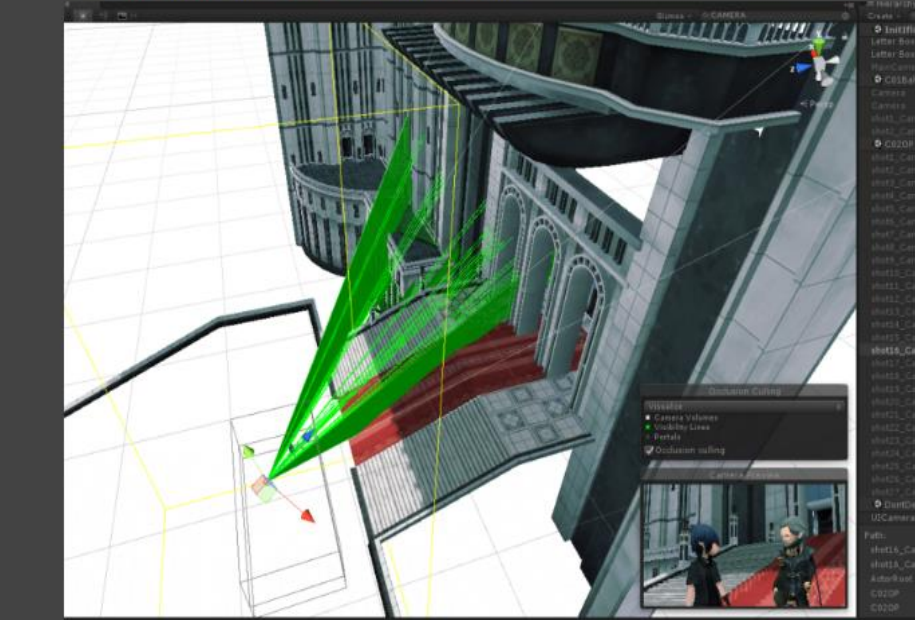
❖ GameBench Capture



❖ Occlusion Culling



Most of scenes are doesn't have baked occlusion trees.



Culled geometries after the occlusion culling enabled for objects

Honor of Kings



Vulkan

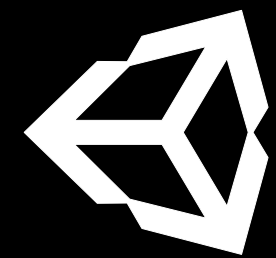
OpenGLES

53

42



High Fidelity Gaming Experience



unity



SAMSUNG

Galaxy

- ✓ **High Quality Graphics**
- ✓ **Immersive Gameplay**
- ✓ **Ultra High Performance**