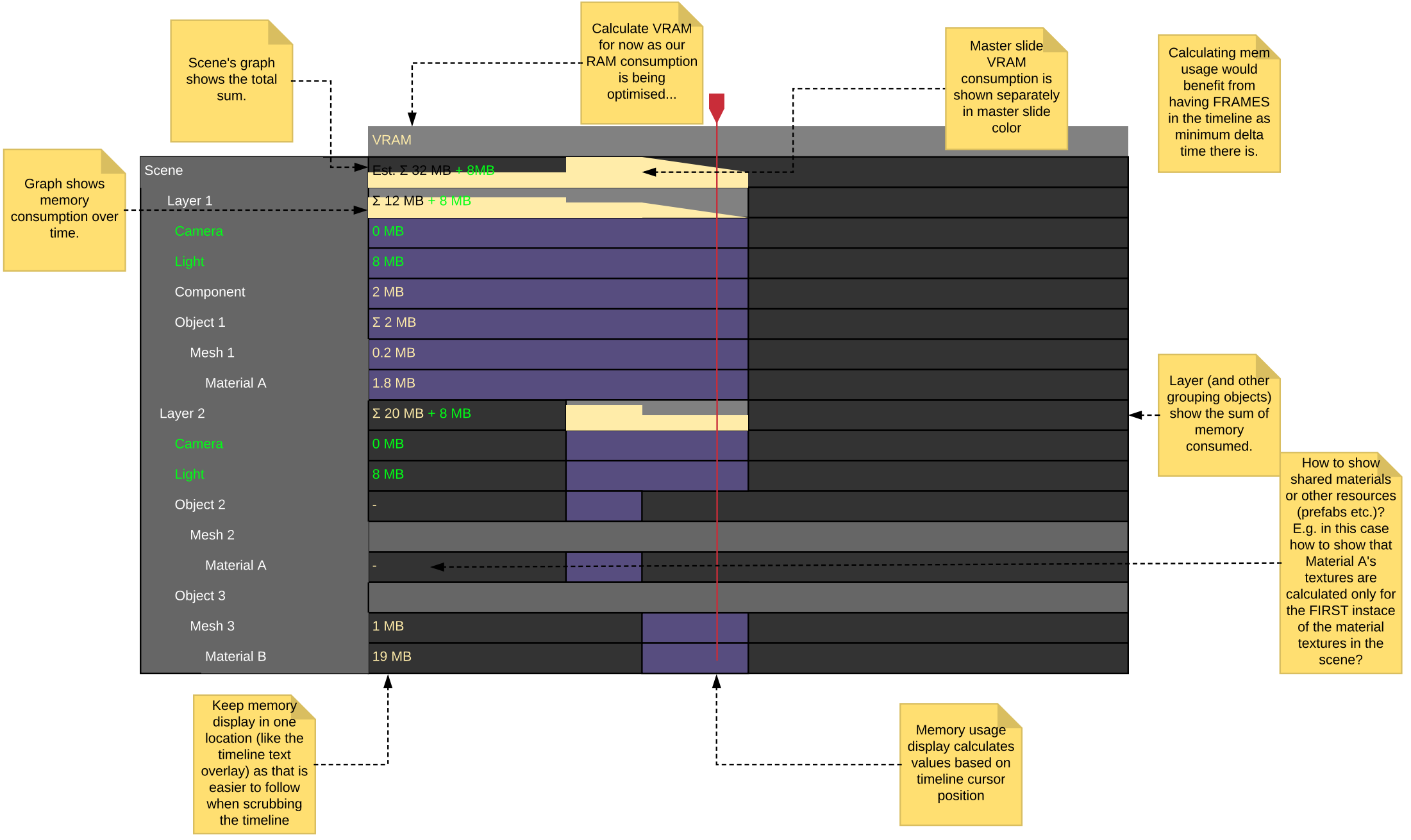
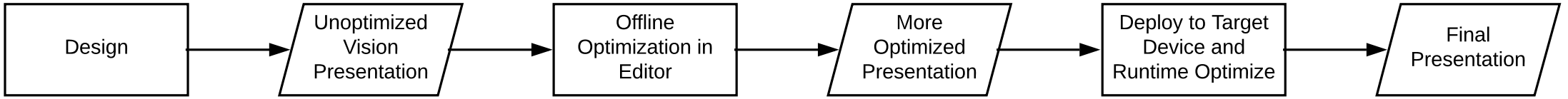
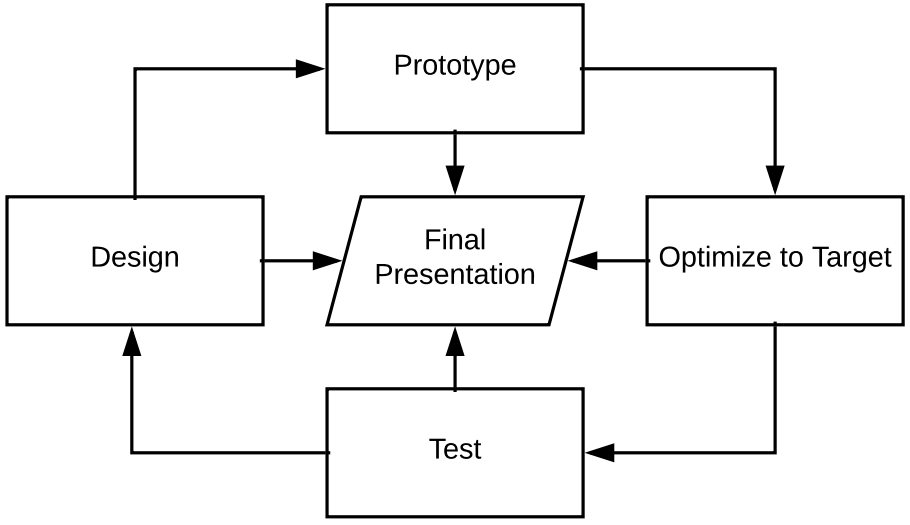

Scene's graph shows the total sum.
Calculate VRAM for now as our RAM consumption is being optimised...
Master slide VRAM consumption is shown separately in master slide color
Calculating mem usage would benefit from having FRAMES in the timeline as minimum delta time there is.
Graph shows memory consumption over time.
VRAM
Scene
Est. Σ 32 MB + 8MB
Layer 1
Σ 12 MB + 8 MB
Camera
0 MB
Light
8 MB
Component
2 MB
Object 1
Σ 2 MB
Mesh 1
0.2 MB
Material A
1.8 MB
Layer 2
Σ 20 MB + 8 MB
Camera
0 MB
Light
8 MB
Object 2
-
Mesh 2
Material A
-
Object 3
Mesh 3
1 MB
Material B
19 MB
Layer (and other grouping objects) show the sum of memory consumed.
How to show shared materials or other resources (prefabs etc.)? E.g. in this case how to show that Material A's textures are calculated only for the FIRST instace of the material textures in the scene?
Keep memory display in one location (like the timeline text overlay) as that is easier to follow when scrubbing the timeline
Memory usage display calculates values based on timeline cursor position


Design
Unoptimized Vision Presentation
Offline Optimization in Editor
More Optimized Presentation
Deploy to Target Device and Runtime Optimize
Final Presentation


Prototype
Design
Final Presentation
Optimize to Target
Test