



Unity 技术开放日

UNITY OPEN DAY

揭秘Unity的黑盒世界

Unity大中华区高级技术经理

高川

今天揭秘什么？

Playable

DOTS

Command Buffer

SRP

Burst

Transfer

Lighting

Particle

AssetBundle

Memory

Memory

Native Memory

Managed Memory

Native Memory

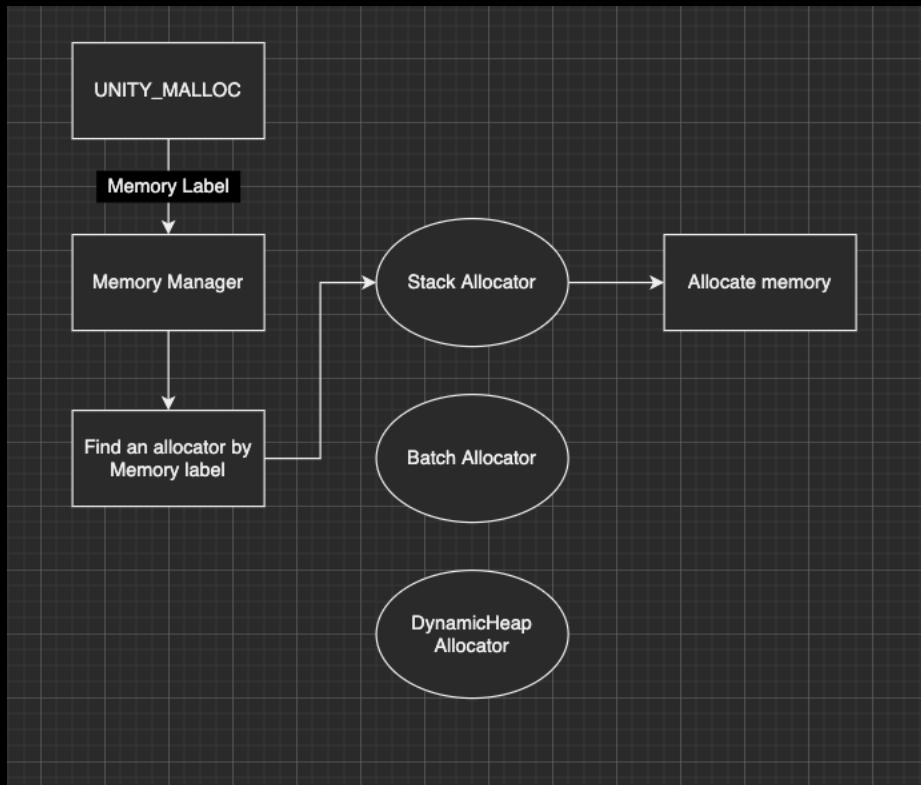
How Unity allocate/free memory ?

Native Memory

How Unity allocate/free memory?

NEW/MALLOC

Native Memory



Native Memory

Different allocator, different strategy

Native Memory

Example: Stack Allocator

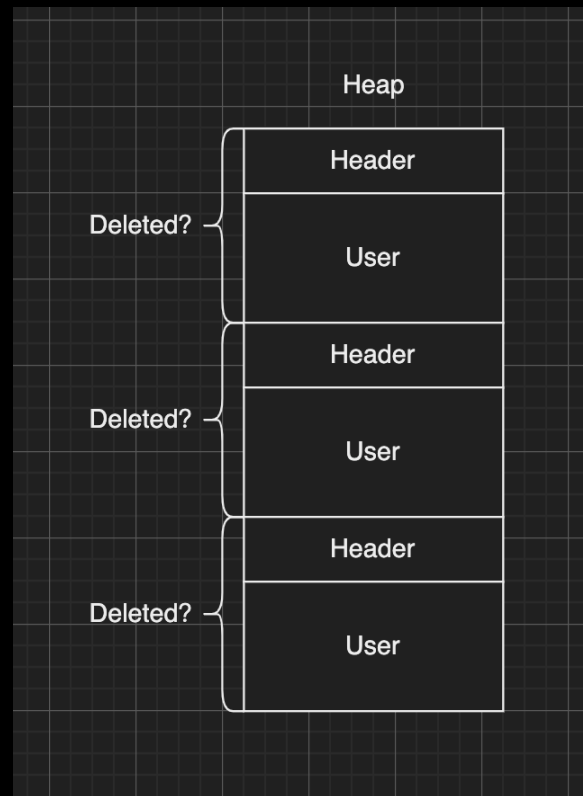
Native Memory

Example: Stack Allocator

- **Fast**
- **Small**
- **Temporary**

Native Memory

Example: Stack Allocator

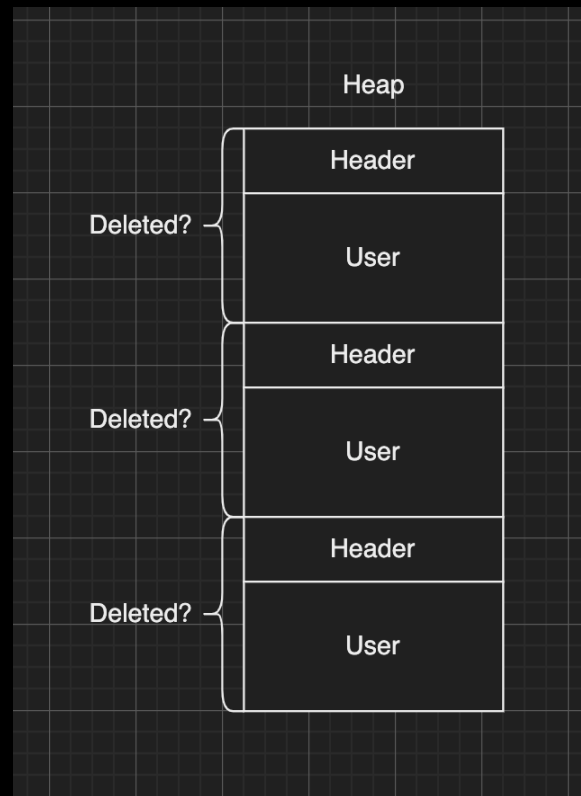


Native Memory

Example: Stack Allocator

Editor: 16MB Main thread, 256KB workers

Runtime: 128KB – 1MB Main thread, 64KB workers

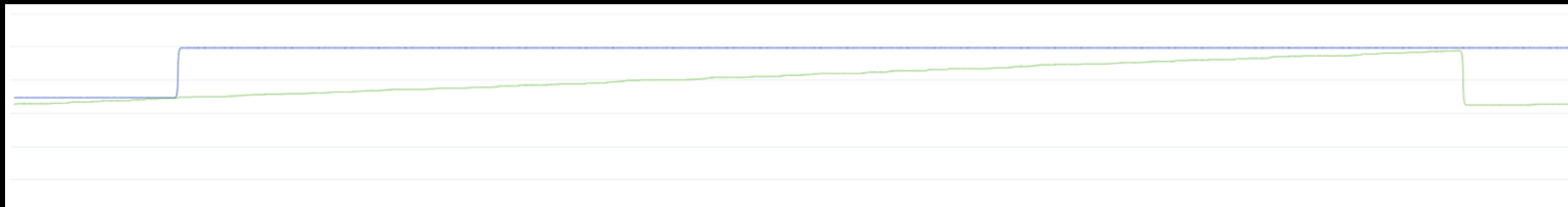


Native Memory

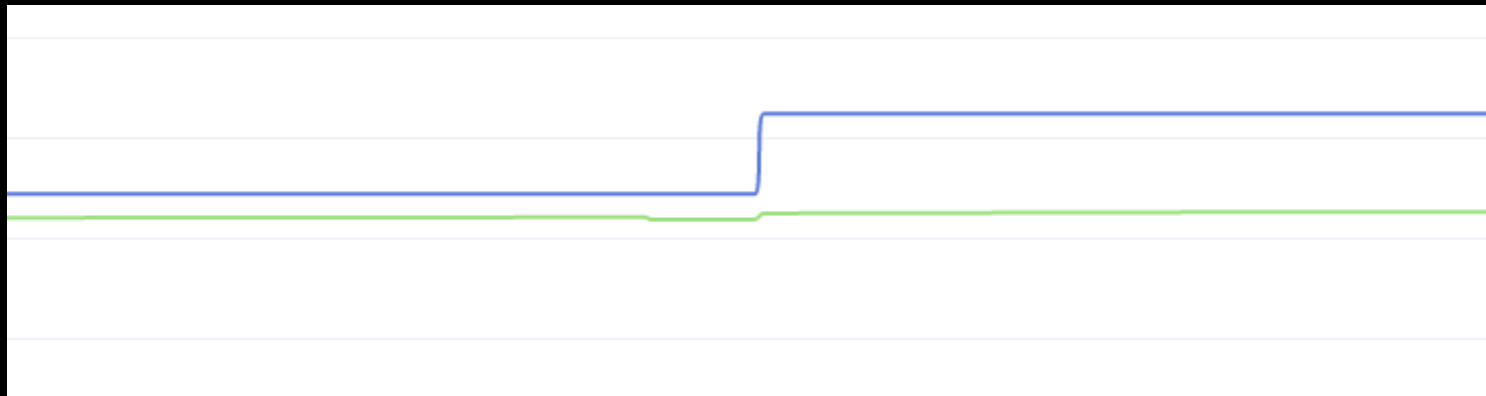
Example: Stack Allocator

MemoryManager.FallbackAllocation

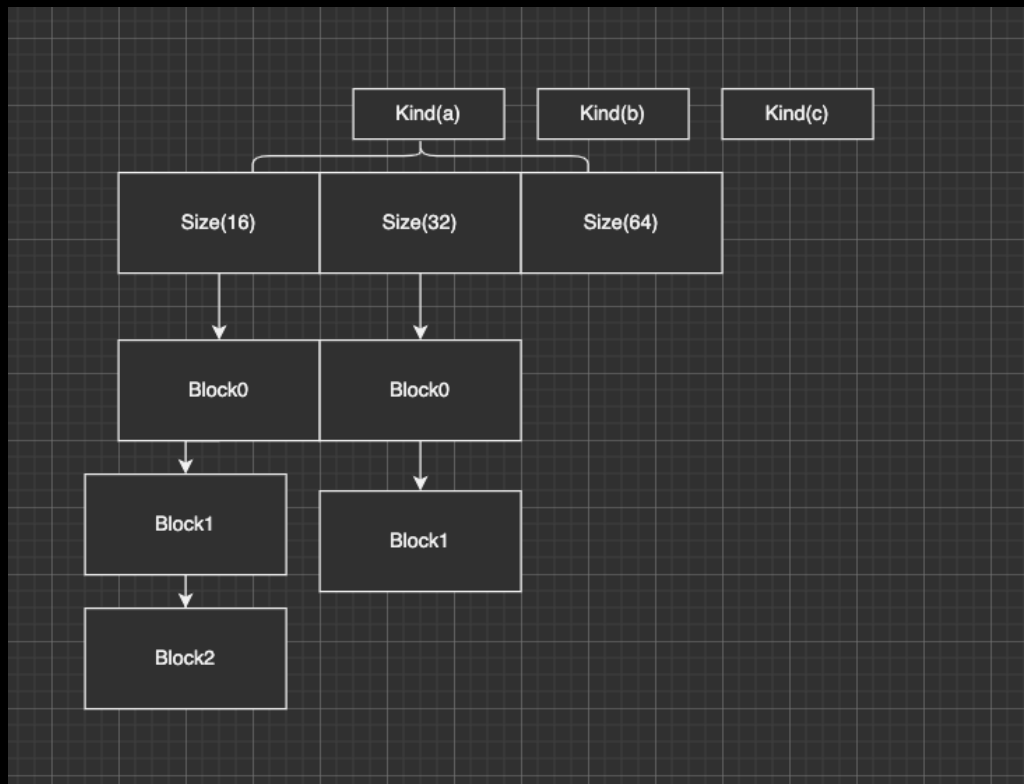
Managed Memory



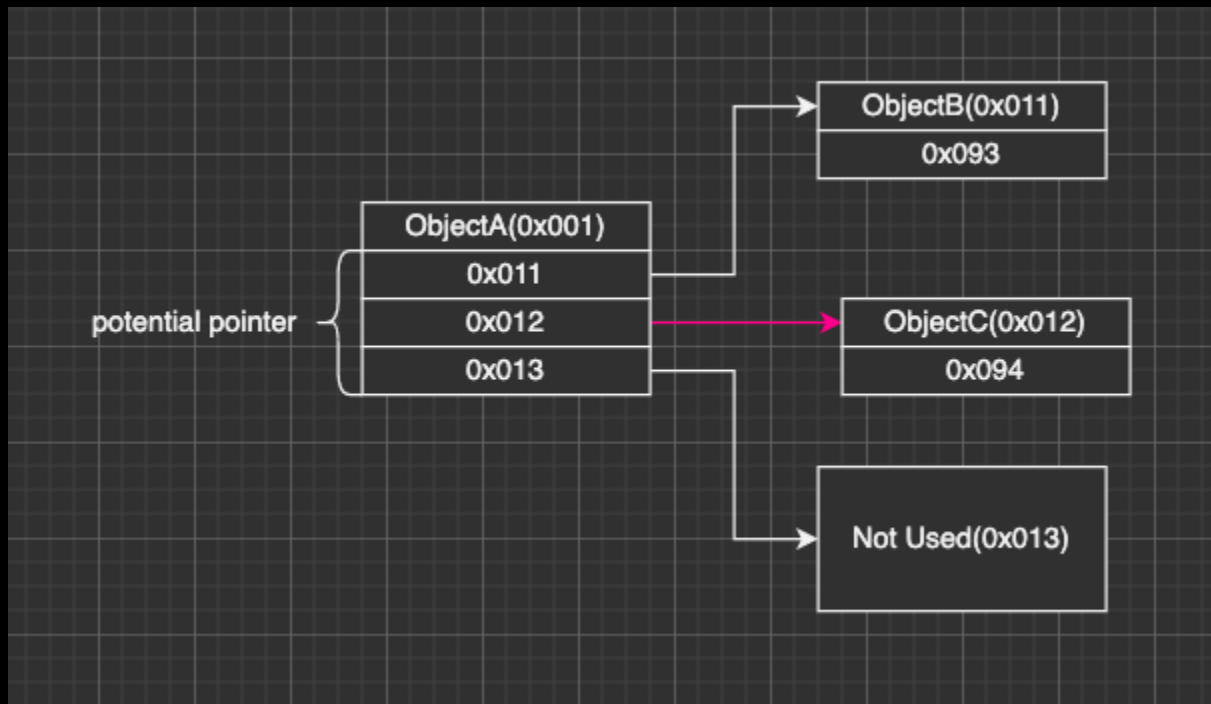
Managed Memory



Managed Memory



Managed Memory



Unity 源码+使用培训
&
Unity 原理培训

The background features a dense, swirling pattern of small, glowing particles in shades of purple, magenta, and teal. These particles are concentrated in the lower and right portions of the frame, creating a sense of movement and depth against the solid black background. The overall effect is reminiscent of a nebula or a microscopic view of a complex material.

THANKS