# Vertex Buffer Optimization

## Vertex Buffer Editor

Loading of vertex geometry has impact on the bandwidth and on the performance of the caching mechanism for vertices. Scene Composer offers a Vertex Buffer Editor that can be used to remove the unused/unneeded vertex buffer attributes so the performance increase.

Read more...

## Shader Consistency Checker

The information contained in the vertex buffer and the shader attributes should match otherwise conversion is needed and that costs performance. Scene Composer validates the shader parameters, the attributes and the uniforms defined in shaders and gives warnings that can indicate performance issues.

Read more...

## Node Attachment Optimization

The more node attachments are shared the more performance increases because of reusing the data instead of loading it. SceneComposer provides a wizard to automatically detect node attachments which could be replaced by shared node attachments templates.

Read more...

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