Instancing

1. Why did you implement instancing?
   1. The reason why I implement instancing is that it seems a basic optimization of graphic. Actually, I have had a doubt that how my computer cannot be slow while a chunk of rock and a tons of leaf are drawn. The answer of my doubt was instancing. Furthermore, I believed it can be used and adopted easily on my gam200 project. I choose instancing as a ‘A grade’
2. What is instancing?
   1. Briefly, it is a drawing technique that a chunk of object via only one call of draw function. If I give GPU an array of data, it draw same object --+
3. How did you implement it?