

optimization

Use instances to

reduced draws

**Messin**

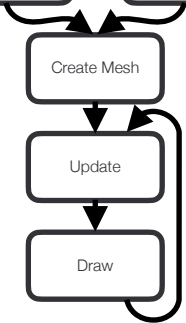
Create  
Geometry

Create Material

Create Mesh

Update

Draw



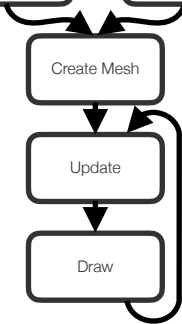
Create  
Geometry

Create Material

Create Mesh

Update

Draw





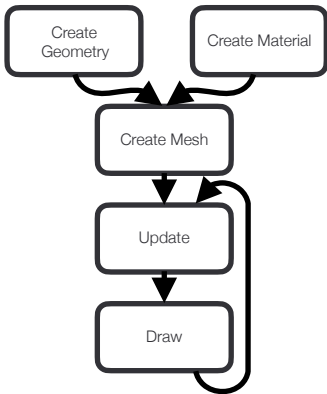
Create  
Geometry

Create Material

Create Mesh

Update

Draw



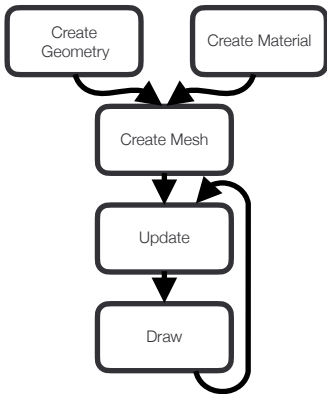
Create  
Geometry

Create Material

Create Mesh

Update

Draw













InstancedMesh





Geometry

Great



create

Mesher



Greates



Maternal

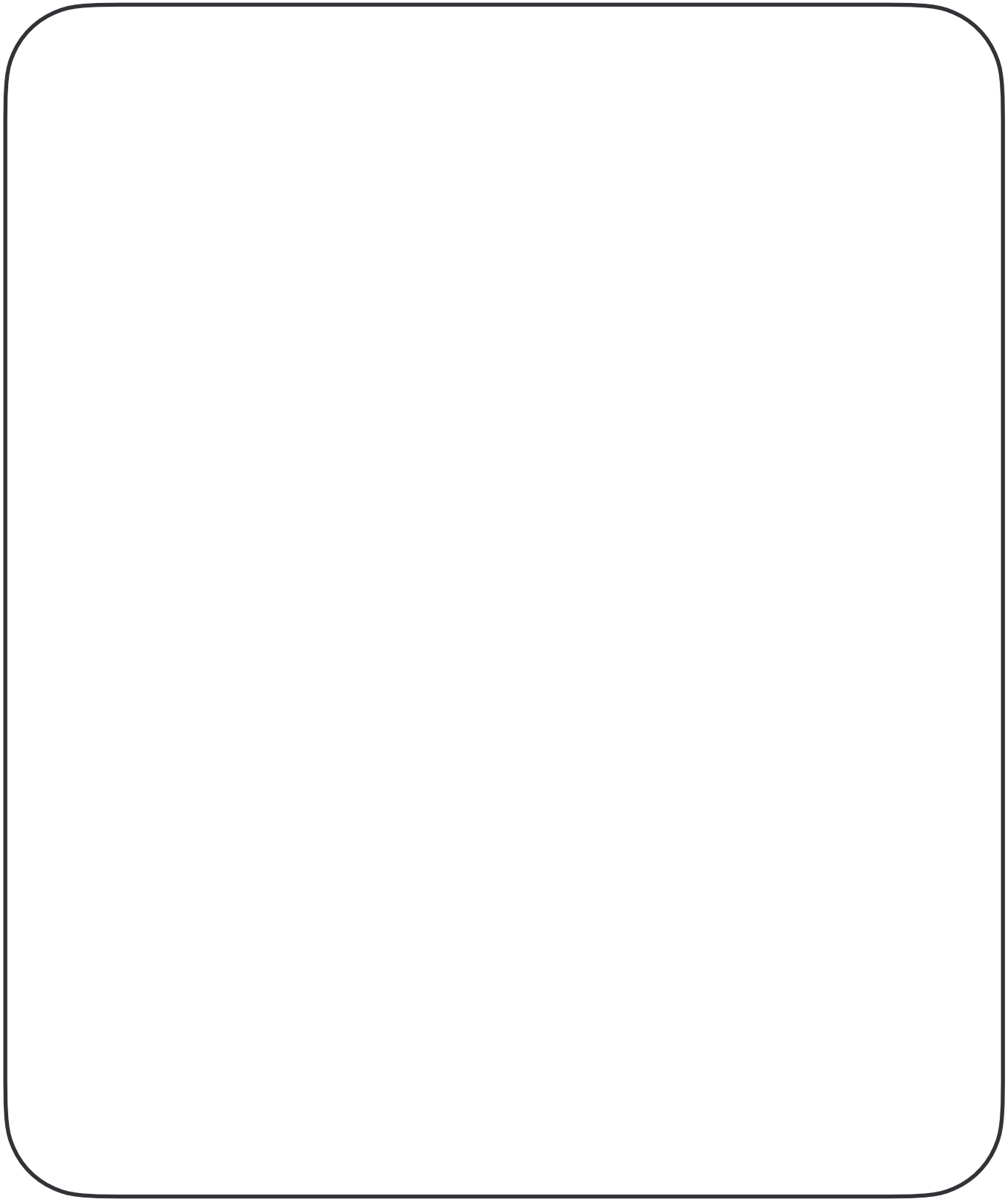


transformations,

update

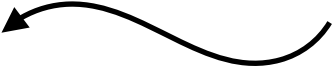


**Draw**











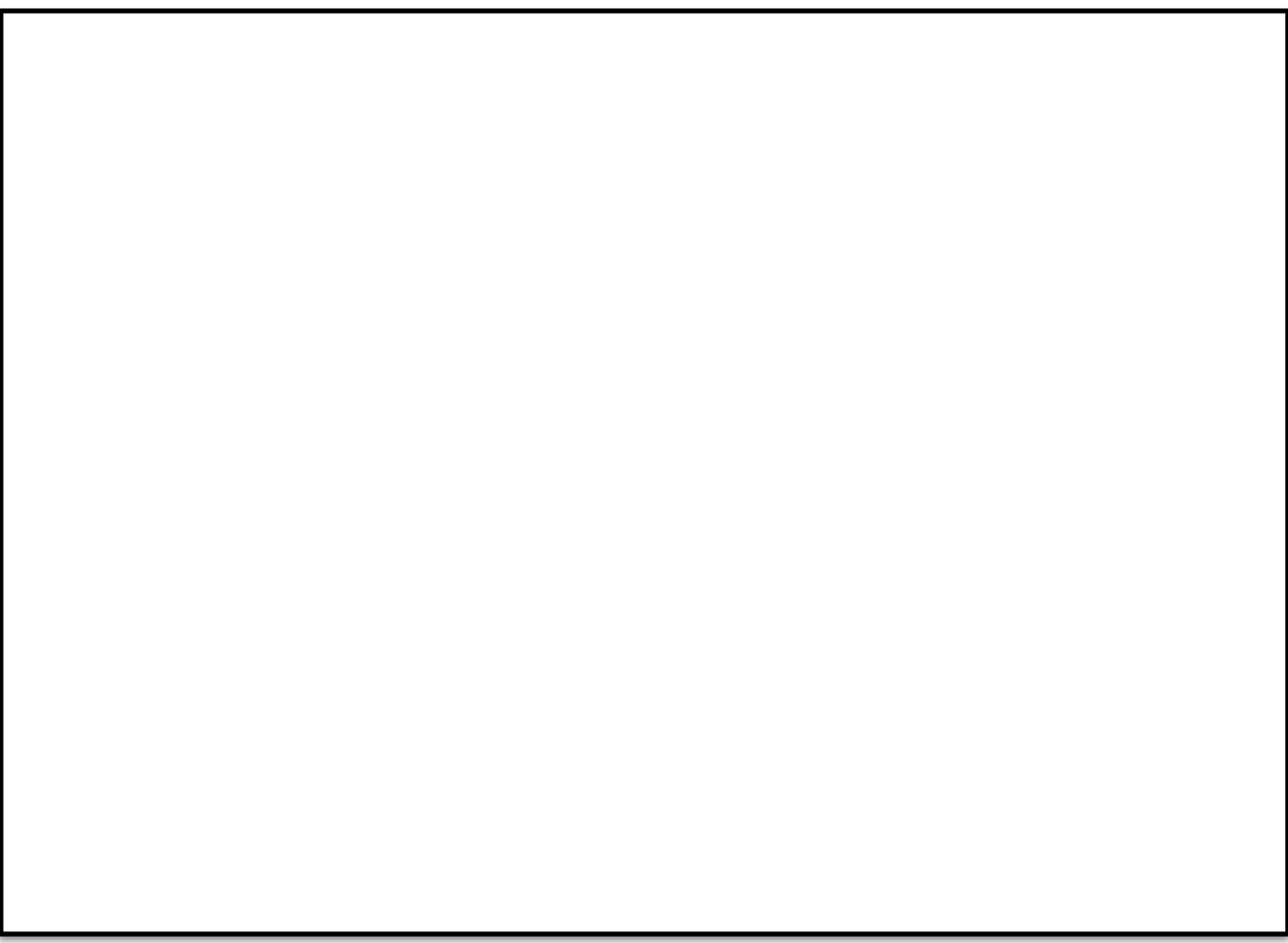




$$\textit{drawCalls} = n_{\textit{meshes\_in\_frustum}}$$

*drawn as = 1*

# Reducing Draw Calls - Instanced Mesh





• **Expensive frustration**

Performance is poor because of:

• Too many objects

• unnecessary geometry complexity

Too many draws calls



→ **Answered** **Me** **with**

1Mminutes?



