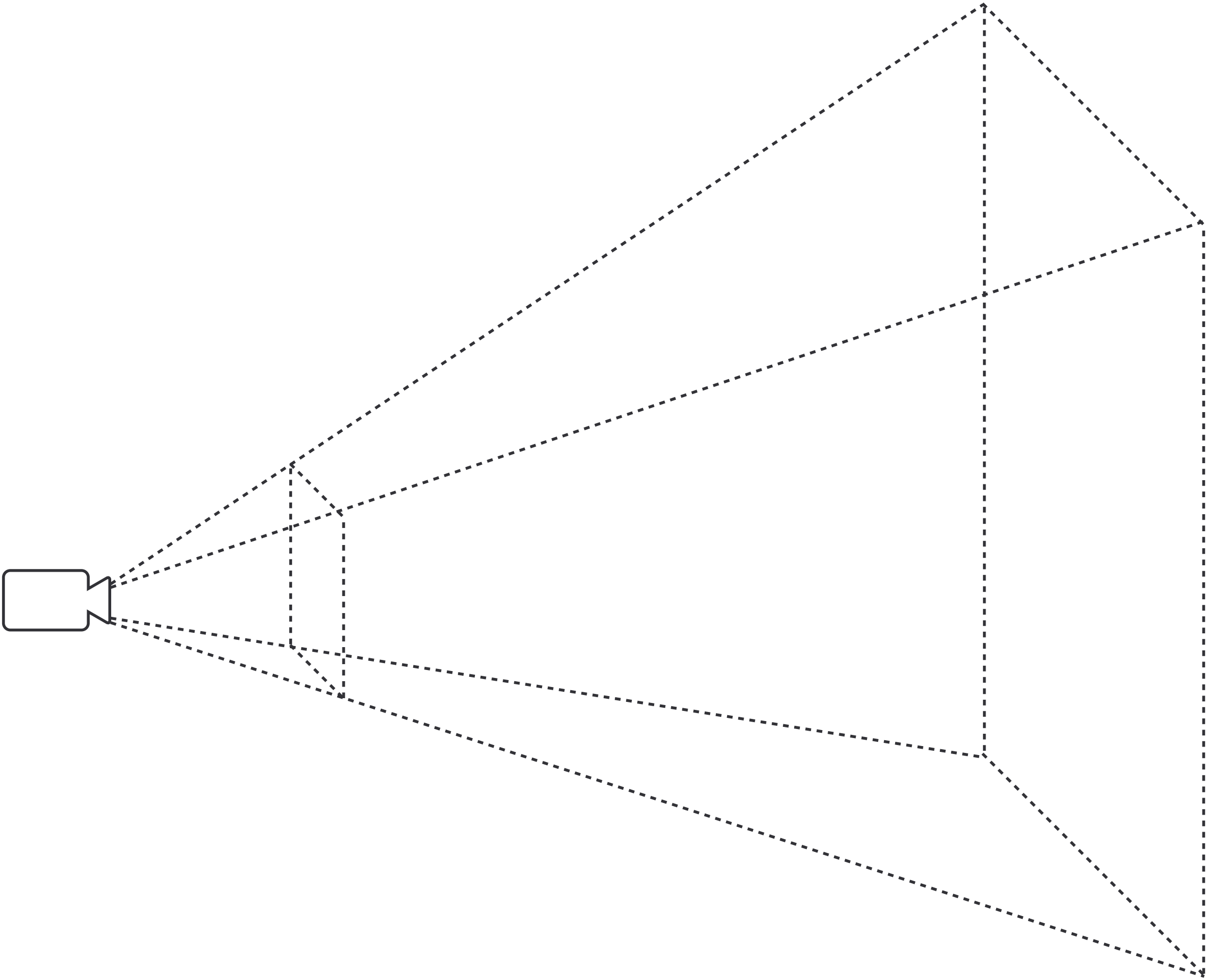


Reducing Objects - Prints









































optimization

- A special primitive object

- Consumes only 1 draw call

→ When camera zooms
in?

→ We still need to render
spheres

Performance is poor because of:

- Too many objects
 - Expensive frustum testing
 - Too many draw calls
- Unnecessary geometry complexity

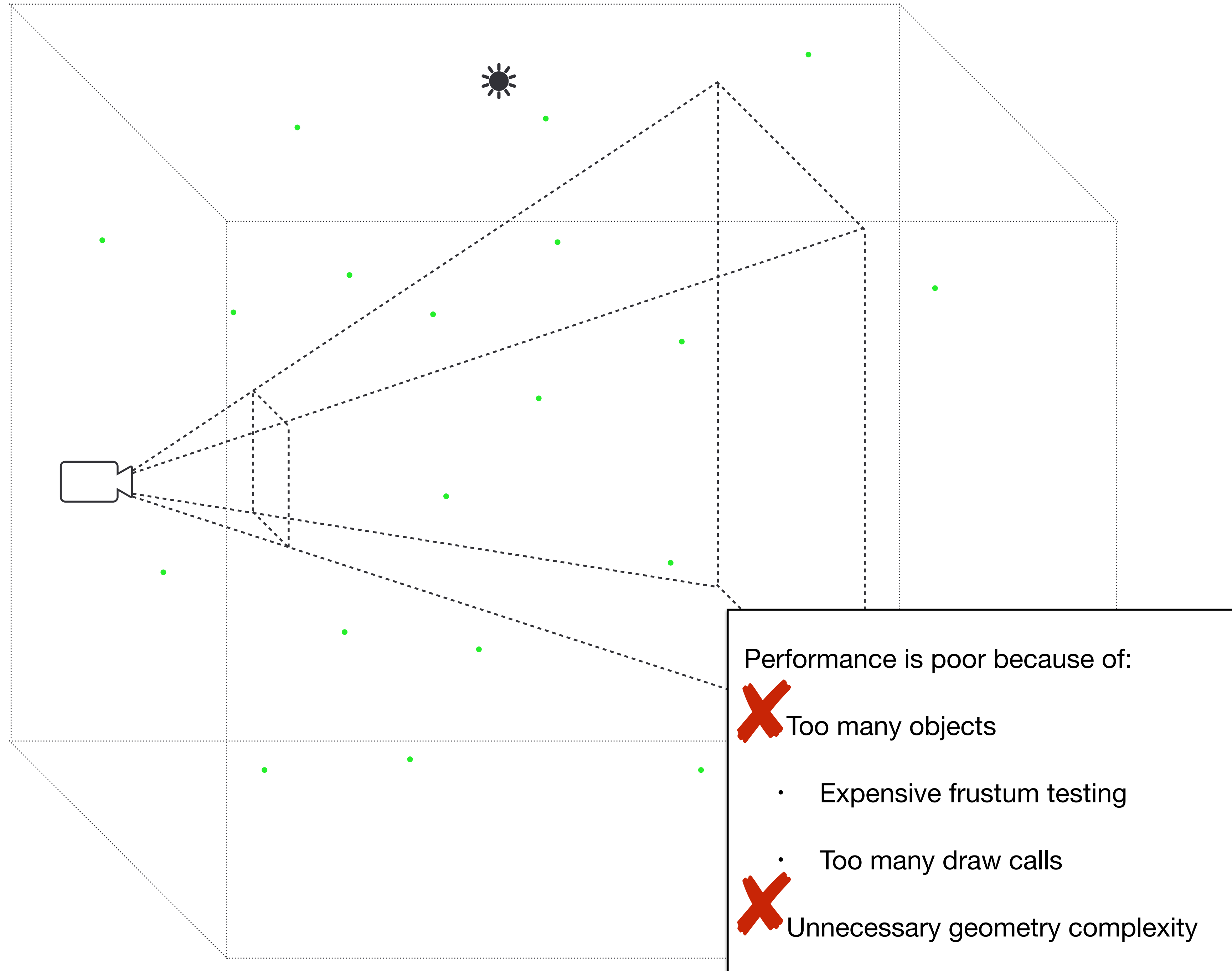




Optimization

Reducing Objects - Points

- A special primitive object
 - Consumes only 1 draw call
- ➔ When camera zooms in?
- ➔ We still need to render spheres



Reducing Draw Calls - InstancedMesh

Mesh

How a mesh works?

