Optimization

init / animate

animate

render

Problem with multiple

duplicated meshes:

too many draw calls
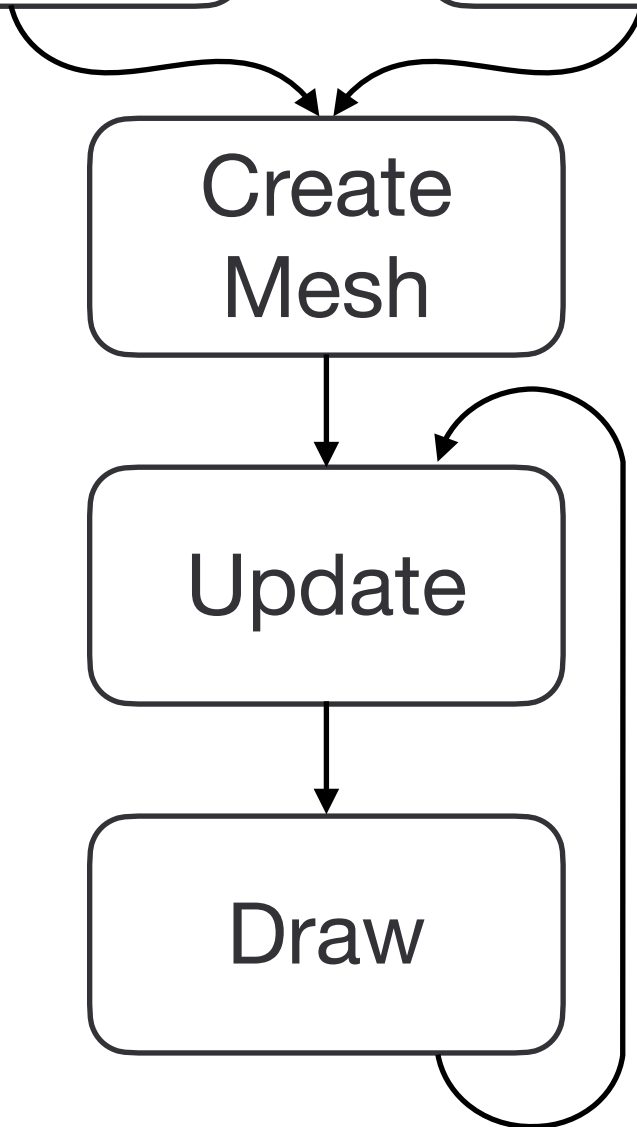
```
┌─────────────┐        ┌─────────────┐
│   Create    │        │   Create    │
│  Geometry   │        │  Material   │
└─────────────┘        └─────────────┘
        │                      │
        └──────────┐  ┌────────┘
                   ▼  ▼
            ┌─────────────┐
            │   Create    │
            │    Mesh     │
            └─────────────┘
                   │
                   ▼        ◄──┐
            ┌─────────────┐    │
            │   Update    │    │
            └─────────────┘    │
                   │           │
                   ▼           │
            ┌─────────────┐    │
            │    Draw     │    │
            └─────────────┘    │
                   │           │
                   └───────────┘
```
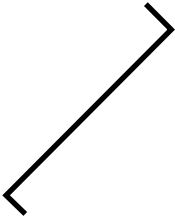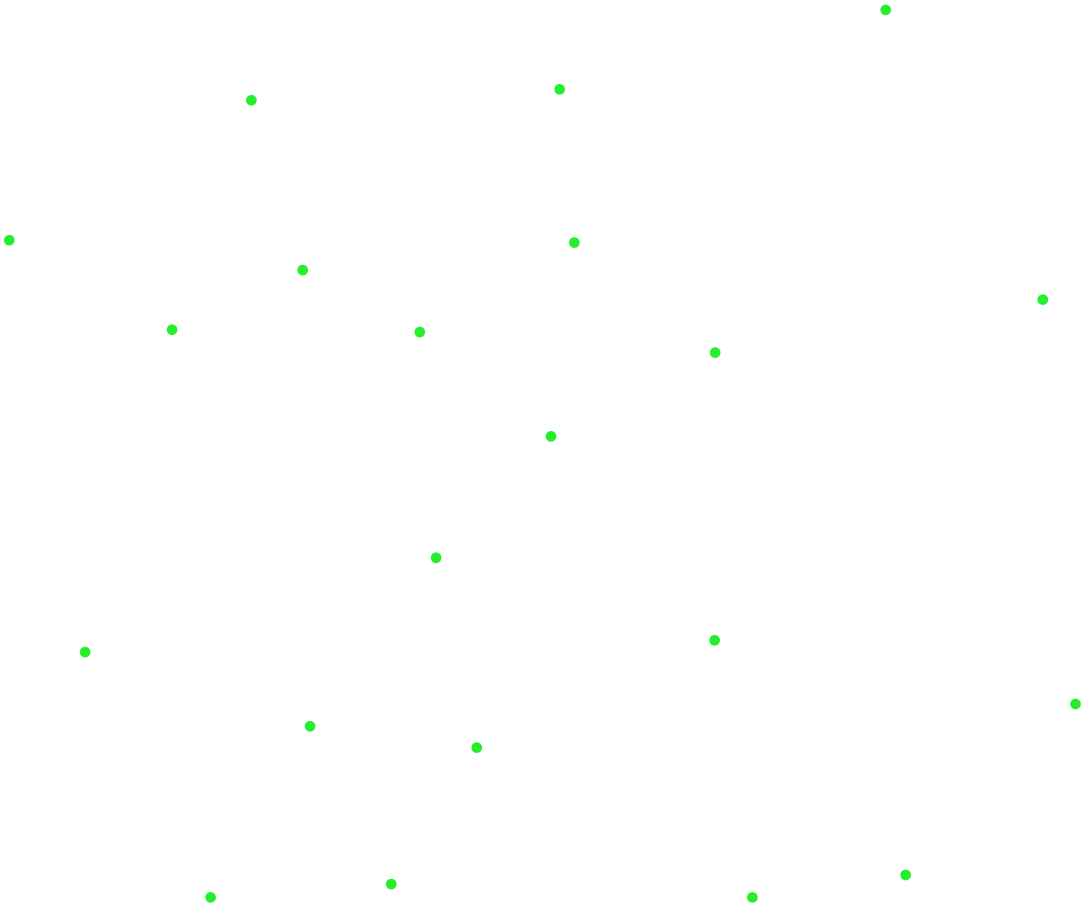
Mesh
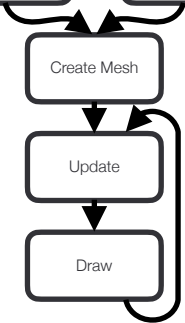
How a mesh works?

Reducing Draw Calls - InstancedMesh

Create Geometry

Create Material

Create Mesh

Update

Draw

Mesh