Optimization

- $n_{instance} = n_{points\_in\_frustum}$

- Update each instance's transformations and colors whenever frustum moves

Reducing Draw Calls - InstancedMesh

➡ Frustum testing with ~1M points?

Performance is poor because of:

- Too many objects

  - Expensive frustum testing

  - Too many draw calls

- Unnecessary geometry complexity

- Update each instance's

whenever frustum moves

transformations and colors

$$n_{instance} = n_{points\_in\_frustum}$$

~1M points?

➡ Frustum testing with