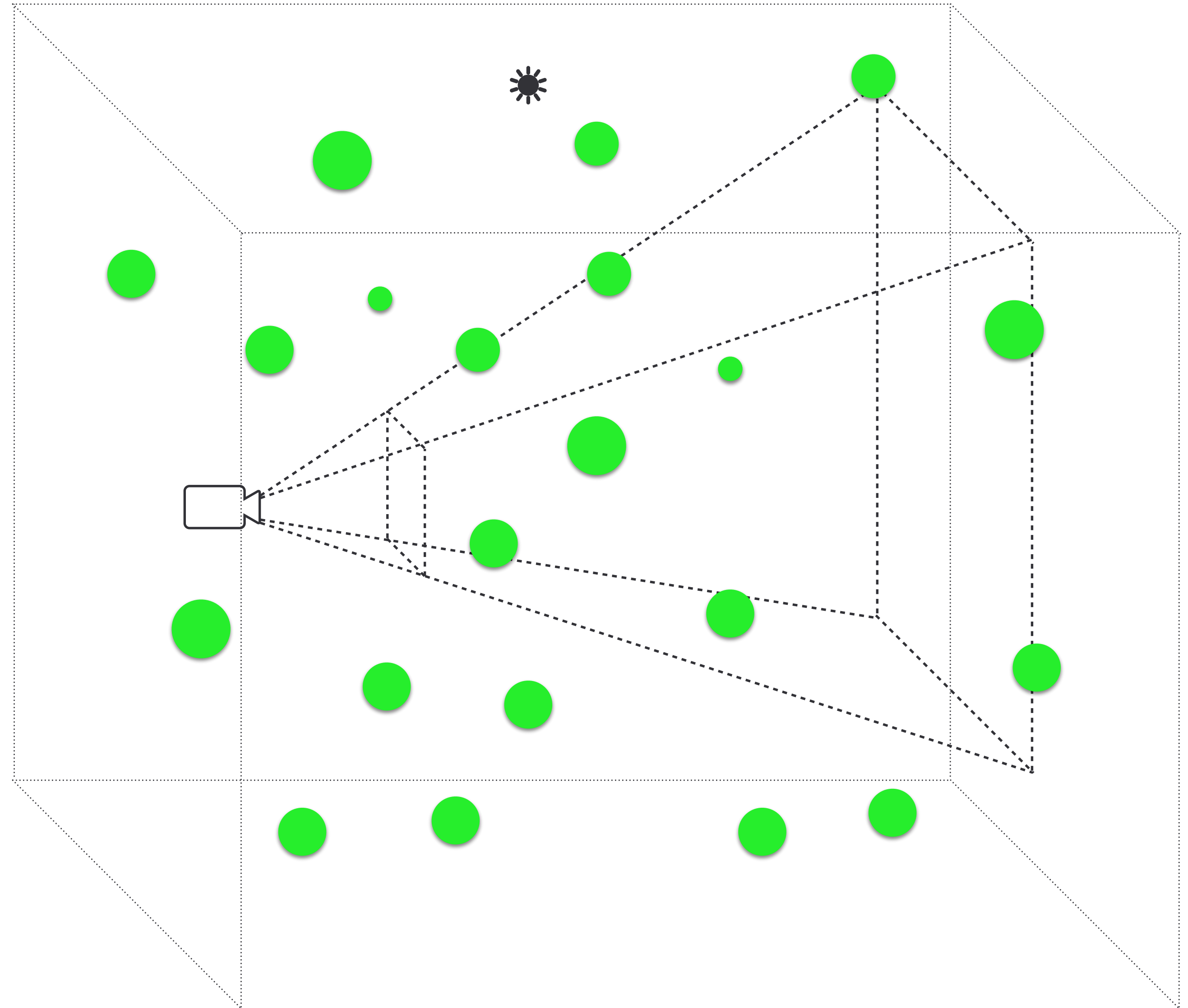


Optimization

Reducing Draw Calls - InstancedMesh



Reducing Draw Calls - InstancedMesh

