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Optimization

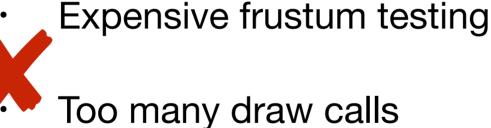
- $n_{instance} = n_{points_in_frustum}$ Update each instance's
 - transformations and colors whenever frustum moves

Reducing Draw Calls - InstancedMesh

→ Frustum testing with ~1M points?

Performance is poor because of:

Too many objects



· Unnecessary geometry complexity

Update each instance's

whenever frustum moves

transformations and colors

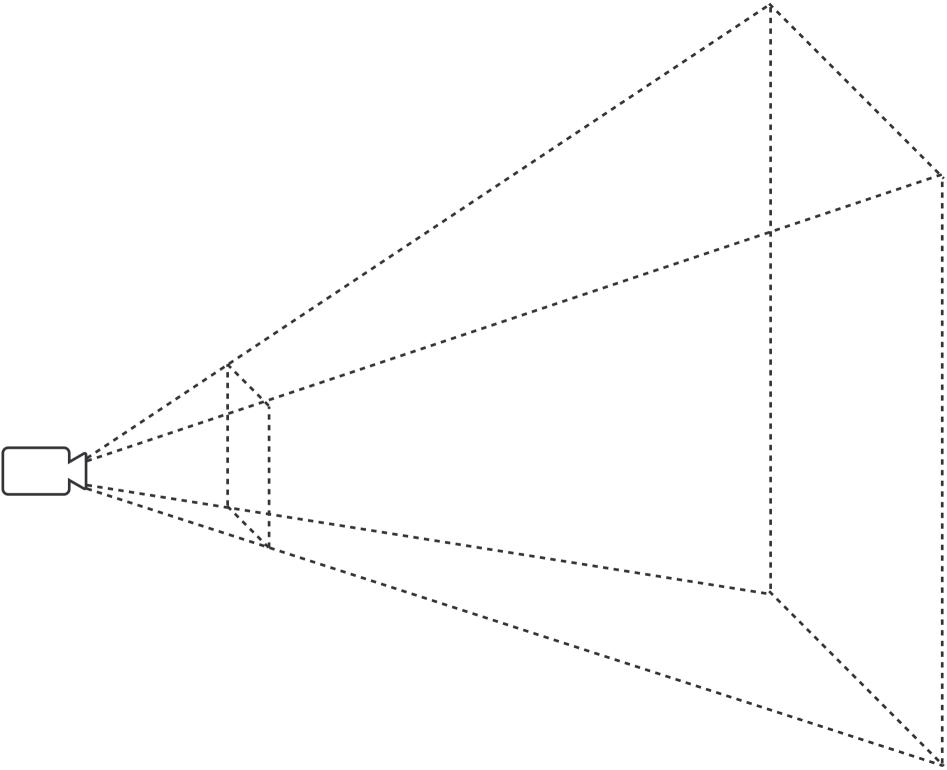
$n_{instance} = n_{points_in_frustum}$

~1M points?

Frustum testing with

Reducing Frustum Testing - Octree





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