

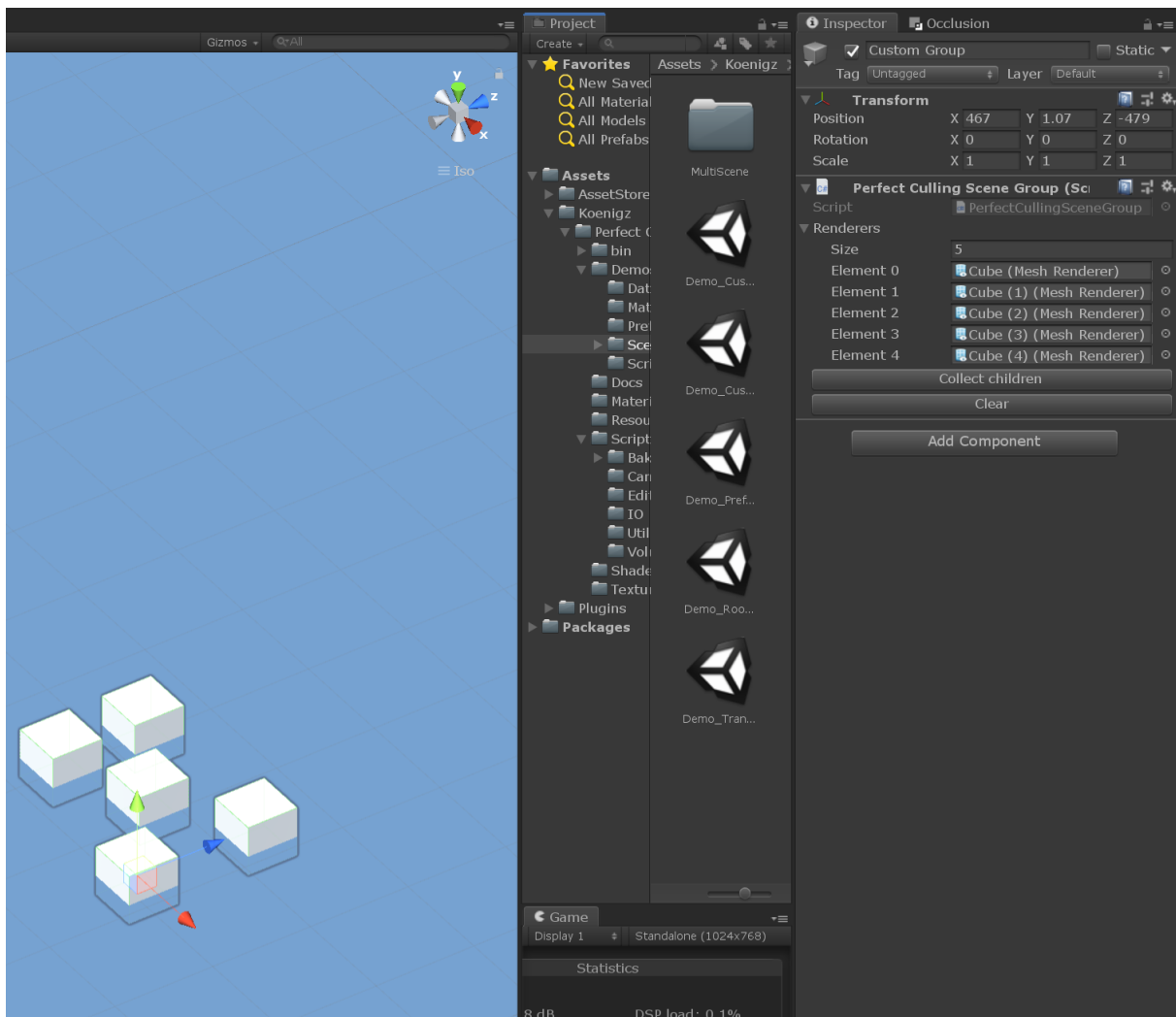
Custom Scene Groups

Imagine a scene where you got many small individual rocks close to each other. Culling them individually requires to store the visibility for each of them and could increase your bake size and thus require more memory. In this example the rocks are close to each other anyway so it makes more sense to cull them together. This is what Baking Groups allow you to do.

Step 1)

Add the **PerfectCullingSceneGroup** component.

Step 2)



Manually drag and drop the desired renderers into the Renderers array. Alternatively, you could also press Collect Children if you added the script to a parent of all the desired Renderers.

That's all you have to do and now they will be culled together.