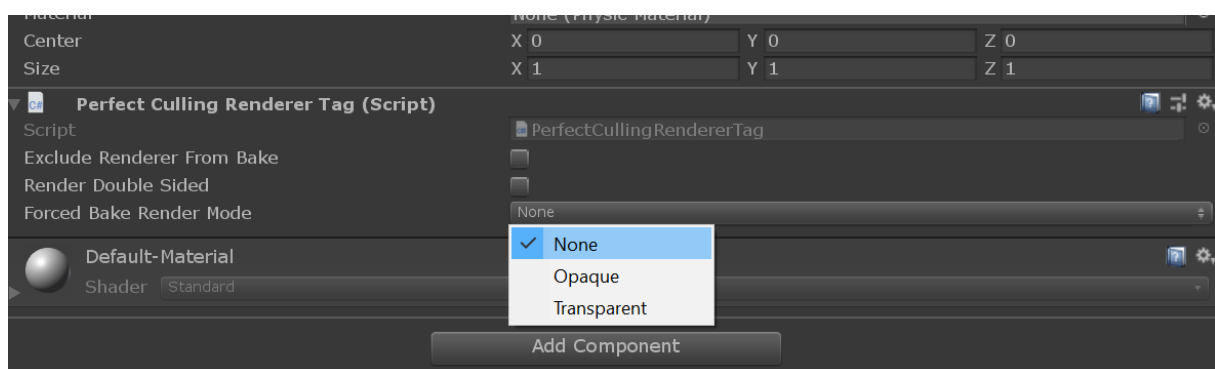


## Renderer Tags

Sometimes you find yourself wanting to customize the behavior of a renderer. This is where the **PerfectCullingRendererTag** component comes into play.



*PerfectCullingRendererTag component*

This component allows you to exclude renderers from bake. Force them to render double sided or to force a specific render mode.

Why would you want to exclude a renderer?

Maybe you have some procedurally generated renderers in your scene that get destroyed and re-created. Something like this would cause issues for Perfect Culling because the reference is not stable. Might be a good idea to just exclude such renderers.

Why would you want to render something double sided?

Some meshes such as foliage might be double sided and you need to make sure that Perfect Culling does render it this way as well. Otherwise, the renderer might be visible only from one side and culled from other sides.

This can also be useful to make culling more effective because even if a sampling position happens to be inside a renderer, it prevents that other renderers are visible because they are occluded by the inside.

Why would you want to force an object to be transparent?

This can be useful if you want a renderer to be occluded but not occlude other objects (occludee).