This was done for use in my Honours project so I could GPU instance a large amount of AI models to cut down on draw calls but obviously you cant have any animations with static objects, so this was the solution, it worked pretty well! The anim baker script bakes the vertex positions and normals into 2D textures, which are then packed into a texture array to be passed into the shader and selected using values passed via buffer, then it samples the texture and normals to manipulate the vertices and normal positions of the mesh to create animations on GPU instanced objects.

If you work on this and improve it I would love to see any additions made as it does have some bugs, and limitations currently. Please email me at josefwesley98@gmail.com