

Instanced rendering is a technique that programmers can use in which they create many instances of the same set of mesh data with small changes to create tiny variations of the mesh so that they may create a diverse environment. Tiny variations in a meshes size, position and rotation and maybe its texture or shading or even the scale of a bump map will make it so that different instances will look unique. For instance, they could be used on rock and tree models to make a forest that looks as if it is diverse. For the game my current group is making, we are going to use it to make many buildings and vehicles to create a lively city