15 Packed Primitives

1. Create Sphere Node, enter, set Primitive Type = Polygon, Frequency = 8;
2. Create IsoOffset Node;
3. Create Scatter Node;
4. Create PigHead ,set Uniform Scale = 0.05, create Copytopoints Node;
5. Select scatter1, set Force Total Count = 8000;
6. Select copytopoints, set Pack and Instance On;
7. Mouse to Scene, press D, set Optimize/Distance-based Packed Geometry Culling on;