



Unity asset - GPU Instancer v1.8.0

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GPU Instancer offers a streamlined solution for rendering vast numbers of objects with exceptional performance. By leveraging Indirect GPU Instancing through Unity's DrawMeshInstancedIndirect method and Compute Shaders, it achieves unparalleled efficiency.

Compatible with Unity's Built-in Render Pipeline, Universal Render Pipeline (URP), and High Definition Render Pipeline (HDRP), GPU Instancer provides accessible tools for instancing prefabs, Unity Terrain details, and trees with just a few clicks.

Unlike traditional methods such as static batching or mesh combining, GPU Instancing delivers significant performance enhancements. It overcomes limitations of other GPU instancing solutions, like Unity's material option and DrawMeshInstanced method, which may suffer from constrained buffer sizes leading to increased draw calls and reduced performance.

Through its indirect approach, GPU Instancer not only eliminates these shortcomings but also offers comprehensive API support and documentation for managing runtime changes, ensuring smooth integration and optimal performance for a wide range of applications.



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