



Unity Assets - GPU Instancer - Crowd Animations v1.1.5

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Unity Assets - GPU Instancer - Crowd Animations is a high-performance solution for integrating large numbers of animated characters into scenes.

How to integrate animated characters in scenes using tools?

You can use "Unity Assets - GPU Instancer - Crowd Animations" to design your project.

It features indirect GPU instancing with skinned meshes, GPU frustum, occlusion, and distance culling, and is VR compatible. The tool supports Standard, HD, and Universal Render Pipelines, custom shaders, and animation blending (up to 4 animations). It also supports multiple-skinned mesh renderers, sub-meshes, LOD groups, bone attachments, root motion, custom shadow distances, and automatic instance detection. Additional features include a rigid body and physics support, a custom animation event system, and an easy-to-use interface. The Crowd Animator enables handling animation clips through the GPUInstancer API, requiring custom scripts for optimal performance. Limitations include a lack of support for animation layers, masks, blend shapes, IK, and limited mobile support for high-end devices, with linear matrix interpolation potentially causing incorrect skinning results when blending very different animations.

"Unity Assets - GPU Instancer - Crowd Animations" Samples:



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