

Dynamic Culling Instanced objects

To cull an object using Dynamic Culling, it's **not necessary** to add it via the DC_Controller inspector. It's sufficient to have a **DC_Controller instance in the scene**, and the **'DC_SourceSettings'** component should be attached to the objects you want to cull.

1. Start the scene and see how the objects are created.
2. Stop the scene.
3. Create a DC_Controller and add a camera to it.
4. Open the 'Cube' prefab (located at AdvancedCullingSystem->Tutorial->DynamicCulling Instanced Objects->Cube).
5. Attach the 'DC_SourceSettings' component to this prefab. Restart the scene and see the results.

Note: You need to **disable the "MergeInGroups" flag in DC_Controller**. You need to use this flag to **merge nearby objects into one group**. This can help eliminate artifacts when objects flicker on the screen. **It is not recommended to enable this feature if you want to cull dynamic objects.**