Static Culling Custom targets

For StaticCulling, you can specify **any objects to cull**, and you can specify **any behavior for them**.

This scene prompts you to set up culling for Particle System and Spot Light.

To configure CullingTarget you need to do the following steps :

- 1. Attach the StaticCullingSource component to this object and select SourceType : Custom.
- 2. Set the **boundaries of this object**.





3. Set the **actions to be called** when the object is visible or not visible.

▼	#	Static Culling Source (Script)			8	ць Чт	:
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	ls Occluder						
	On Visible (CullingTarget)						
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	On Invisible (CullingTarget)						
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				Verify			

4. If the object can overlap other objects - **enable isOccluder** and use colliders to **set overlapping boundaries**.

Bake scene and look at results.