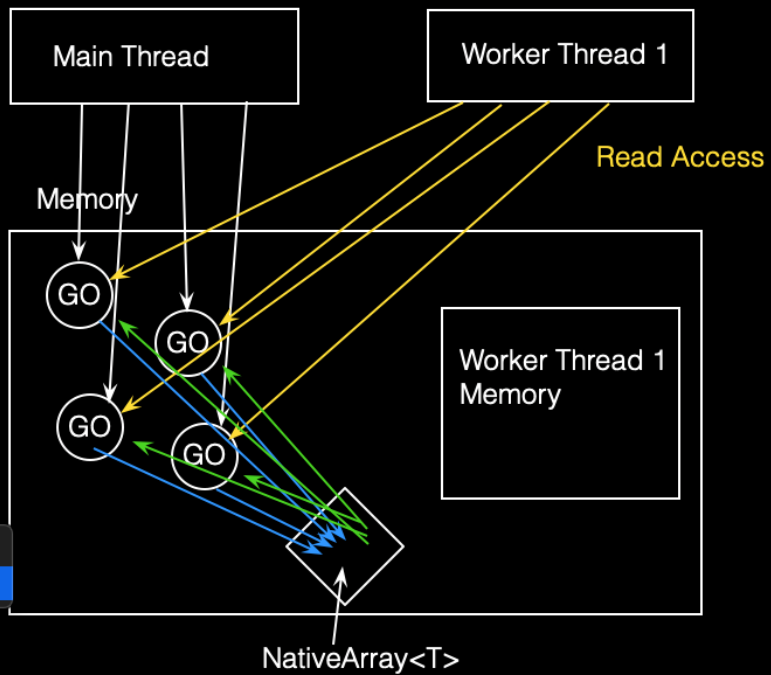


Particle Systems

Intanstiante a high amount of objects



Writing GameObject Positions
into the Native Array

Main Thread

Calcs on positions
Multiple Worker Threads

Write positions back into
GameObjects

Main Thread