Rendering Techniques

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Zaawansowane Techniki Grafiki Komputerowej

Rendering Techniques

- Forward Rendering
- Deferred Rendering
- Clustered Rendering
- Visibility Buffer Rendering

Render Pass

- Input Resources
- Output Resources
- Execution Algorithm

Forward Rendering

Render Pass

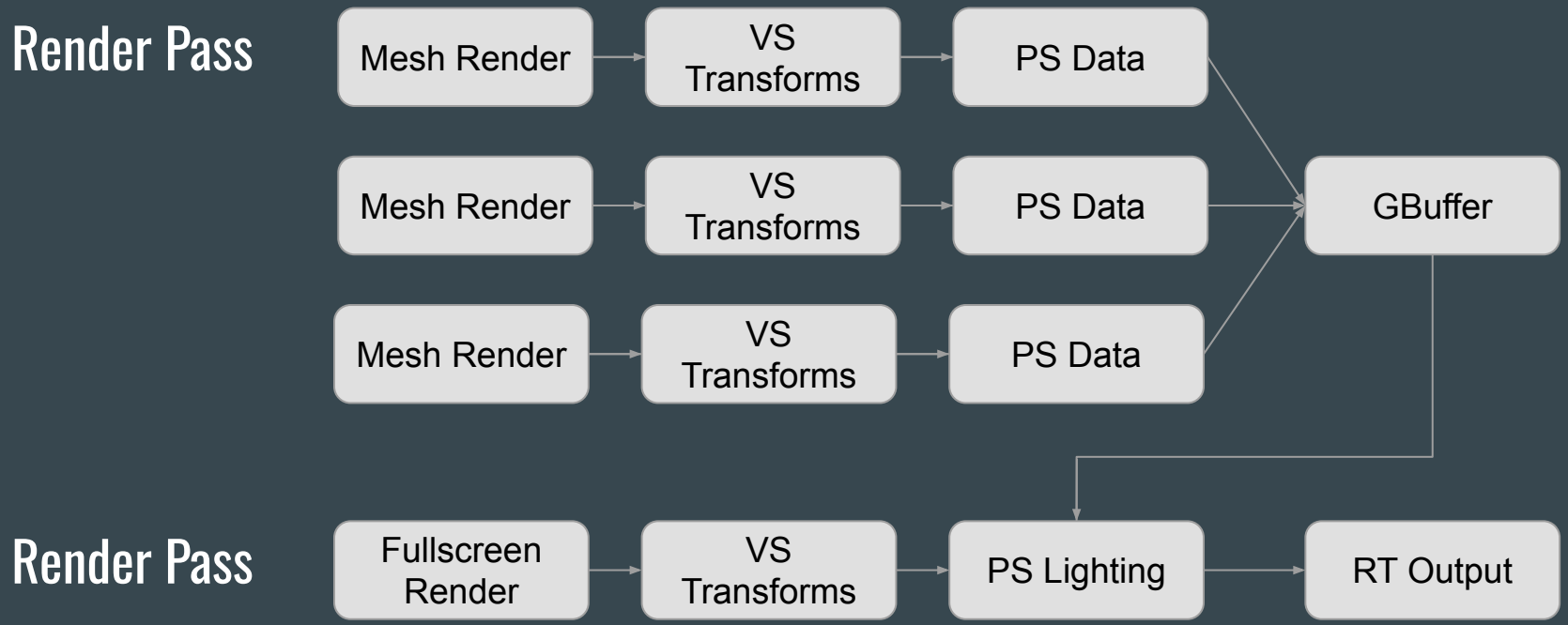


Forward Rendering

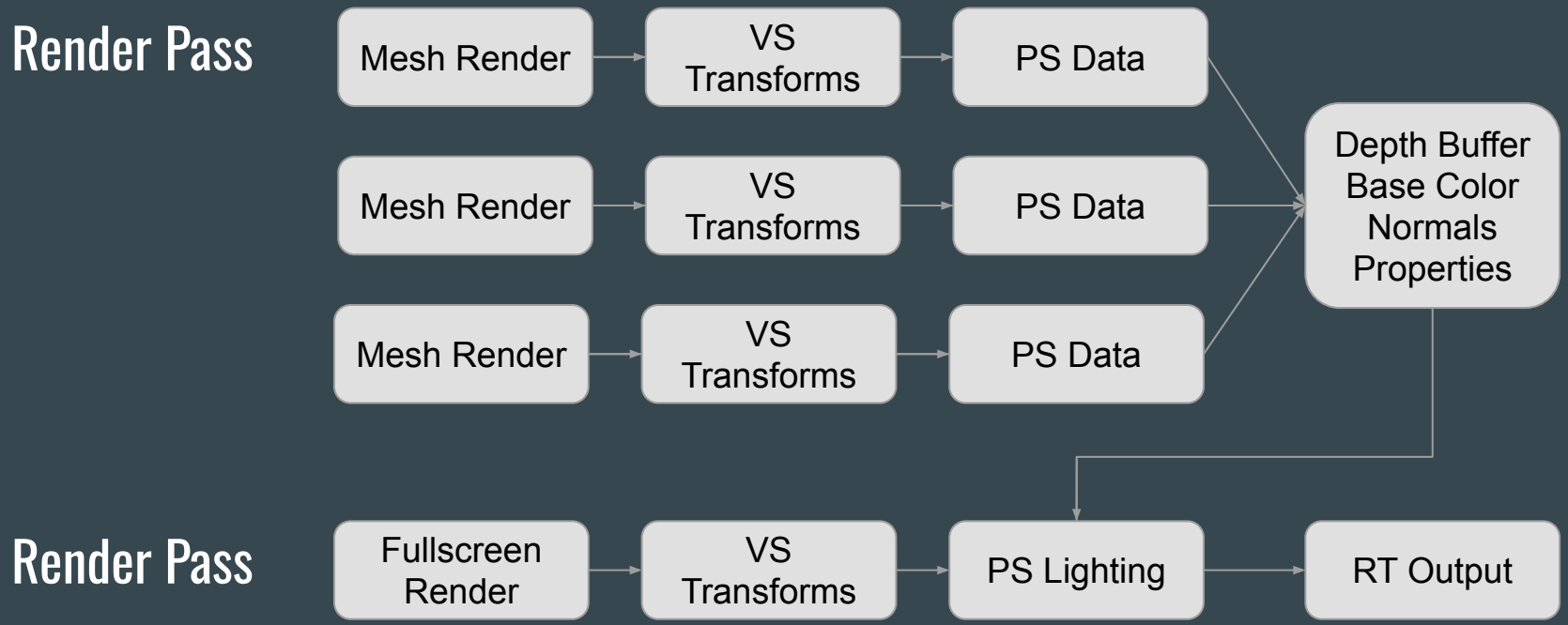
Render Pass



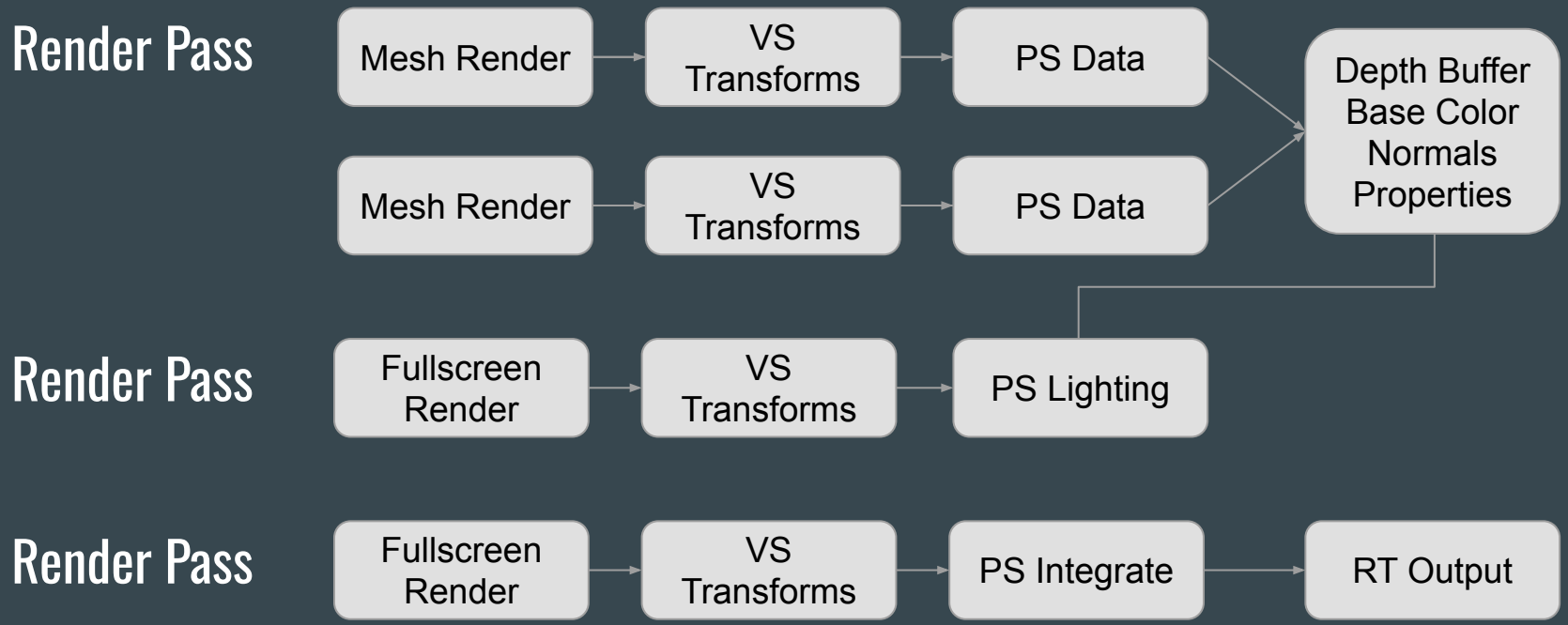
Deferred Rendering



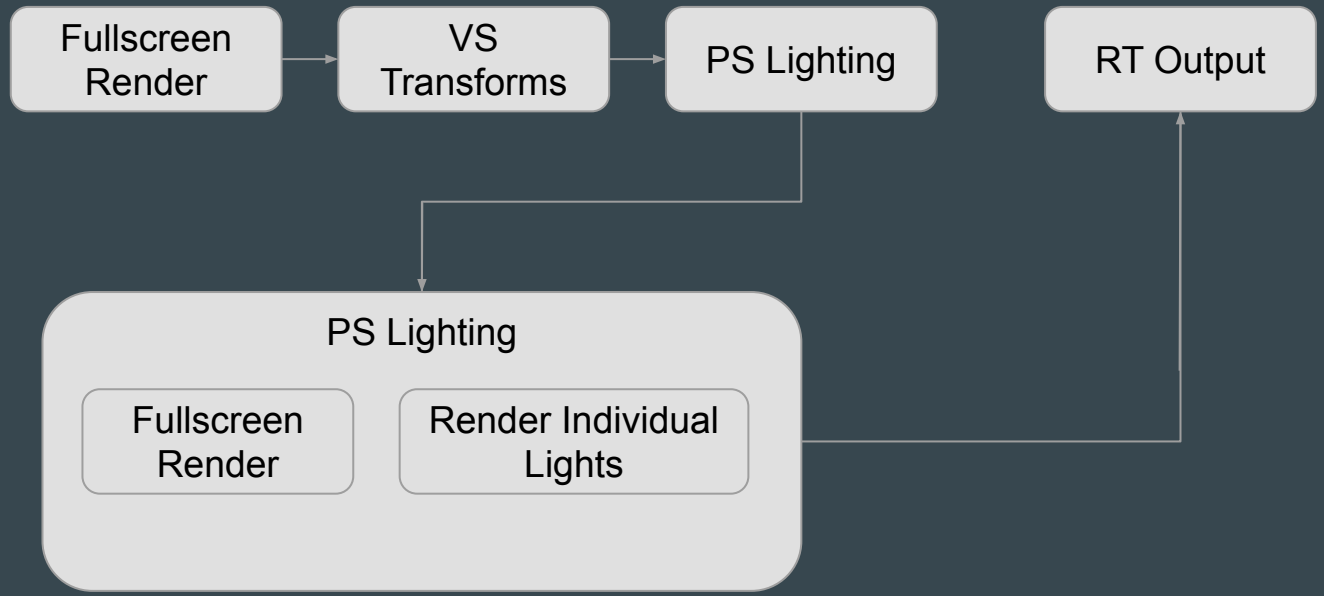
Deferred Rendering

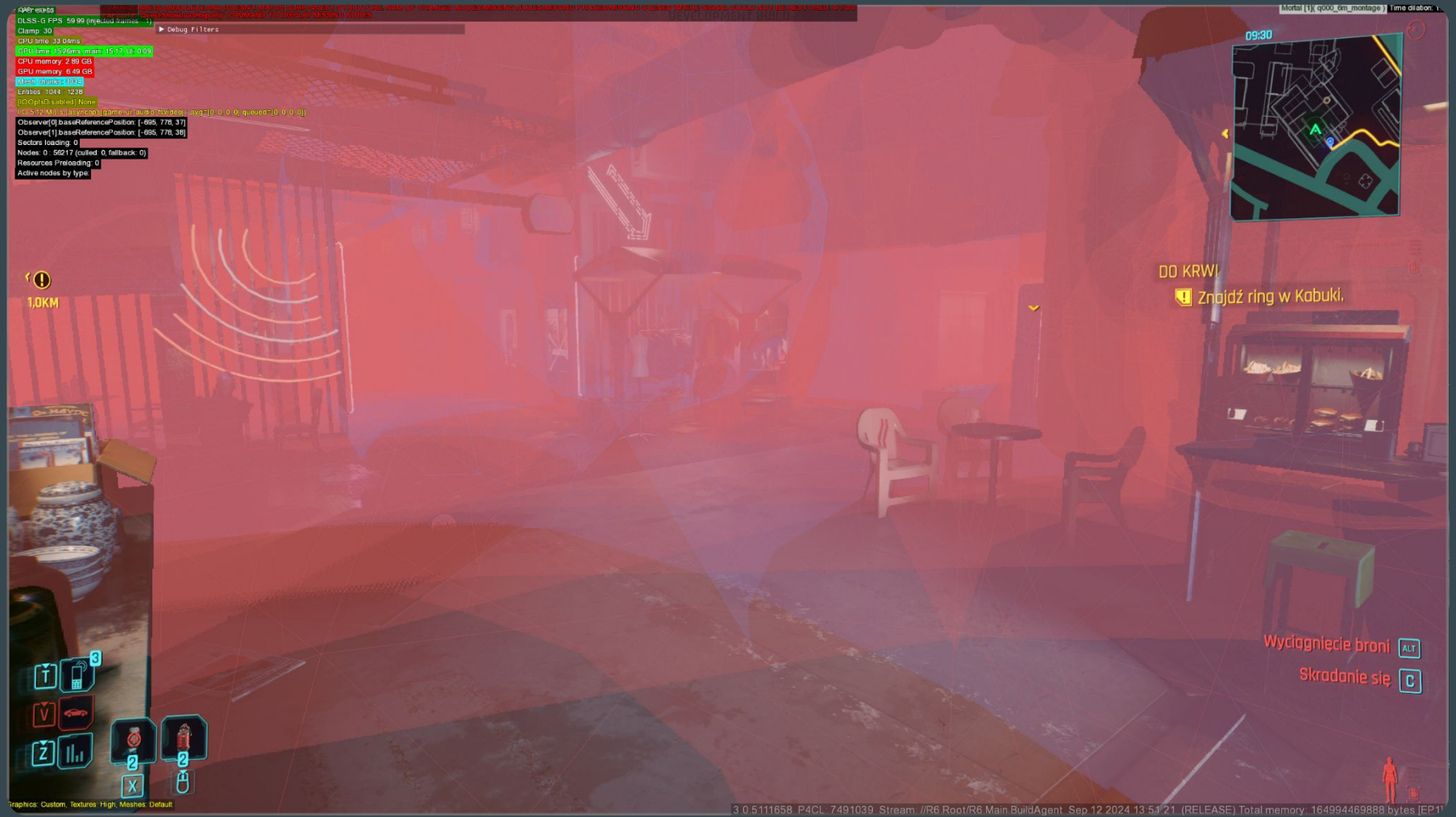


Deferred Rendering

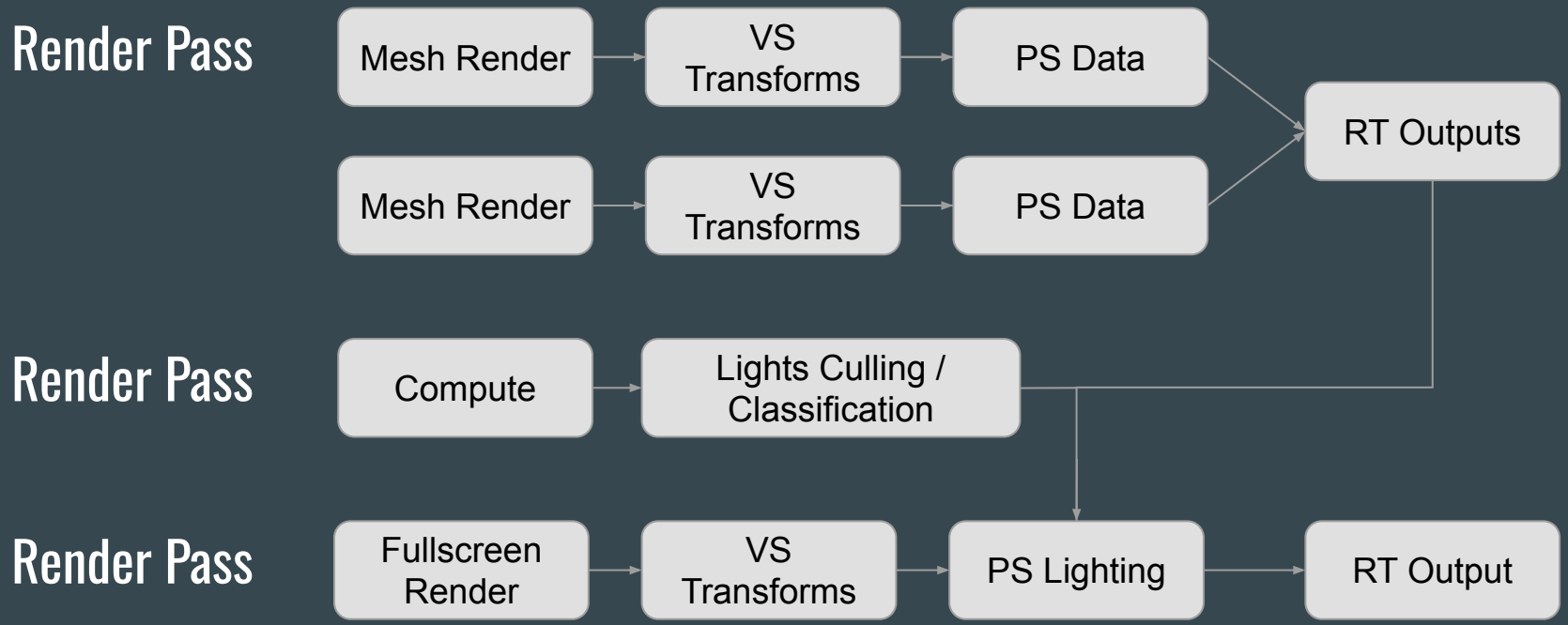


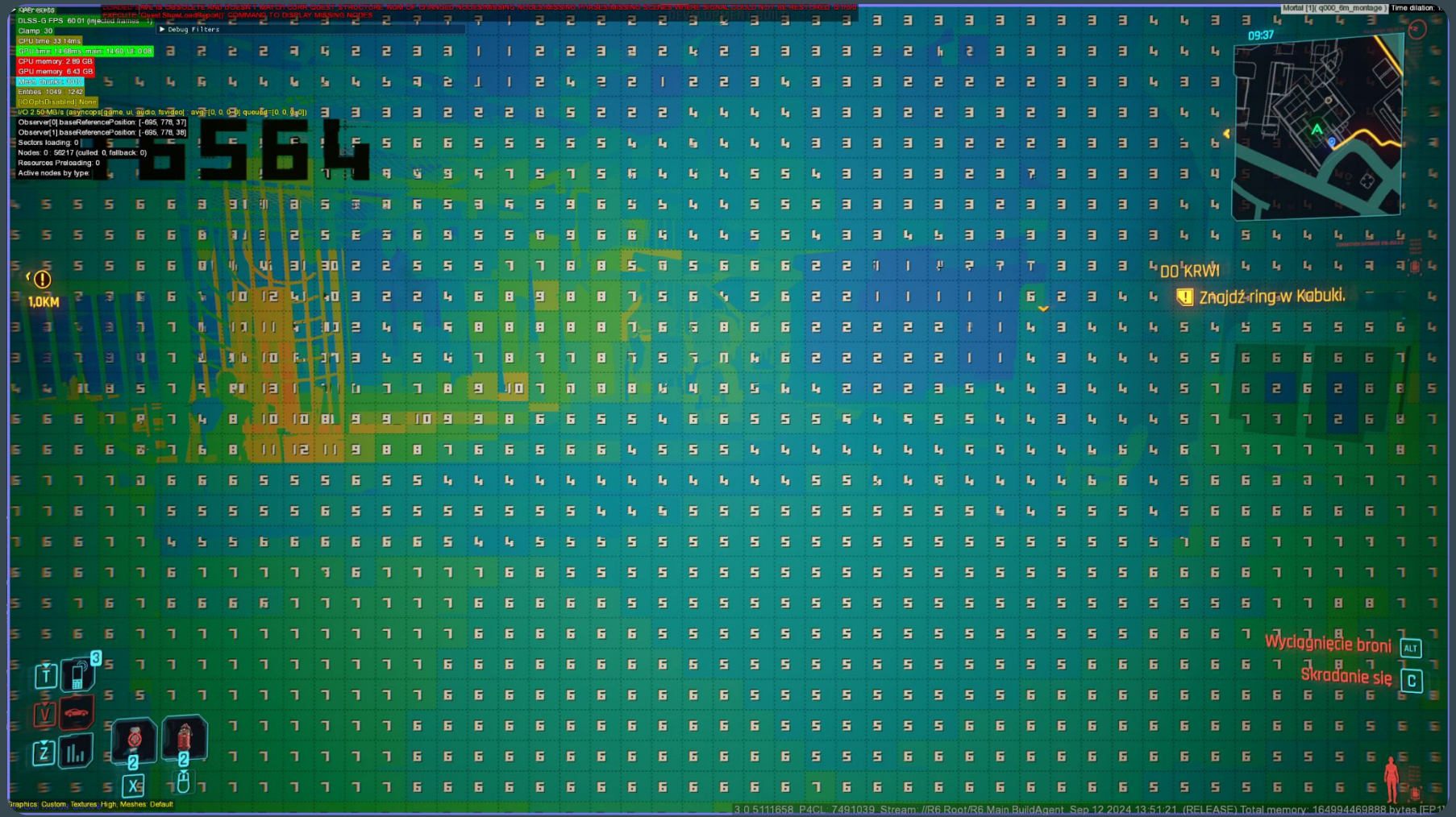
Render Pass


Fullscreen Render
VS Transforms
PS Lighting
RT Output
PS Lighting
Fullscreen Render
Render Individual Lights


DLSS-G FPS: 59.99 (injected frames: 1)
Clamp: 30
CPU time: 33.04ms
GPU time: 1526ms, min: 1517, 0.000
GPU memory: 2.99 GB
GPU memory: 8.49 GB
Mesh: Nanite
Entities: 1044 : 1238
[OOpts:Disabled] None
Observer[0] baseReferencePosition: [-895, 778, 37]
Observer[1] baseReferencePosition: [-895, 778, 36]
Sectors loading: 0
Nodes: 0 : 58217 (culled: 0, fallback: 0)
Resources Preloading: 0
Active nodes by type:
09:30
1,0KM
DO KRWI
Znajdź ring w Kabuki.
Wyciągnięcie broni
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Graphics: Custom, Textures: High, Meshes: Default

Clustered Rendering




DLSS-G FPS: 60.01 (injected frames: 1)
Clamp: 30
CPU time: 33.14ms
GPU time: 14.98ms main: 14.60 UI: 0.08
CPU memory: 2.89 GB
GPU memory: 6.43 GB
Mesh Chunks: 6917
Entities: 1049 - 1242
I/O Path Disabled: None
Observer[0].baseReferencePosition: [-695, 778, 37]
Observer[1].baseReferencePosition: [-695, 778, 38]
Sectors loading: 0
Nodes: 0 : 56217 (culled: 0, fallback: 0)
Resources Preloading: 0
Active nodes by type:
6564
09:37
1,0KM
DO KRWI
Znajdź ring w Kabuki.
Wyciągnięcie broni
ALT
Skradanie się
C
Graphics: Custom, Textures: High, Meshes: Default

Visibility Buffer Rendering