Rendering Techniques

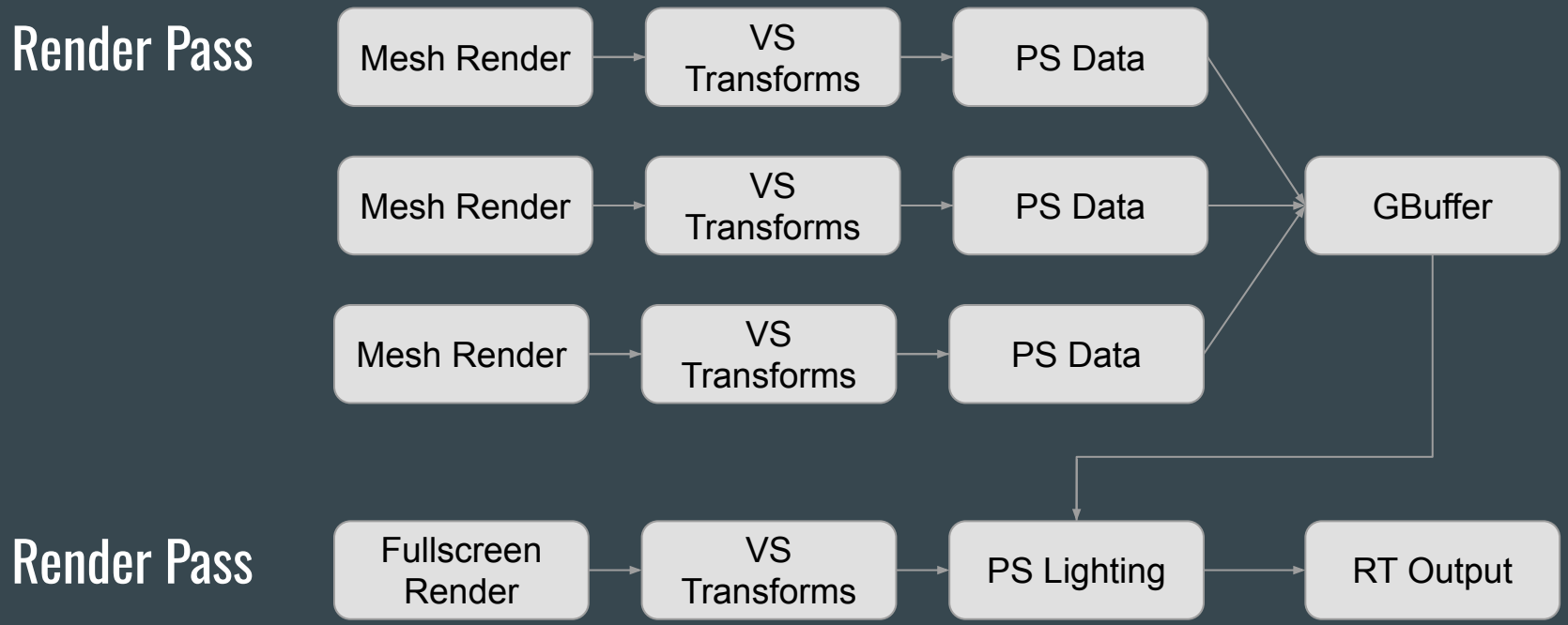
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Zaawansowane Techniki Grafiki Komputerowej

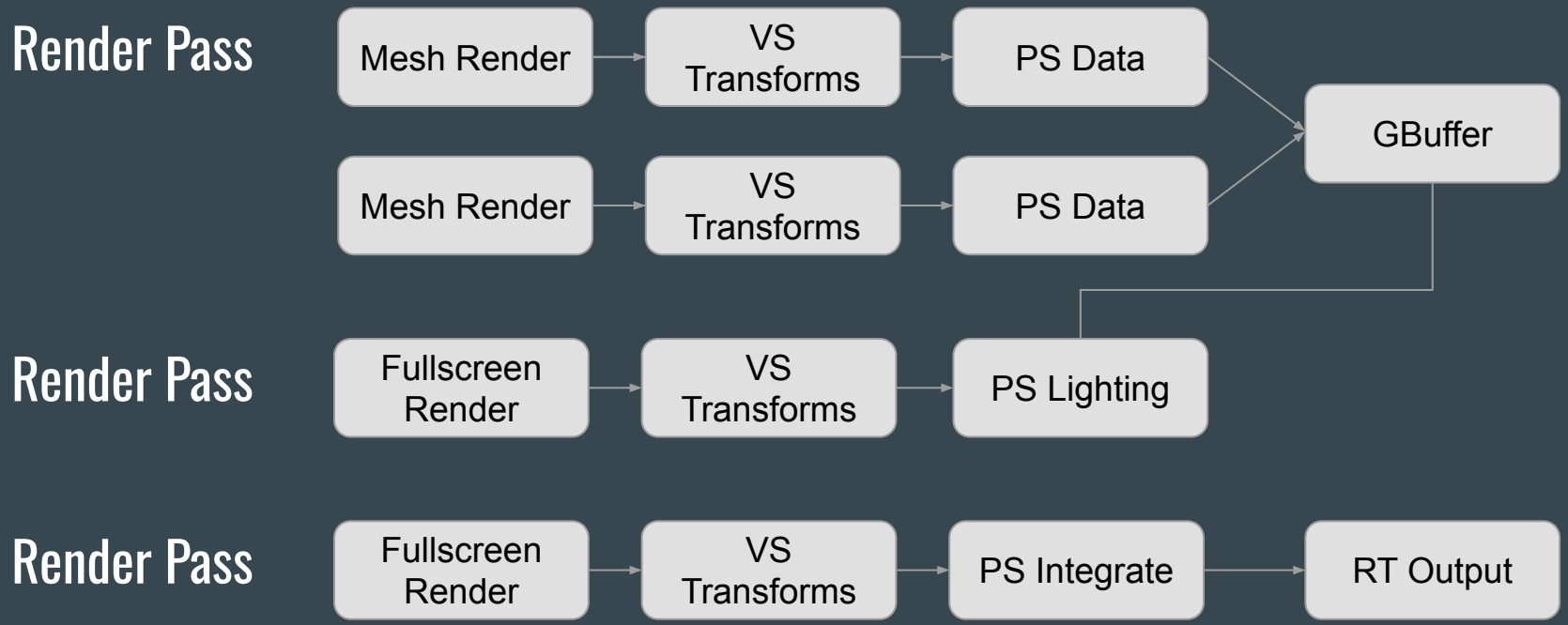
Rendering Techniques

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

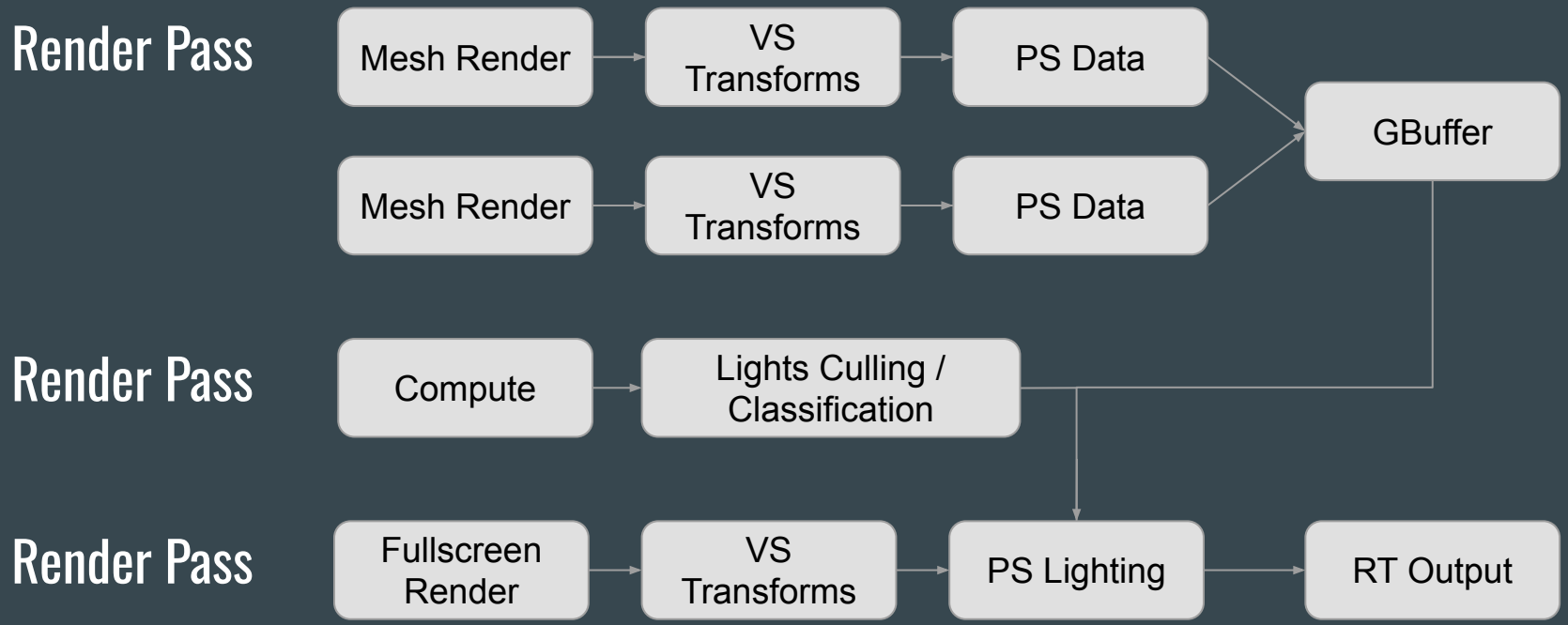
Deferred Rendering



Deferred Rendering

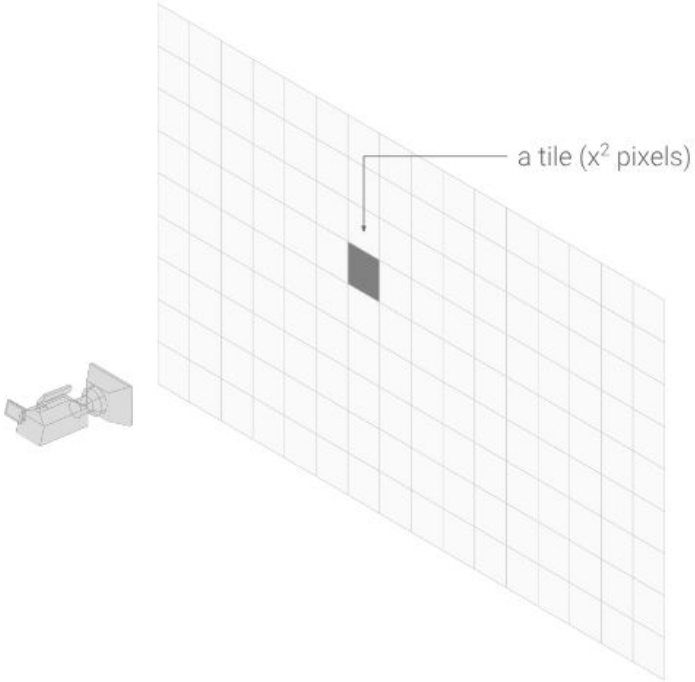


Clustered Rendering



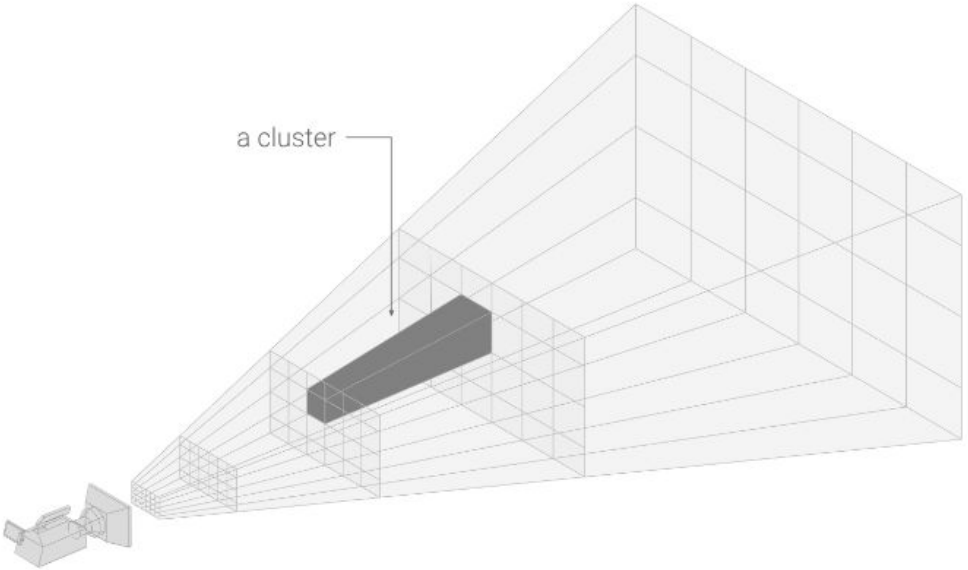
Tile Rendering

For deferred & forward opaque shaders



Cluster Rendering

For forward opaque and transparent shaders



* These images are simplified representations. The actual number of tiles and clusters is much higher.