

Access transition: Write to Read

VSM Shadow Map
Gaussian Blur x

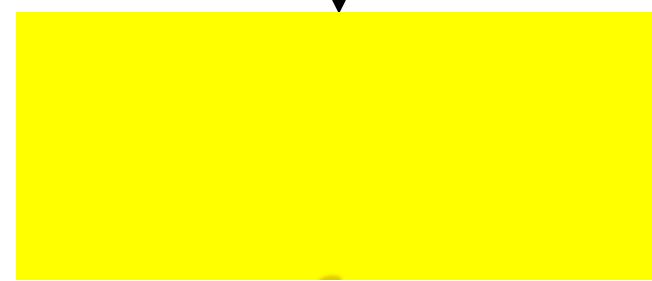
- sampler 2D in_shadow_map
- sampler2D out_shadow_map
- vec4 vsm_image_size

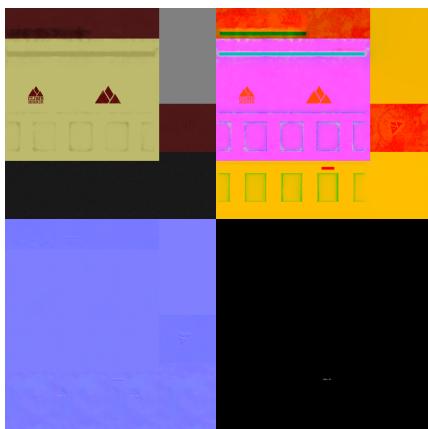


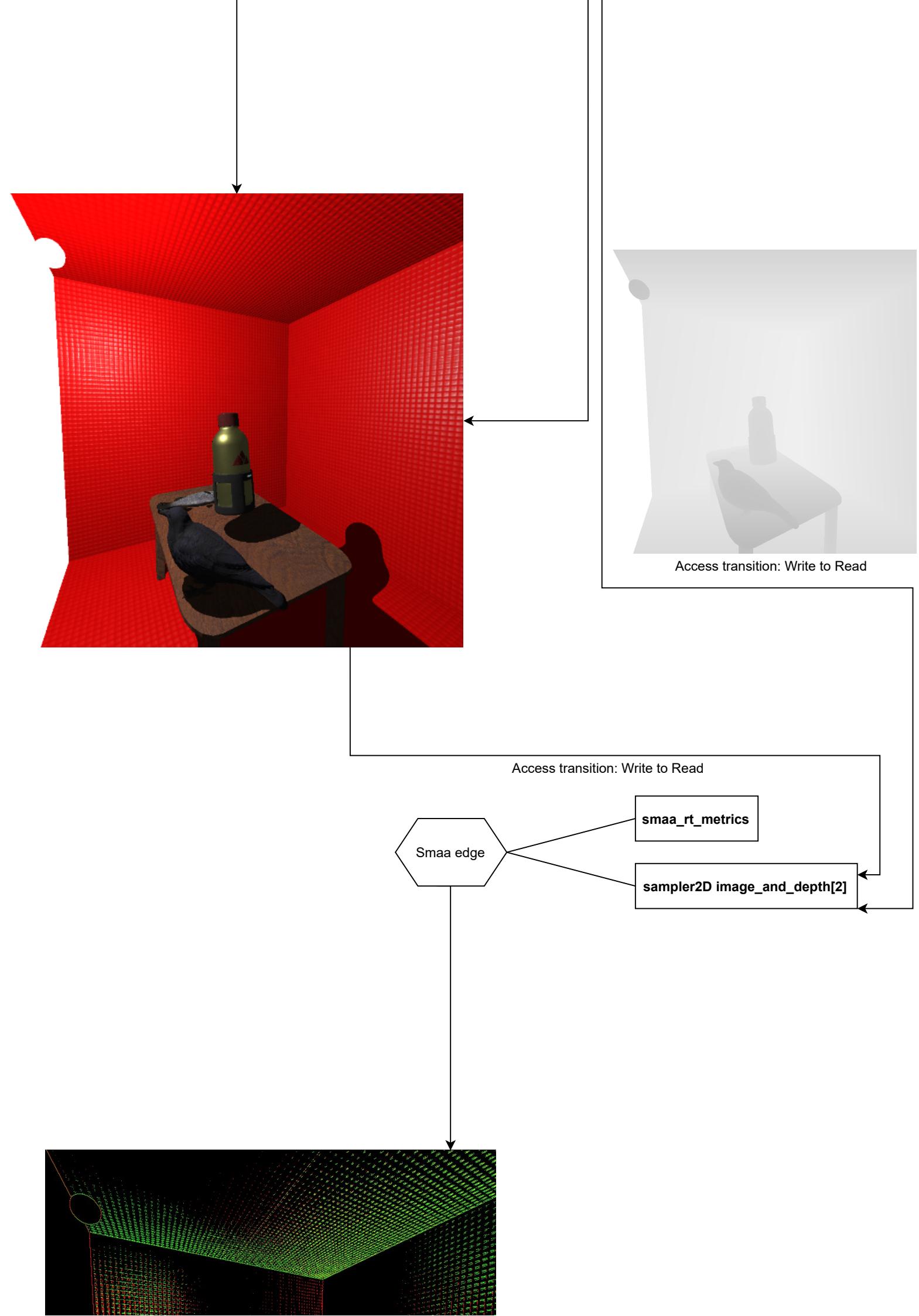
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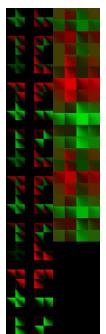
VSM Shadow Map
Gaussian Blur y

- sampler 2D in_shadow_map
- sampler2D out_shadow_map
- vec4 vsm_image_size









From memory



Access transition: Write to Read

