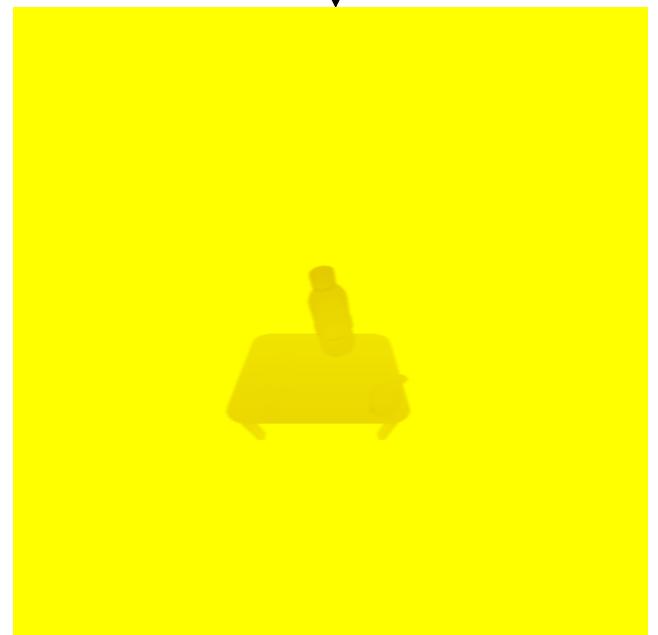
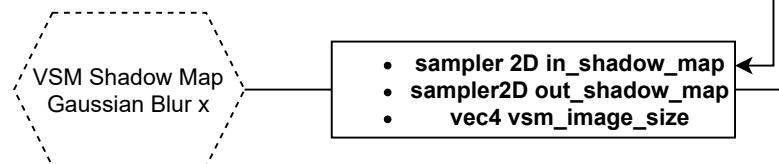
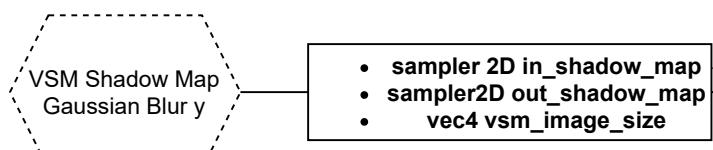


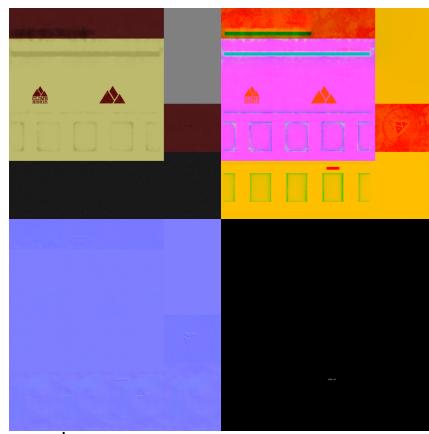
Access transition: Write to Read



Access transition: Write to Read



Access transition: Write to Read



From memory

```
uniform {  
    mat4 model  
    mat4 normal_model  
}  
sampler2D PBR_Images[4]
```

```
uniform {  
    mat4 view  
    mat4 projection  
    vec4 camera_pos  
}
```

```
struct Light {  
    mat4 light_v  
    mat4 light_p  
    vec4 light_pos  
    vec4 light_color  
}  
buffer {  
    Light lights[]  
}  
sampler2D shadow_map[]
```

PBR
*for each model

*for each light



Depth buffer is passed to the light pipeline

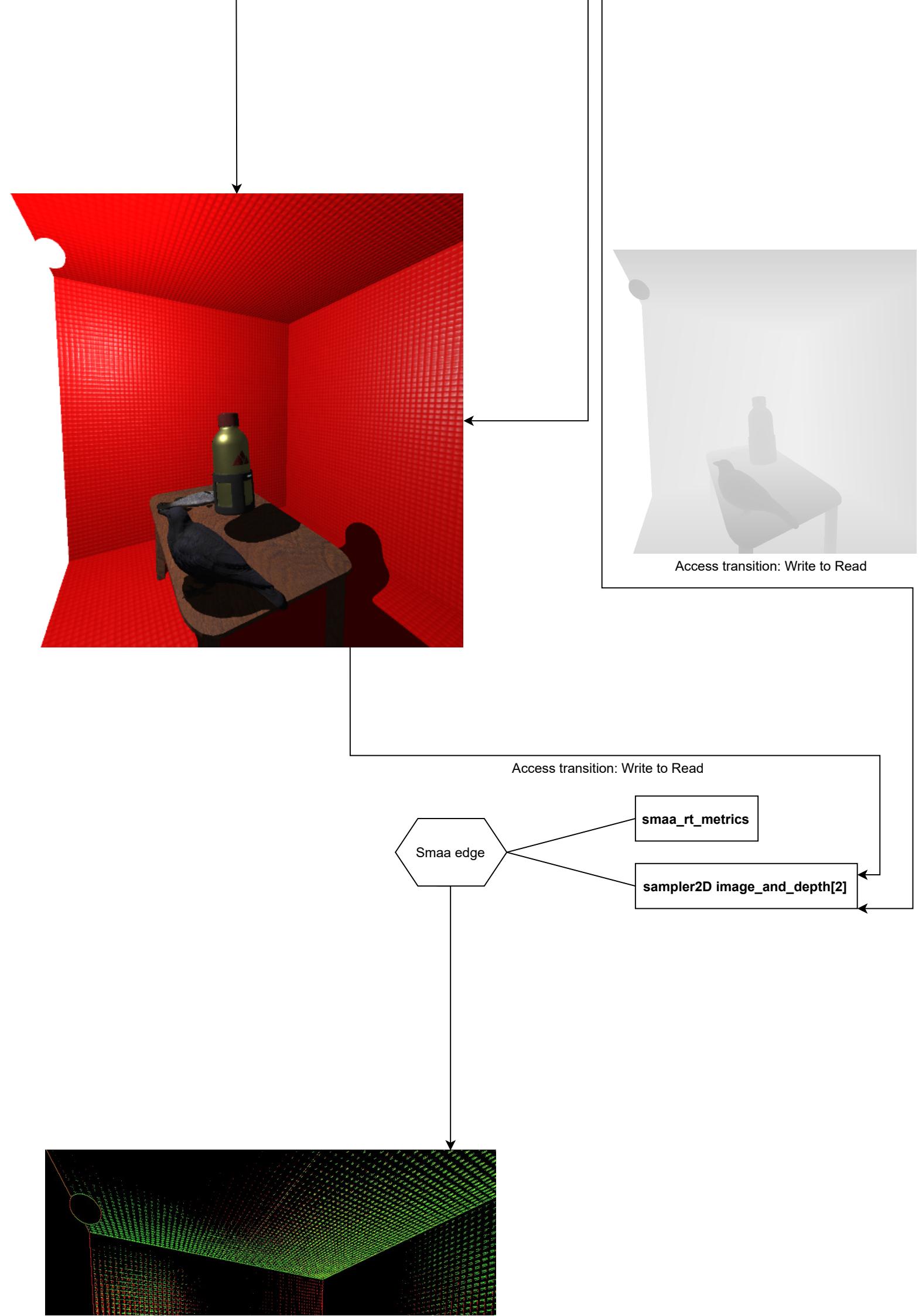
- mat4 light_model
- vec4 light_color

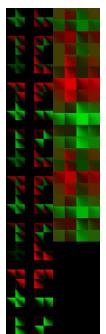
*for each light

Light

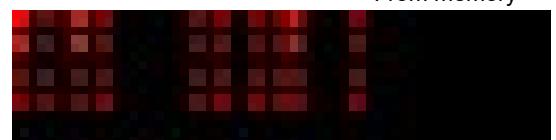
- mat4 view
- mat4 projection
- vec4 camera_pos

*for each light





From memory



Access transition: Write to Read

