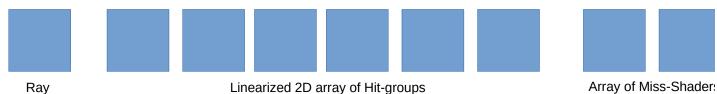
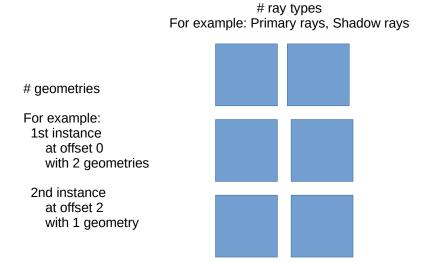
Shader Binding Table



Ray Generation Shader

Hit-group = Closest-Hit, Any-Hit, Intersection shaders

2D array of Hit-groups: #geometries X #ray-types



When a ray hits a triangle which shader should be invoked?

Tracked during acceleration-structure traversal: Instance and its offset Geometry index inside that instance Ray type