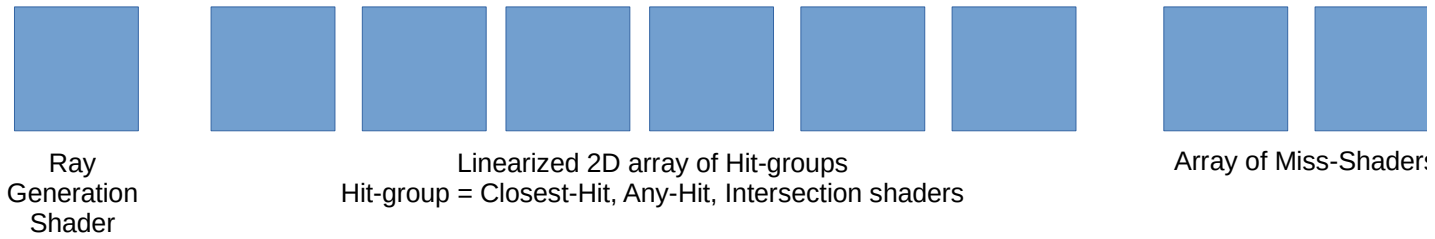
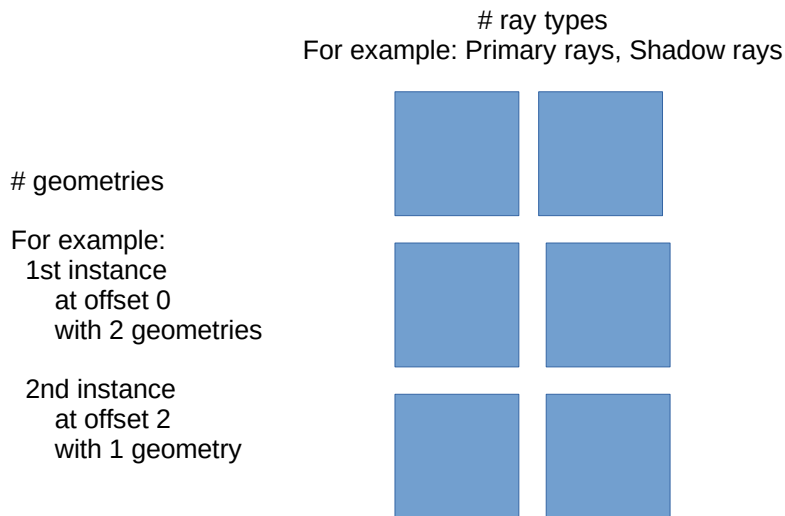


Shader Binding Table



2D array of Hit-groups: $\# \text{geometries} \times \# \text{ray-types}$



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