**GUI Rendering Notes**

The GUI (Graphical User Interface) will be rendered on top of the 3d scenes. So the GUI render pass have to be done last.

The GUI will be in fact a **texture** where we render our graphical objects. The GUI **doesn’t need** to be refreshed every frame. So we can let some power for the rest of application. For instance with unfoldable menu we are not going to redraw each time all the text. This would be too heavy. Text rendering is pretty heavy if we render each frame and not useful at all.

**Render and GUI**

-3d rendering to the screen

-rendering gui objects in the gui texture

-rendering the texture

**GUI Texture Related Info**

**-GUI Texture creation pseudo code**

guiRenderPass = ***createRenderPass***()

gui\_texture= ***createTexture***()

***createFramebuffer***(gui\_texture, guiRenderPass)

**- Texture features**

**-** RGBComponents

- An **Alpha** component

**GUI Memory Object Management**

When we render an object, his data are somewhere in the memory. But If you’re not displaying an object it’s not useful to keep in memory. Moreover there is multiple kind of memory more or less fast(see memory mng doc).