Pipeline Stage 1
Synchronization Stage 0

SCENE_VERTEX_BUFFER
--OWNERSHIP CHANGE READ-GRAPHICS -> COMPUTE

SCENE_INDEX_BUFFER
--OWNERSHIP CHANGE READ-GRAPHICS -> COMPUTE

SCENE_INSTANCE_BUFFER
--OWNERSHIP CHANGE READ-GRAPHICS -> COMPUTE

SCENE_MESH_INDEX_BUFFER
--OWNERSHIP CHANGE READ-GRAPHICS -> COMPUTE

SCENE_MAT_PARAM_BUFFER
--OWNERSHIP CHANGE READ-GRAPHICS -> COMPUTE

SCENE_ALBEDO_MAPS
--OWNERSHIP CHANGE READ-GRAPHICS -> COMPUTE

SCENE_NORMAL_MAPS
--OWNERSHIP CHANGE READ-GRAPHICS -> COMPUTE

SCENE_AO_MAPS
--OWNERSHIP CHANGE READ-GRAPHICS -> COMPUTE

SCENE_METALLIC_MAPS --OWNERSHIP CHANGE READ--GRAPHICS -> COMPUTE

SCENE_ROUGHNESS_MAPS
--OWNERSHIP CHANGE READ-GRAPHICS -> COMPUTE

PER_FRAME_BUFFER
--OWNERSHIP CHANGE READ-GRAPHICS -> COMPUTE

GEOMETRY_ALBEDO_AO_BUFFER
--OWNERSHIP CHANGE READ-GRAPHICS -> COMPUTE

GEOMETRY_NORM_MET_ROUGH_BUFFER
--OWNERSHIP CHANGE READ-GRAPHICS -> COMPUTE

GEOMETRY_DEPTH_STENCIL
--OWNERSHIP CHANGE READ-GRAPHICS -> COMPUTE

RADIANCE_TEXTURE
--TRANSITION FOR WRITE-GRAPHICS -> COMPUTE

Pipeline Stage 0

Render Stage 0

Geometry Render Stage

Pipeline Stage 7 Synchronization Stage 3 Pipeline Stage 3 SCENE ALBEDO MAPS Synchronization Stage 1 --OWNERSHIP CHANGE READ--COMPUTE -> GRAPHICS PER FRAME BUFFER --OWNERSHIP CHANGE READ--COMPUTE -> GRAPHICS SCENE NORMAL MAPS --OWNERSHIP CHANGE READ--COMPUTE -> GRAPHICS GEOMETRY ALBEDO AO BUFFER --OWNERSHIP CHANGE READ--COMPUTE -> GRAPHICS SCENE AO MAPS --OWNERSHIP CHANGE READ--COMPUTE -> GRAPHICS GEOMETRY NORM MET ROUGH BUFFER --OWNERSHIP CHANGE READ--COMPUTE -> GRAPHICS SCENE METALLIC MAPS --OWNERSHIP CHANGE READ--COMPUTE -> GRAPHICS GEOMETRY DEPTH STENCIL --OWNERSHIP CHANGE READ--COMPUTE -> GRAPHICS Pipeline Stage 2 SCENE ROUGHNESS MAPS Pipeline Stage 5 Render Stage 1 --OWNERSHIP CHANGE READ--Synchronization Stage 2 COMPUTE -> GRAPHICS Ray Tracing Render Stage RADIANCE TEXTURE Pipeline Stage 4 --TRANSITION FOR READ--Render Stage 2 BACK BUFFER TEXTURE Pipeline Stage 6 COMPUTE -> GRAPHICS Shading Render Stage BACK BUFFER TEXTURE --TRANSITION FOR WRITE--Render Stage 3 -OWNERSHIP CHANGE WRITE--GRAPHICS -> COMPUTE Post-Process Render Stage COMPUTE -> GRAPHICS

Pipeline Stage 9
Synchronization Stage 4

SCENE_VERTEX_BUFFER
--OWNERSHIP CHANGE READ-COMPUTE -> GRAPHICS

SCENE_INDEX_BUFFER
--OWNERSHIP CHANGE READ-COMPUTE -> GRAPHICS

SCENE_INSTANCE_BUFFER
--OWNERSHIP CHANGE READ-COMPUTE -> GRAPHICS

SCENE_INSTANCE_BUFFER
--OWNERSHIP CHANGE READ-COMPUTE -> GRAPHICS

--OWNERSHIP CHANGE READ--

COMPUTE -> GRAPHICS

SCENE MAT PARAM BUFFER

COMPUTE -> GRAPHICS

--OWNĒRSHIĒ CHANĢĒ READ--

Pipeline Stage 8

Render Stage 4

RENDER STAGE IMGUI