Pipeline Stage 2 Synchronization Stage 1 PER FRAME BUFFER --OWNERSHIP CHANGE--GRAPHICS -> COMPUTE LIGHTS BUFFER --OWNERSHIP CHANGE--GRAPHICS -> COMPUTE SCENE MAT PARAM BUFFER --OWNERSHIP CHANGE--GRAPHICS -> COMPUTE SCENE VERTEX BUFFER --OWNERSHIP CHANGE--GRAPHICS -> COMPUTE SCENE INDEX BUFFER --OWNERSHIP CHANGE--GRAPHICS -> COMPUTE SCENE MAT PARAM BUFFER --OWNERSHIP CHANGE--SCENE INSTANCE BUFFER COMPUTE -> GRAPHICS --OWNERSHIP CHANGE--GRAPHICS -> COMPUTE SCENE VERTEX BUFFER --OWNERSHIP CHANGE--SCENE MESH INDEX BUFFER COMPUTE -> GRAPHICS --OWNERSHIP CHANGE--GRAPHICS -> COMPUTE SCENE INDEX BUFFER --OWNERSHIP CHANGE--SCENE ALBEDO MAPS COMPUTE -> GRAPHICS --OWNERSHIP CHANGE--GRAPHICS -> COMPUTE SCENE INSTANCE BUFFER --OWNERSHIP CHANGE--SCENE NORMAL MAPS COMPUTE -> GRAPHICS --OWNERSHIP CHANGE--GRAPHICS -> COMPUTE SCENE MESH INDEX BUFFER --OWNERSHIP CHANGE--SCENE AO MAPS COMPUTE -> GRAPHICS --OWNERSHIP CHANGE--GRAPHICS -> COMPUTE SCENE ALBEDO MAPS --OWNERSHIP CHANGE--SCENE ROUGHNESS MAPS COMPUTE -> GRAPHICS --OWNERSHIP CHANGE--GRAPHICS -> COMPUTE SCENE NORMAL MAPS --OWNERSHIP CHANGE--SCENE METALLIC MAPS COMPUTE -> GRAPHICS --OWNERSHIP CHANGE--GRAPHICS -> COMPUTE --OWNERSHIP CHANGE--BRDF LUT COMPUTE -> GRAPHICS --OWNERSHIP CHANGE--GRAPHICS -> COMPUTE SCENE ROUGHNESS MAPS --OWNERSHIP CHANGE--BLUE NOISE LUT COMPUTE -> GRAPHICS --OWNERSHIP CHANGE--GRAPHICS -> COMPUTE SCENE METALLIC MAPS --OWNERSHIP CHANGE--GBUFFER NORMAL ROUGHNESS METALLIC COMPUTE -> GRAPHICS --TRANSITION FOR READ--GRAPHICS -> COMPUTE GBUFFER ALBEDO AO --TRANSITION FOR WRITE--GBUFFER VELOCITY GRAPHICS -> GRAPHICS --TRANSITION FOR READ--GRAPHICS -> COMPUTE GBUFFER NORMAL ROUGHNESS METALLIC --TRANSITION FOR WRITE--GBUFFER DEPTH GRAPHICS -> GRAPHICS --TRANSITION FOR READ--GRAPHICS -> COMPUTE --TRANSITION FOR WRITE--RADIANCE IMAGE GRAPHICS -> GRAPHICS --TRANSITION FOR WRITE--

COMPUTE -> COMPUTE

Pipeline Stage 0

Synchronization Stage 0

SCENE AO MAPS

GBUFFER VELOCITY

GBUFFER DEPTH

--TRANSITION FOR WRITE--

GRAPHICS -> GRAPHICS

Pipeline Stage 1

Render Stage 0

Geometry Render Stage

