Pipeline Stage 1 Synchronization Stage 0

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 2
Render Stage 1
Ray Tracing Render Stage

Pipeline Stage 3 Synchronization Stage 1

GEOMETRY_ALBEDO_AO_BUFFER
--OWNERSHIP CHANGE READ-COMPUTE -> GRAPHICS

GEOMETRY_NORM_MET_ROUGH_BUFFER
--OWNERSHIP CHANGE READ-COMPUTE -> GRAPHICS

GEOMETRY_DEPTH_STENCIL
--OWNERSHIP CHANGE READ-COMPUTE -> GRAPHICS

RADIANCE_TEXTURE
--TRANSITION FOR READ-COMPUTE -> GRAPHICS

Pipeline Stage 4
Render Stage 2

Shading Render Stage

Pipeline Stage 5 Synchronization Stage 2

PER_FRAME_BUFFER
--OWNERSHIP CHANGE READ-COMPUTE -> GRAPHICS

Pipeline Stage 0 Render Stage 0 Geometry Render Stage