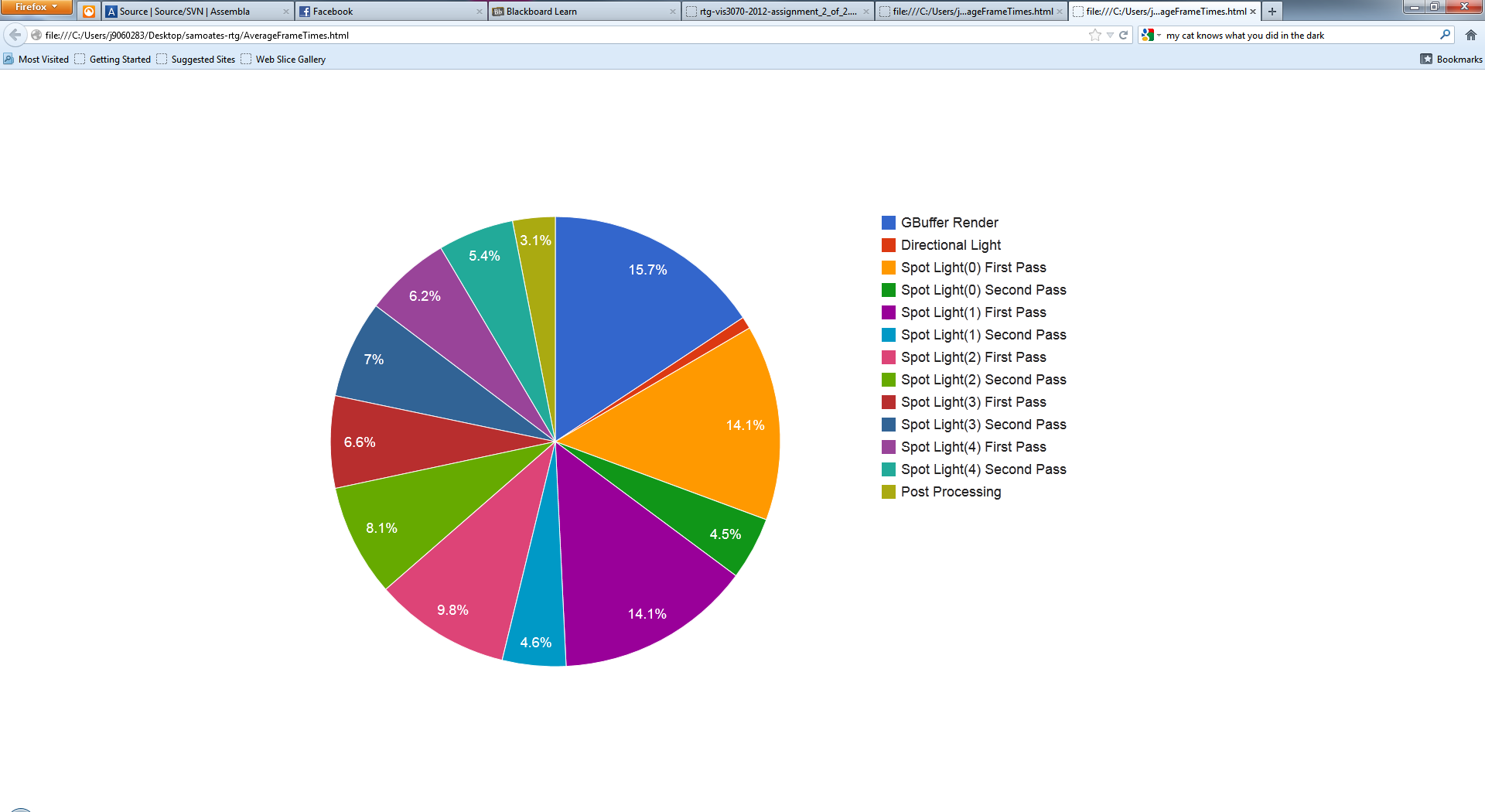
Profiling of Real-Time

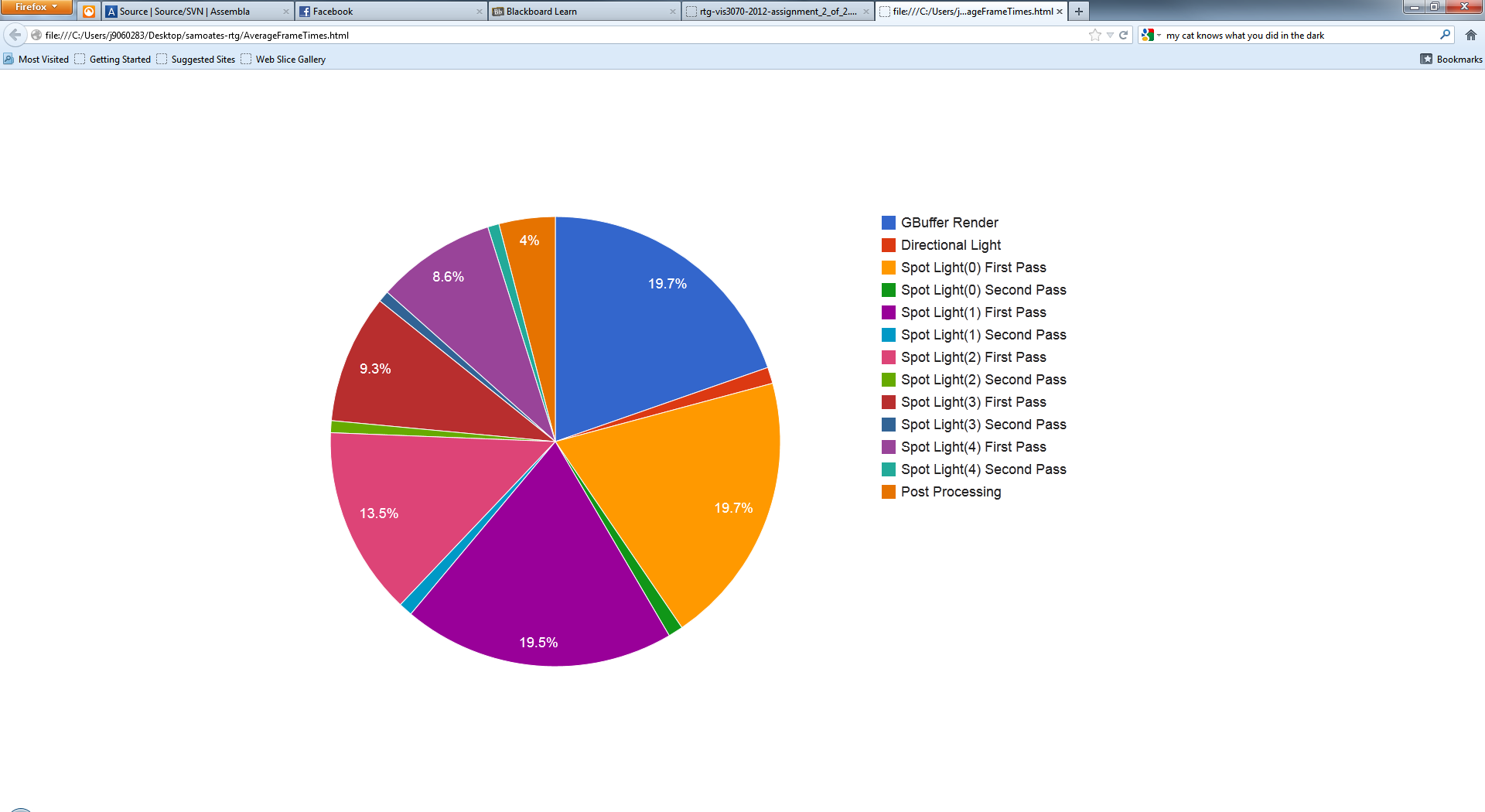
Translucency

Sam Oates

Average Render Time with Everything on (30 fps) (Culling Enabled)



Spotlight fragment shader returning with no calculations (60 fps)



Average Render Time with Everything on (25 fps) (Culling Disabled)

