

Environment partitioning and LOD creation

Split tree scene representation and  
move all data to GPU

Traverse scene tree and mark primitives for  
rendering

Primitive pre-processing:

- Project 3D covariance to screen
- Compute color from SH
- Compute tile overlaps

Splat duplication and sorting

Tiling Rasterizer

Render Loop

Additional pipeline  
components

Reference 3DGS  
implementation pipeline

