

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

