

Frame n

Frame $n + 1$

Thread 1

Sim 1 Sim 3 Sim 4 Sim 6

Sim 1 Sim 3 Sim 5 Sim 6

Thread 2

Sim 2 Sim 5 Sim 7 Sim 8

Sim 2 Sim 4 Sim 7 Sim 8

Renderthread

Render $n - 1$

Render n

