

Frame n

Frame $n + 1$

Thread 1

Simulation n

Job 5

Simulation $n + 1$

Job 10

Thread 2

Job 1

Job 2

Job 3

Job 4

Job 6

Job 7

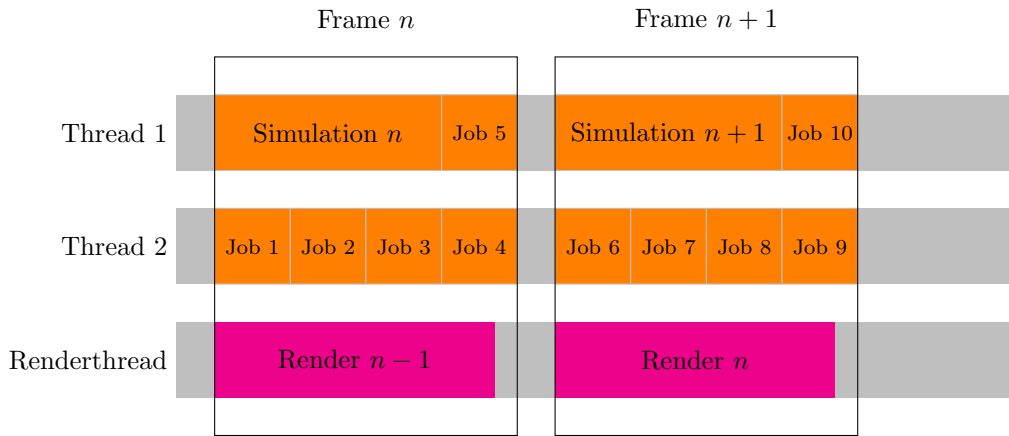
Job 8

Job 9

Renderthread

Render $n - 1$

Render n



hallo <> ...