Rendering

Optimization



Create

scene



Create camera,

objects, lights



Create renderer



lights CRUD

camera, objects,





vent



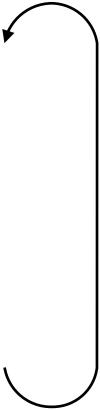
















Create

scene



Create camera,

objects, lights



Create renderer



lights CRUD

camera, objects,





vent













