Rendering

Optimization

Create scene

Create camera, objects, lights

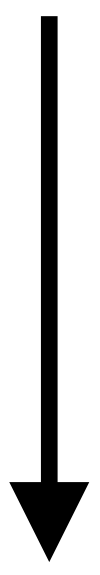
Create renderer

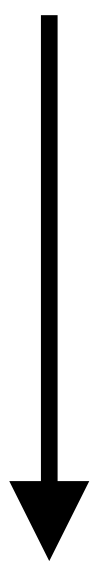
camera, objects,
lights CRUD

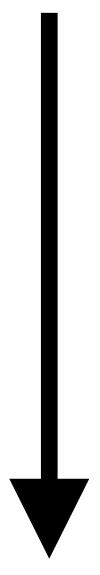
Render

Events

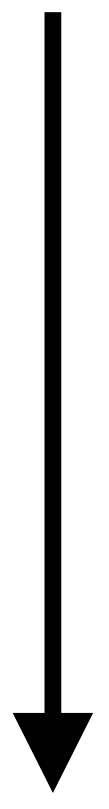
Exit







Calculate frustum



Push to rendering stack

Push to rendering stack

Push to rendering stack

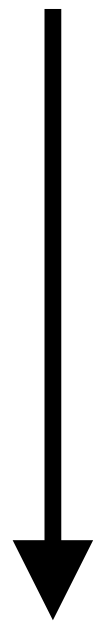
Draw

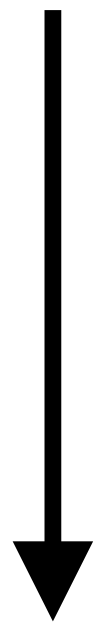
Draw

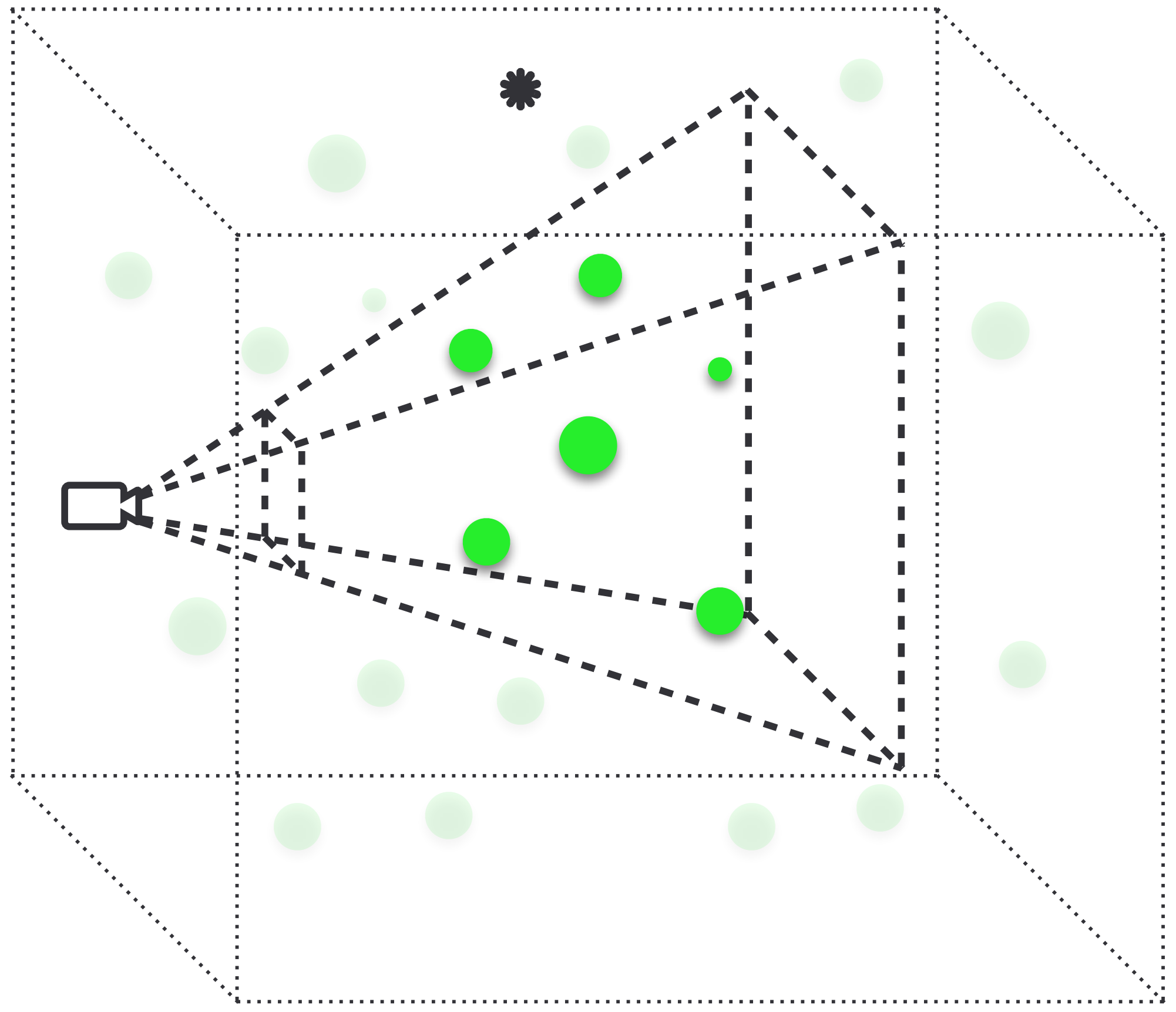
Draw

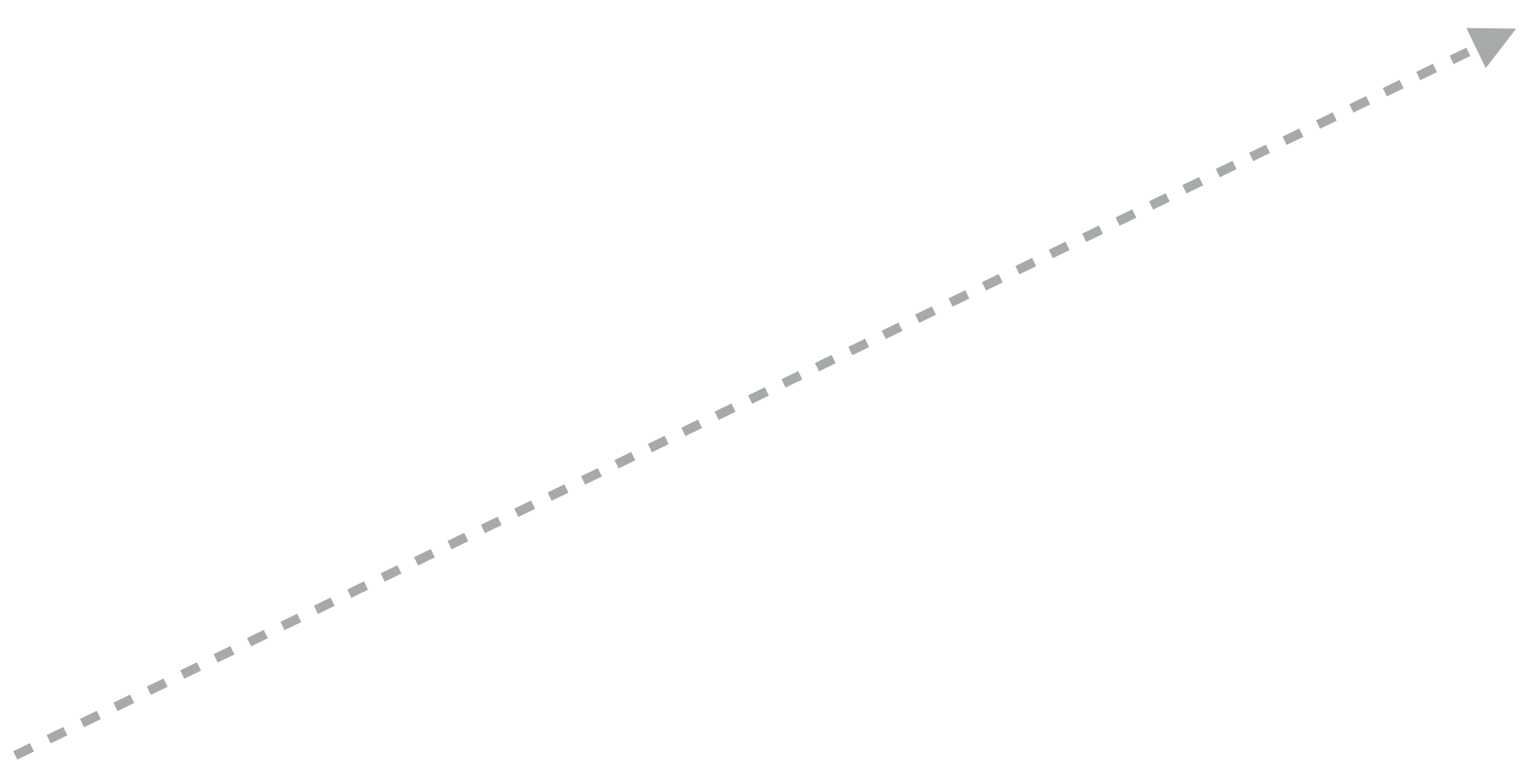
for each visible object in the frustum

for each object in the stack









Frustum culling

Bottlenecks

Frustum

culling

Create scene

Create camera, objects, lights

Create renderer

camera, objects,
lights CRUD

Render

Events

Exit

Calculate frustum

Push to rendering stack

Push to rendering stack

Push to rendering stack

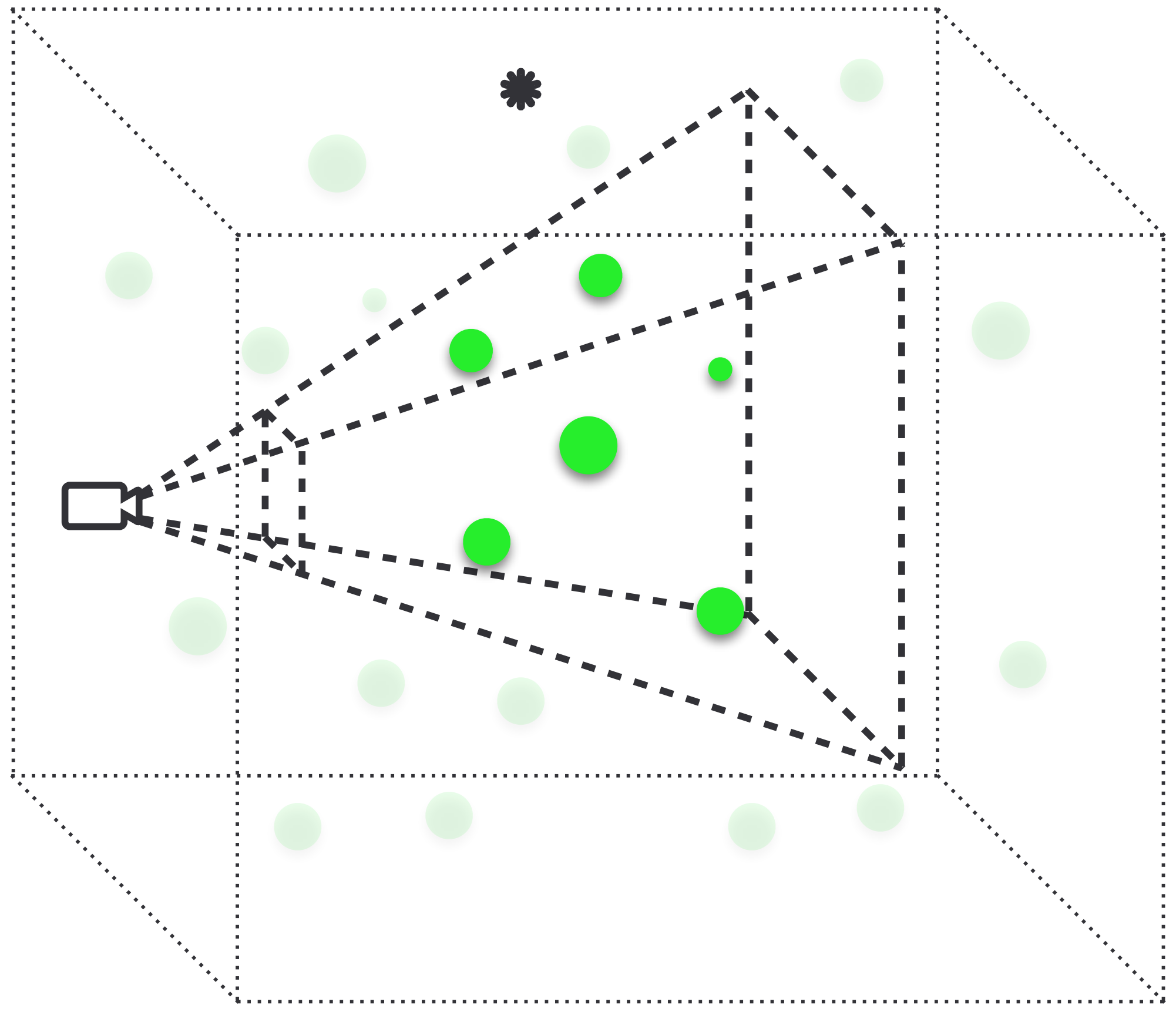
Draw

Draw

Draw

for each visible object in the frustum

for each object in the stack



Frustum

culling