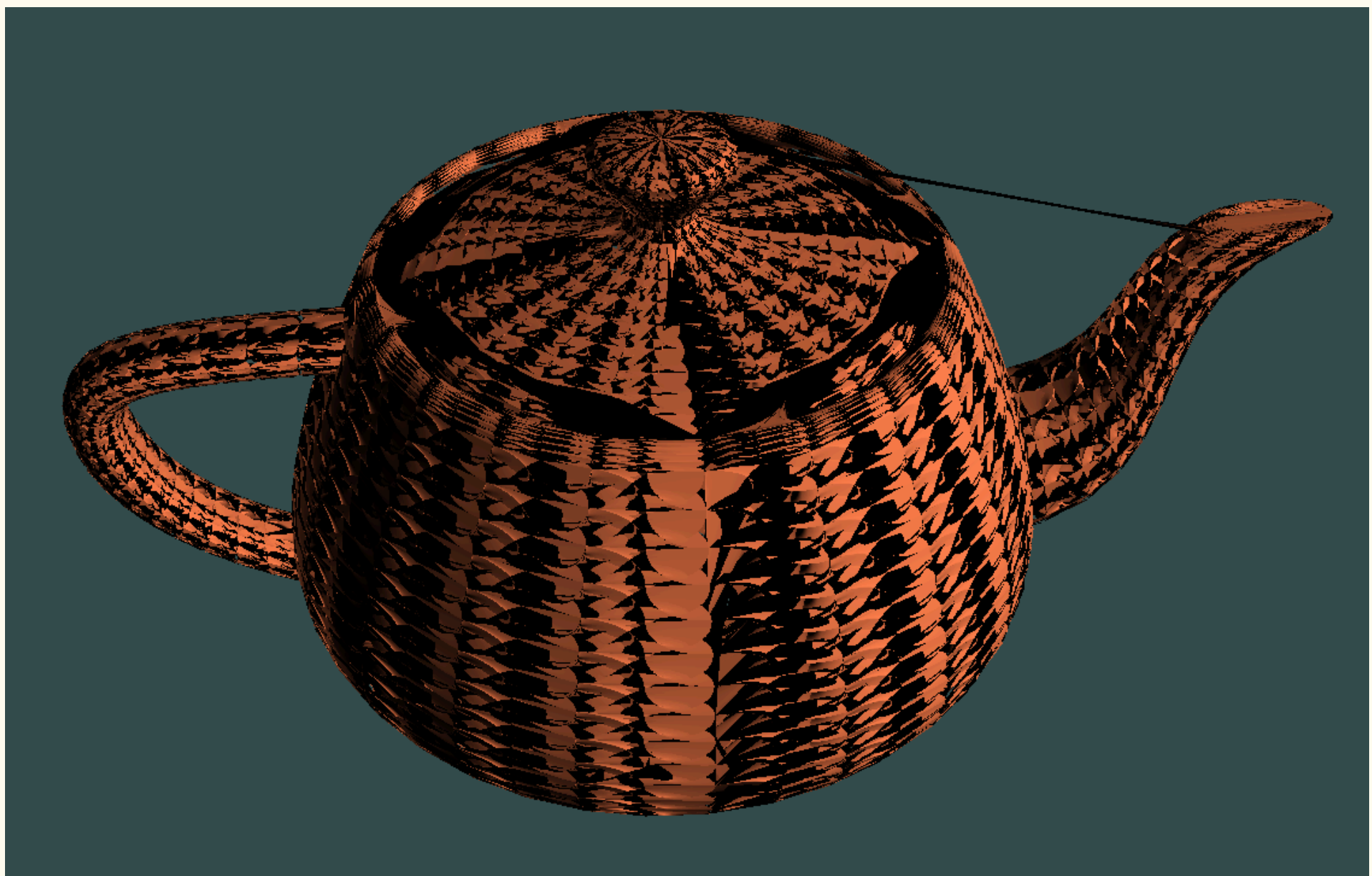


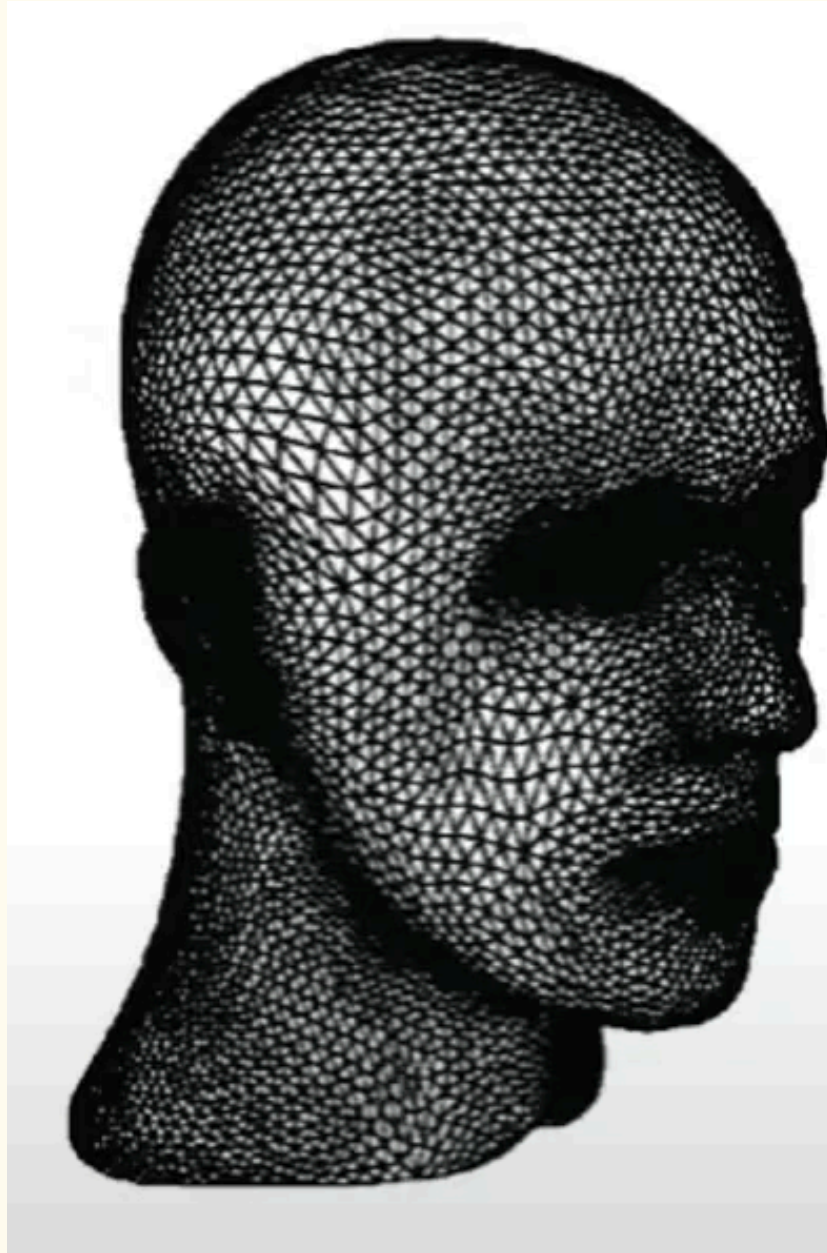
Tessellation Shading

2050.03.25

마케팅팀 이수진

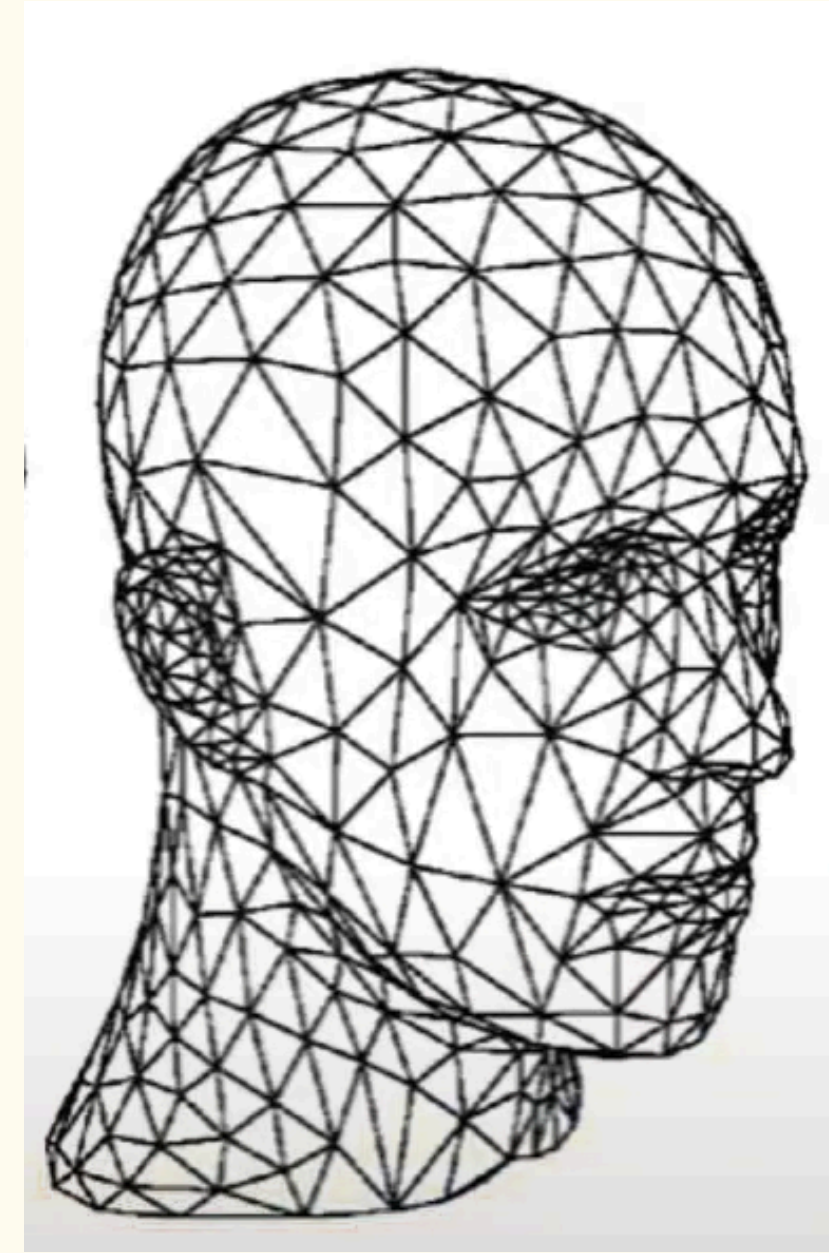


02 현황



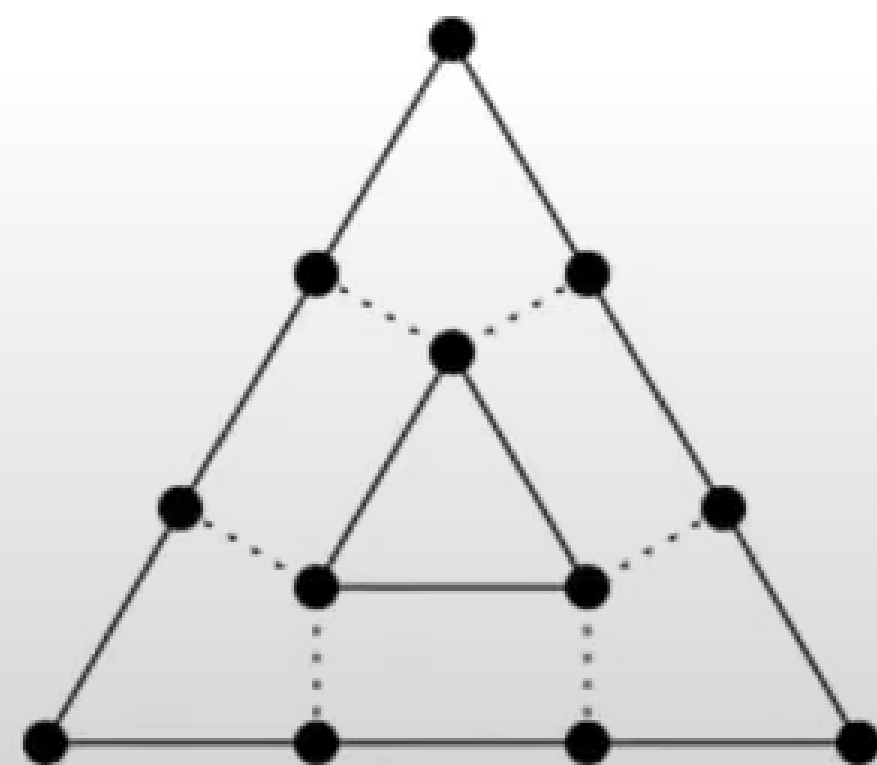
하고싶은거

이 모든 vertex를 vertex data에서 shader로 보내면
DRAM이 너무 과부하될 수 이씀. ○○

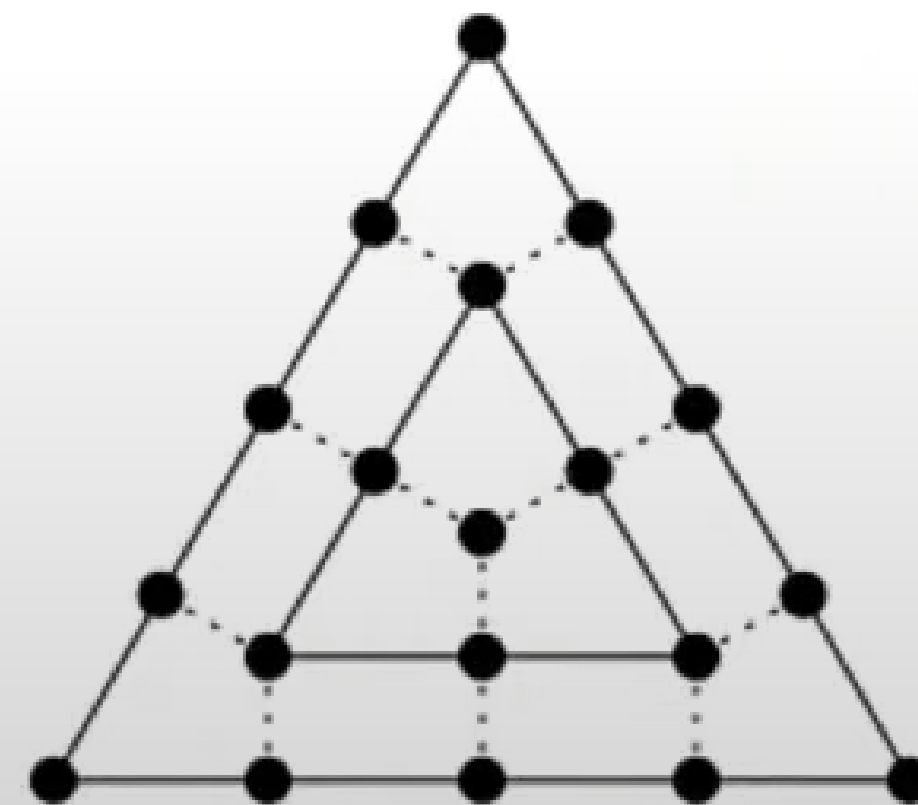


현실 ㅠㅠ

그래서 저수준의 모델을 보내고, rasterize 하기 전에
나누기로 함!!



Inner Tess = 3



Inner Tess = 4

