1. Refactoring local / global bounds, especially in groups where child move every frame (es. XrRoot)
2. Improve frustum culling on stereo camera
3. Introduce camera selector in editor with camera gismo
4. Think new model for stereo camera
5. On shadow map, compute light projection based on actual camera position or give an option to keep it fixed
6. Implement clip volumes, if camera is outside the volume, everything inside is not rendered
7. Implement components update groups, everything inside an update group can be run in parallel (es. All rigid body in pyscis, or all colliders)
8. Refactor editor scene view, implement dx9 suraface (gl + dx interop)
9. In general, state manager is a big mess, just a note
10. BUG: shadow only material partially works on Android
11. Integrate pysicx colliders, more efficient than c# ones
12. Implement hdr decoder on native c++
13. Implement oculus depth map
14. Think to move some material properties at shader level (es. Write depth, etc)
15. Global uniform provider must be ad shader level