

Ghengin: A type-heavy, shader-centric Haskell game engine

Rodrigo Mesquita

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2 Meshes

3 Materials

A **Material** is usually regarded as a core component of a rendering engine which describes surface properties that define the visual appearance of meshes when rendered. Material properties can include the surface color, texture, parameters of lighting such as specularity, or custom parameters for a custom shader.

We define a Material as a collection of properties that each *render packet* has. This collection of properties is passed to the shader programs every frame and will ultimately define how each render packet is rendered. In contrast to existing material systems, ...

4 Render Packets