Scriptable Render Pipeline用到的一些API

参考：

1. Graphics Command Buffers
2. ScriptableRenderContext
3. RenderPipeline
4. RenderPipelineAsset
5. CommandBufferPool
6. ScriptableObject
7. IRenderPipeline
8. FilterRenderersSettings
9. RenderQueueRange
10. [DrawRendererSettings] (https://docs.unity3d.com/2018.2/Documentation/ScriptReference/Experimental.Rendering.DrawRendererSettings.html)
11. CullResults
12. ScriptableCullingParameters

参考：