

Possible Methods for Merging GSoC 2022/3 Rendering Improvements

One note about planned work for 2023: My "OpenGL Modernization" project aims to allow a transition away from legacy rendering. As a prerequisite to this, I identified refactoring to the `*Renderer` classes. Where the diagram shows a branch and PRs to be made in 2023, it might actually end up being split into multiple smaller chunks to separate sub-parts like refactoring, compile-time feature selectors, OpenGL contexts, etc.

