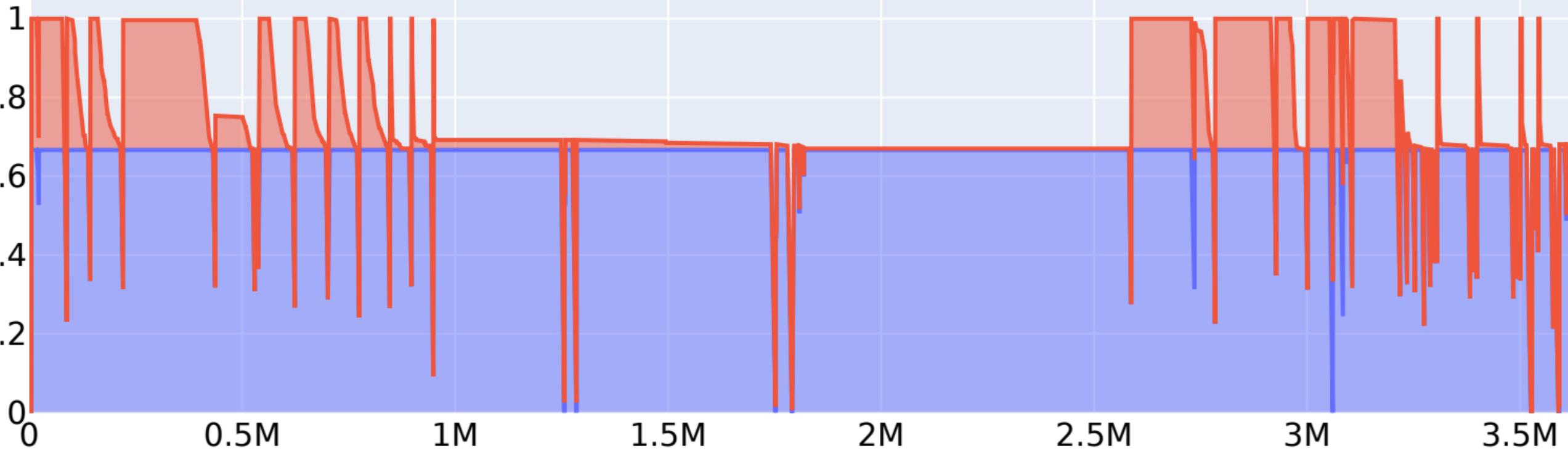


PT + VIO

Occupancy

Compute Kernel    Rendering Shader



Global Cycle

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