Render pass

RenderPass是对Subpass与attachment的封装，相当于将两者打包到一个盒子里，需要满足Subpass所关联的Attachments都要是Renderpass中所指定的，此外同一个RenderPass可以包含一系列的Subpass，多个subpass之间的执行顺序是不固定的，如果要指定执行顺序，就需要通过SubPassDependencies来施加约束：

```
VkRenderPassCreateInfo rp_info = {};
rp_info.sType = VK_STRUCTURE_TYPE_RENDER_PASS_CREATE_INFO;
rp_info.pNext = NULL;
rp_info.attachmentCount = 2;
rp_info.pAttachments = attachments;
rp_info.subpassCount = 1;
rp_info.pSubpasses = &subpass;
rp_info.dependencyCount = 0;
rp_info.pDependencies = NULL;

res = vkCreateRenderPass(info.device, &rp_info, NULL, &info.render_pass);
```