

Renderer@nexon.co.kr

\sqrt{GSP}
16" SGP

\sqrt{GSP}

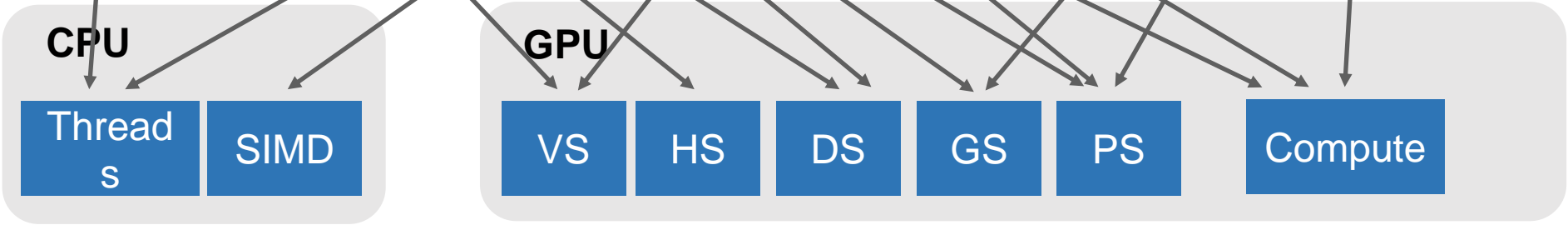
New hardware capabilities
New graphics low-level API
New algorithms
New Workflow

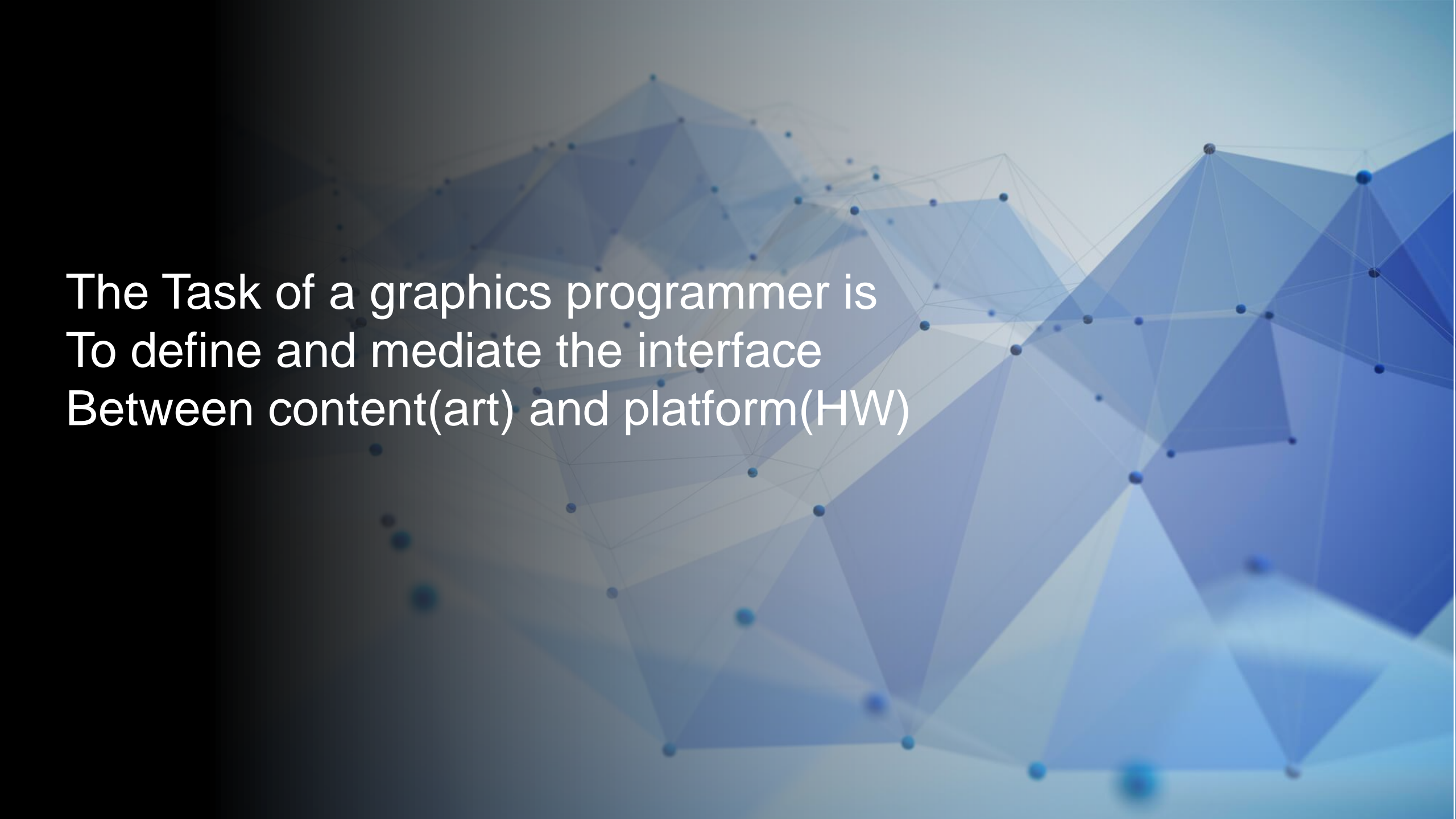


Content



Platform





The Task of a graphics programmer is
To define and mediate the interface
Between content(art) and platform(HW)

Content



Shape

Texture

Appearance

Animation

Light

Interface



Mesh

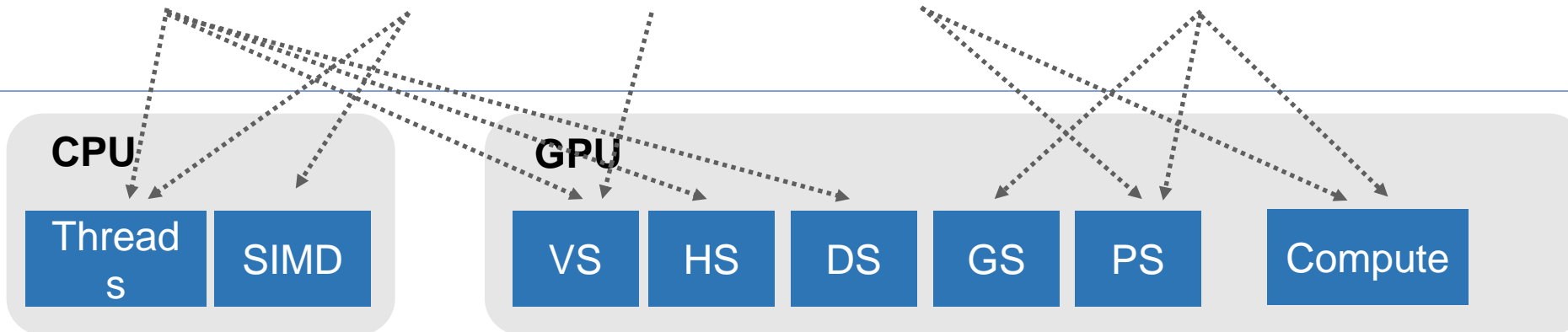
Physics

Anim

BRDF

Light Map

Platform



CPU

GPU

Thread
s

SIMD

VS

HS

DS

GS

PS

Compute

Polygon

BasePass, Shadow Depth, Velocity



Texture

Frequency

Texel Density



Light

Light map

Light probe



Rendering Algorithms

Forward Rendering

Deferred Rendering

Tiled Base Rendering

Tiled Base Deferred Rendering

Cluster Forward Rendering



Real-time Rendering Future

TNL

Hardware

Async Shader

