

Implementation Notes

1 Scene Renderer

2 HBAO Renderer

2.1 Resources

2.1.1 Input

Table 1: Parameters Constant Buffer

Table 2: Input Depth Buffer (Non-linear)

2.1.2 Render Targets

| | |
|--------|---------------------|
| Format | R32_FLOAT |
| Width | Same as input depth |
| Height | Same as input depth |

Table 3: Linear Depth Buffer

| | |
|--------|----------------|
| Format | R16G16_FLOAT |
| Width | Backbuf Width |
| Height | Backbuf Height |

Table 4: AO Buffer