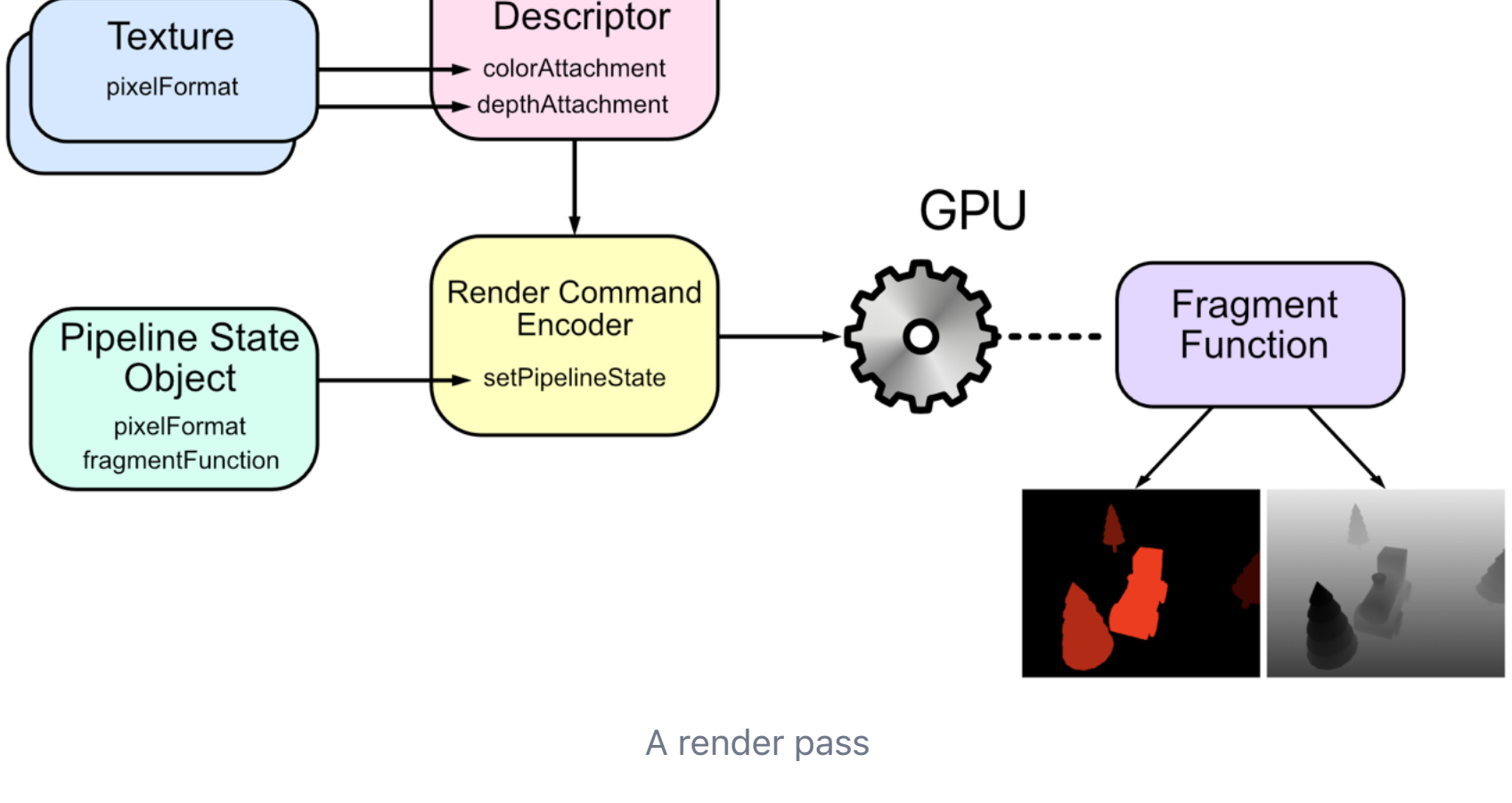
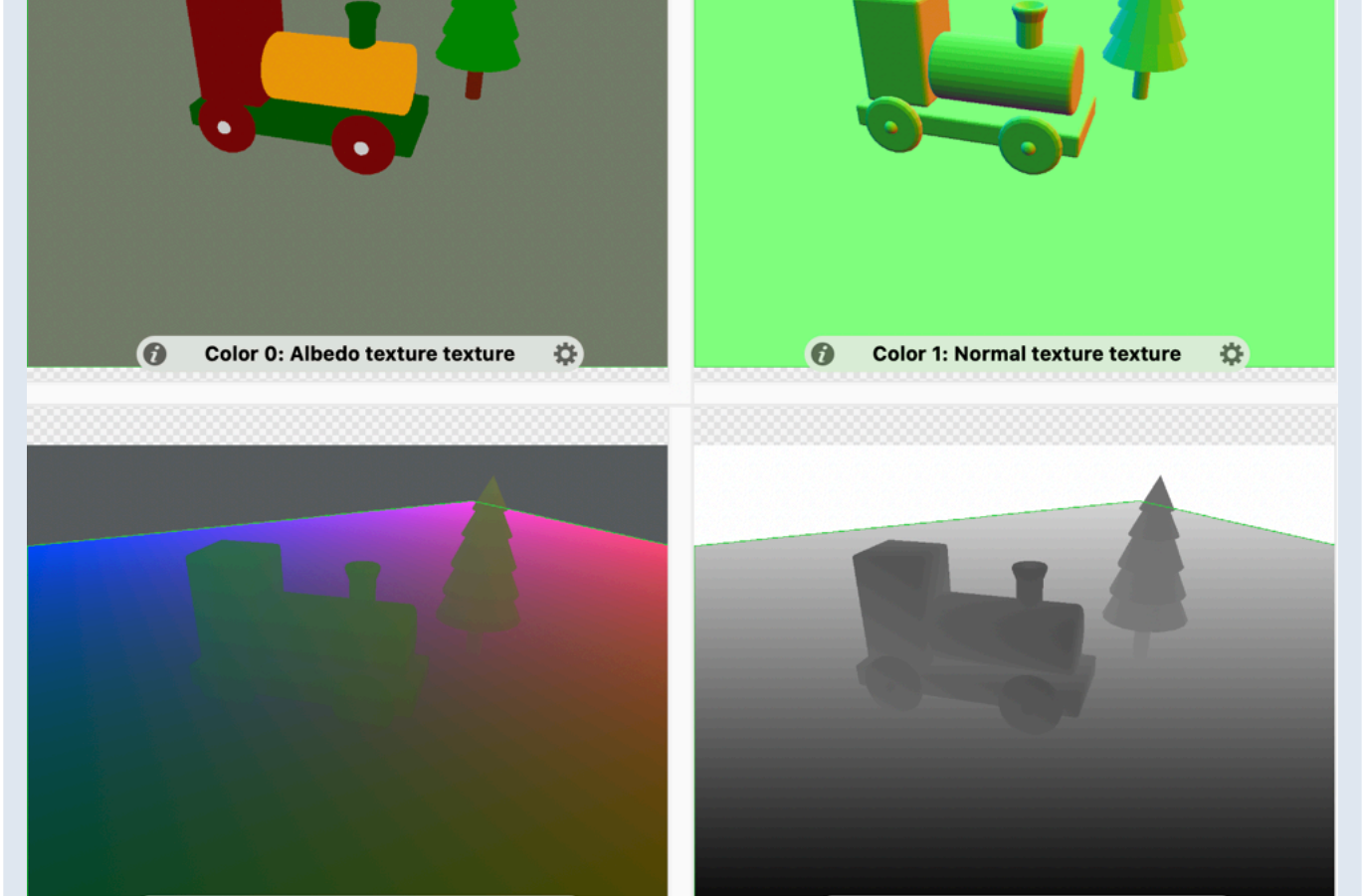


12 Render Passes

Render Passes



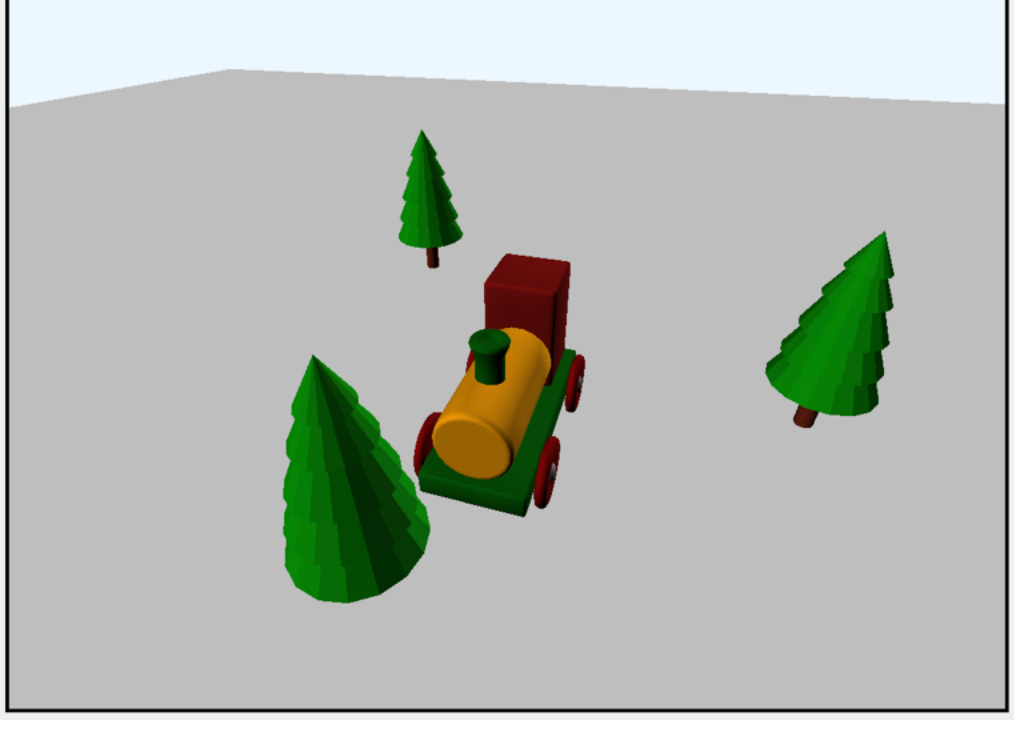
A render pass



A render pass with four textures

Object Picking

The Starter App



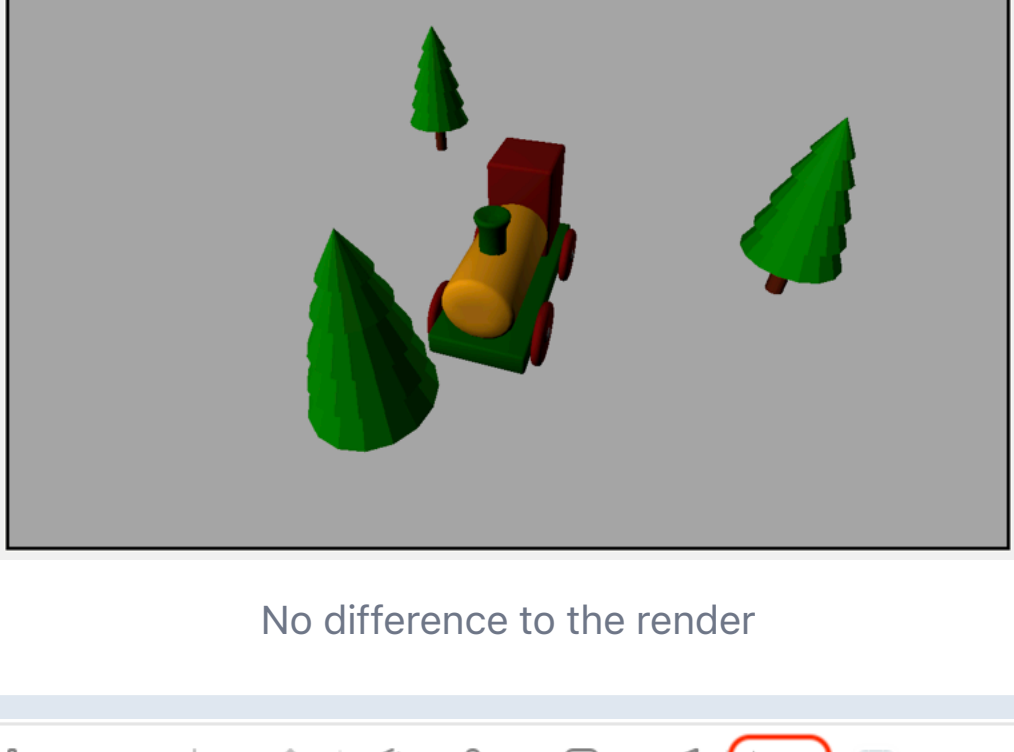
The starter app

Setting up Render Passes

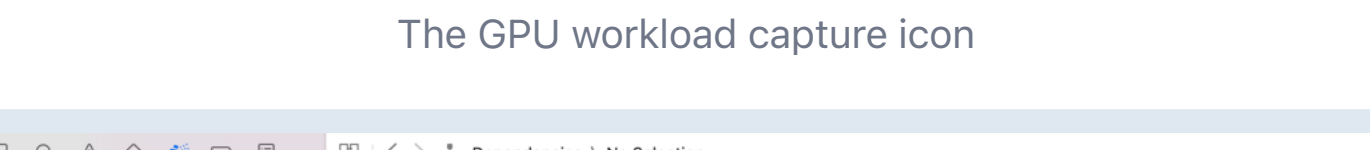
Creating a UInt32 Texture

Adding the Render Pass to Renderer

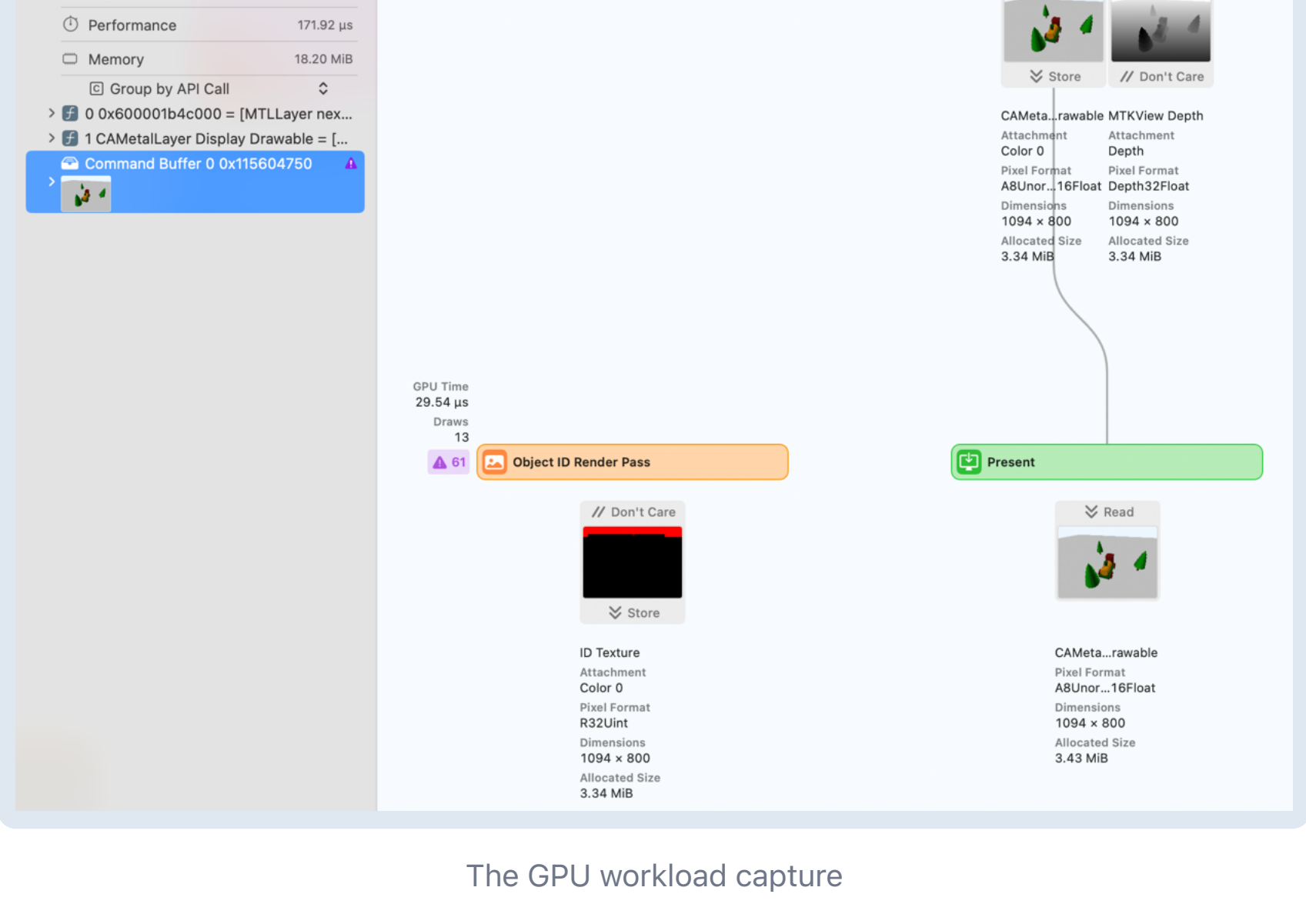
Adding the Shader Function



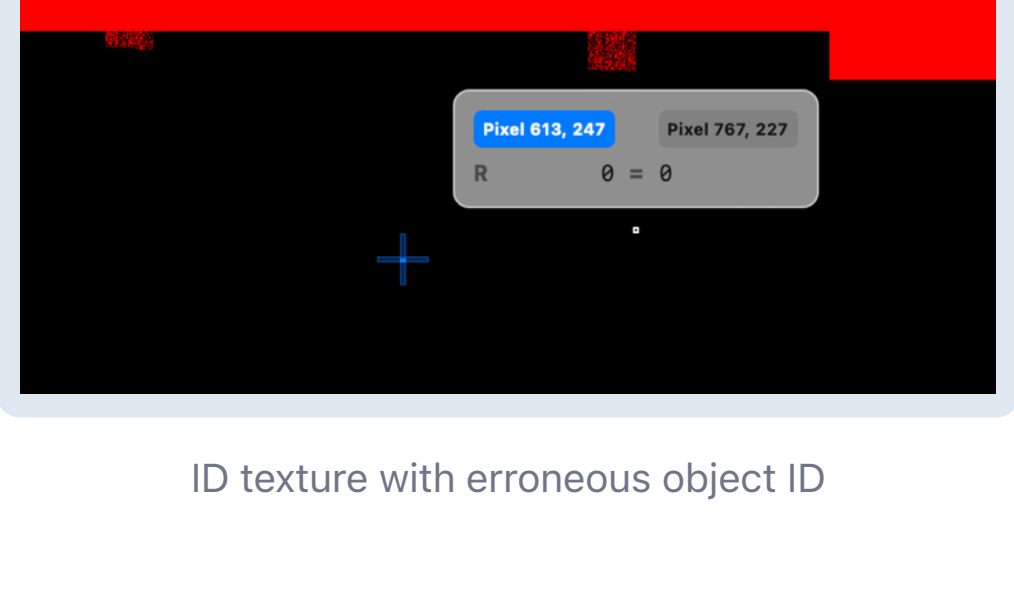
No difference to the render



The GPU workload capture icon



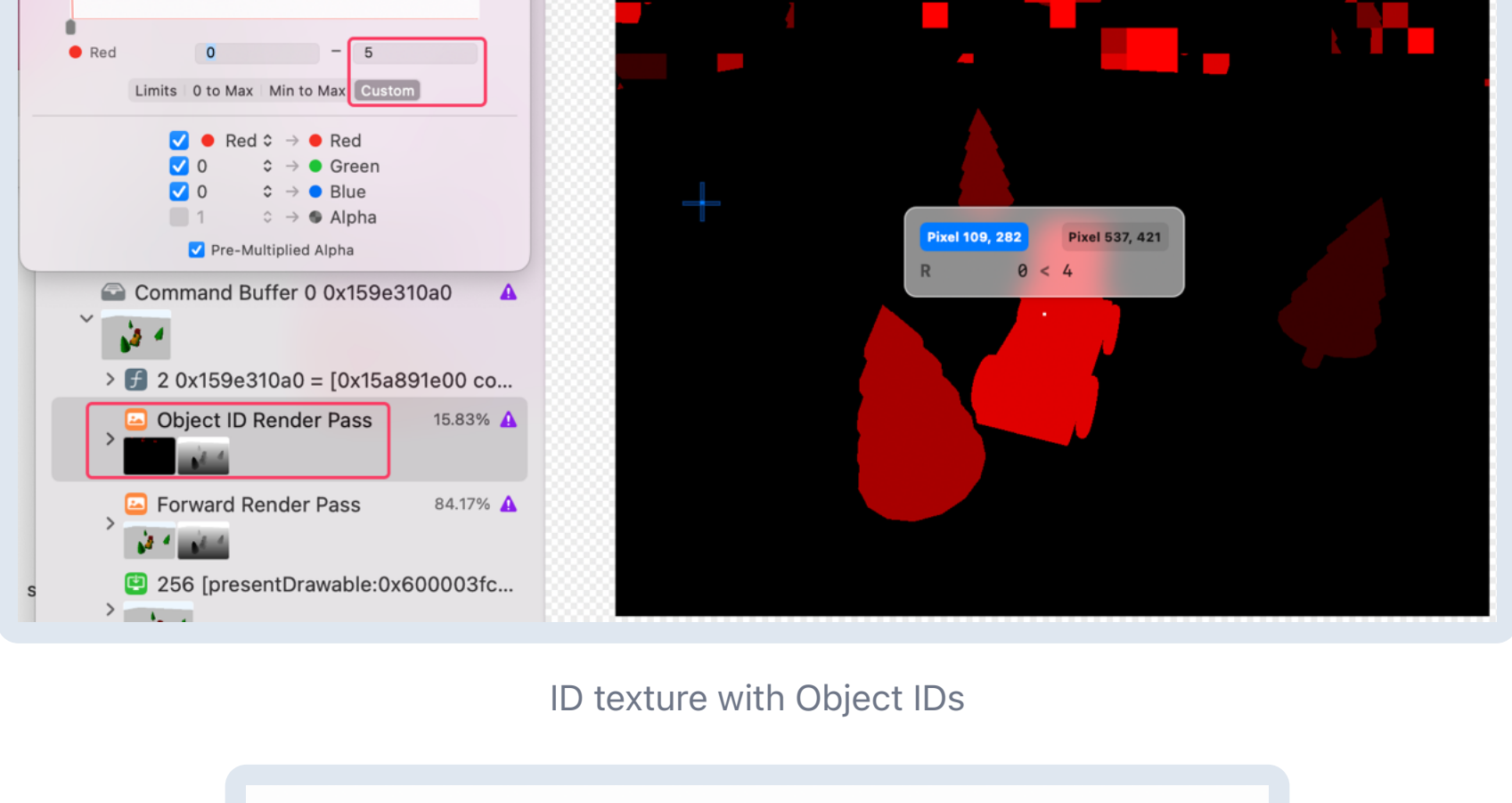
The GPU workload capture



ID texture with erroneous object ID

Adding the Depth Attachment

The Depth Stencil State



ID texture with Object IDs



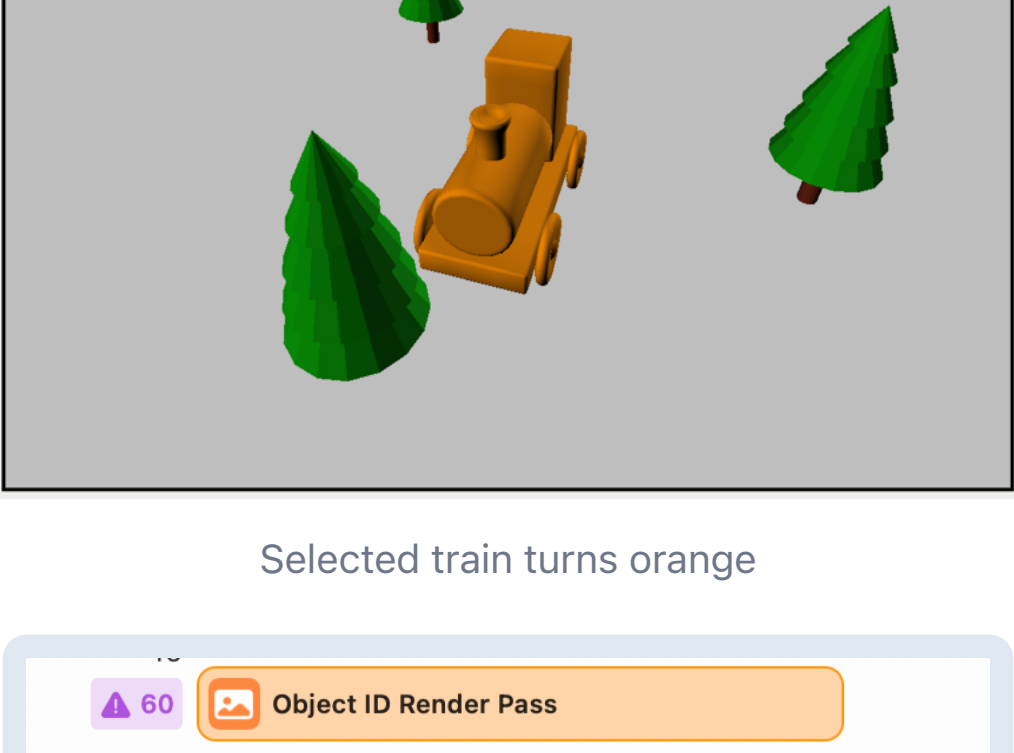
Load and store actions

Load & Store Actions



No random pixels

Reading the Object ID Texture



Selected train turns orange



The completed render passes