**MainLightShadowCasterPass**

Function：渲染主光源阴影

Shader：No

Target：\_MainLightShadowmapTexture纹理

**AdditionalLightsShadowCasterPass**

**DepthNormalOnlyPass或DepthOnlyPass**

Function：渲染法线和深度纹理。

Shader：Name为“DepthNormals”的Pass

Target：\_CameraDepthTexture和\_CameraNormalsTexture

**ColorGradingLutPass**

Function：

Shader：LutBuilderHdr.shader

Target：\_InternalGradingLut

DrawObjectsPass

**DrawSkyboxPass**

Function：绘制天空盒

Shader：No

Target：No

CopyDepthPass m\_CopyDepthPass

CopyColorPass m\_CopyColorPass

**TransparentSettingsPass**

Function：设置半透明物体接受阴影的Keyword

DrawObjectsPass(R1) m\_RenderTransparentForwardPass

**InvokeOnRenderObjectCallbackPass**

回调MonoBehaviour.OnRenderObject，在后处理之前回调

PostProcessPass(R2) m\_PostProcessPass

PostProcessPass(R2) m\_FinalPostProcessPass

**CapturePass** m\_CapturePass

**FinalBlitPass**

Target：From \_AfterPostProcessTexture To cameraTarget

Shader：Blit.shader

**SceneViewDepthCopyPass**

Target：CameraTarget

Shader：CopyDepth.shader