**MainLightShadowCasterPass**

渲染主光源阴影

\_MainLightShadowmapTexture纹理

**AdditionalLightsShadowCasterPass**

**DepthNormalOnlyPass或DepthOnlyPass**

使用Name为DepthNormals的Pass，渲染法线和深度纹理。

\_CameraDepthTexture和\_CameraNormalsTexture

**ColorGradingLutPass**

\_InternalGradingLut

LutBuilderHdr.shader

DrawObjectsPass(R1) m\_RenderOpaqueForwardPass

DrawSkyboxPass m\_DrawSkyboxPass

CopyDepthPass m\_CopyDepthPass

CopyColorPass m\_CopyColorPass

TransparentSettingsPass m\_TransparentSettingsPass

DrawObjectsPass(R1) m\_RenderTransparentForwardPass

InvokeOnRenderObjectCallbackPass m\_OnRenderObjectCallbackPass

PostProcessPass(R2) m\_PostProcessPass

PostProcessPass(R2) m\_FinalPostProcessPass

CapturePass m\_CapturePass

FinalBlitPass m\_FinalBlitPass

SceneViewDepthCopyPass m\_SceneViewDepthCopyPass