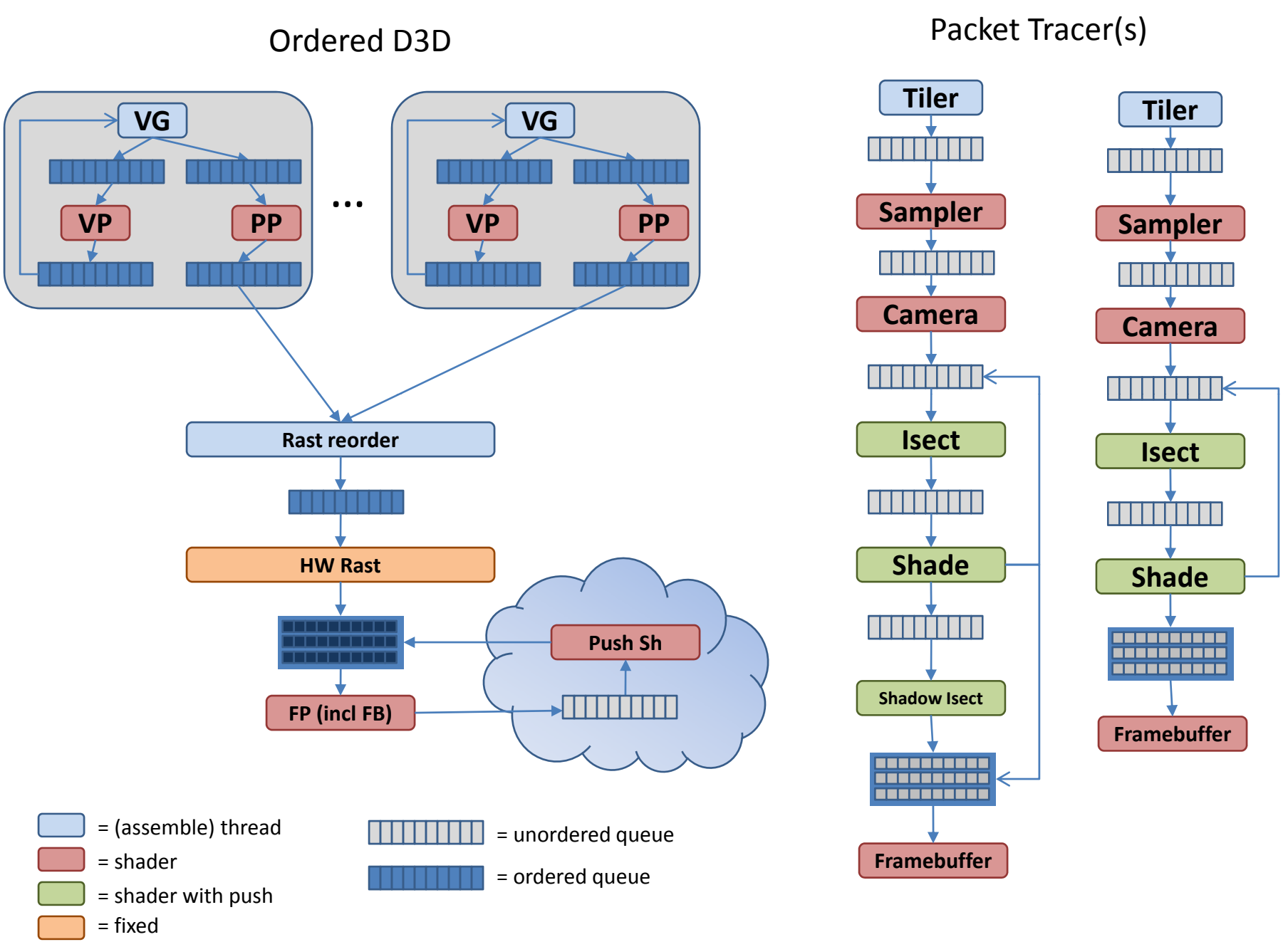
Ordered D3D
VG
VP
PP
VG
VP
PP
Rast reorder
HW Rast
Push Sh
FP (incl FB)
= (assemble) thread
= shader
= shader with push
= fixed
= unordered queue
= ordered queue
Packet Tracer(s)
Tiler
Sampler
Camera
Isect
Shade
Shadow Isect
Framebuffer
Tiler
Sampler
Camera
Isect
Shade
Framebuffer