

Avoid Buffer Clearing

Clear only buffers that need to be cleared.

- Color buffer: The color buffer does not have to be cleared if the scene is known to cover all of it.
For instance, this is the case if the background image or a sky map covers the whole surface.
- Stencil buffer: Only needs to be cleared if it is actually used.
- Depth buffer: If depth test is enabled.

Revision #1

Created 2023-02-17 07:55:30 UTC by Tsuyoshi.Kato

Updated 2023-02-17 07:55:39 UTC by Tsuyoshi.Kato