Draw Visible Objects Only

Nodes, even when attempting to render them, might be not be visible in various circumstances. Nevertheless, if no countermeasures are taken, they have to pass the render pipeline and are quite often discarded at a very late stage. To minimize computations within the render pipeline, geometry shall be discarded as soon as possible, if it is not visible at all.

Use following Candera concepts to exclude invisible objects from effective rendering earliest possible:

- Disable rendering of nodes manually (see `Node::SetRenderingEnabled(false)`).
  Example: Consider to disable nodes with a very low alpha value from rendering.
- Enable Viewing Frustum Culling in the Camera, to cull objects out of viewing frustum
- Use Backface Culling in the RenderMode to cull faces not visible.
- Use custom defined visibility and light culling via Candera scopes.
- Use Candera RenderOrder to sort opaque objects from near to far distance to the camera, which increases number of fragment culling according to depth-test-fails.

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