Use Specialized Shaders

Texture Cache

Use Shaders that are customized to fit exactly your special situation.

Reference shaders are full featured and functional code examples to demonstrate the interoperability with Candera. They are not optimized for performance. A great performance improvement can be achieved by reducing the lighting calculation to support only the light sources that are actually used. They should be used for reference, but later be replaced by optimized and more specialized shaders.

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