# Render

### OrxCamera

Camera Module. Allows to creates and handle cameras Camera are structures used to render graphic (2D/3D) objects They thus can be referenced by other structures.

### OrxRender

Render plugin module. Renders visible objects on screen, using active cameras/viewports.

### OrxShader

Shader module. Allows to store shader information (code + parameters).

### OrxShaderPointer

ShaderPointer module. Allows to creates shaders (rendering post effects) containers for objects.

### OrxViewport

Viewport module. Allows to creates and handle viewports. Viewports are structures associated to cameras and used for rendering.

## Config

- Camera
- Render
- Shader
- Viewport

## Tutorials

### Basic

- Basic Viewport & Camera Tutorial
- Basic Spawner & Shader Tutorial
- Basic Shader & Lighting Tutorial

## Advanced

- Iarwain's Tutorial 1: Compositing (2D lighting pass)

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