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)

From:
https://www.orx-project.org/wiki/ - **Orx Learning**

Permanent link:
https://www.orx-project.org/wiki/en/orx/reference/render/main?rev=1496119845

Last update: **2025/09/30 17:26 (14 months ago)**