

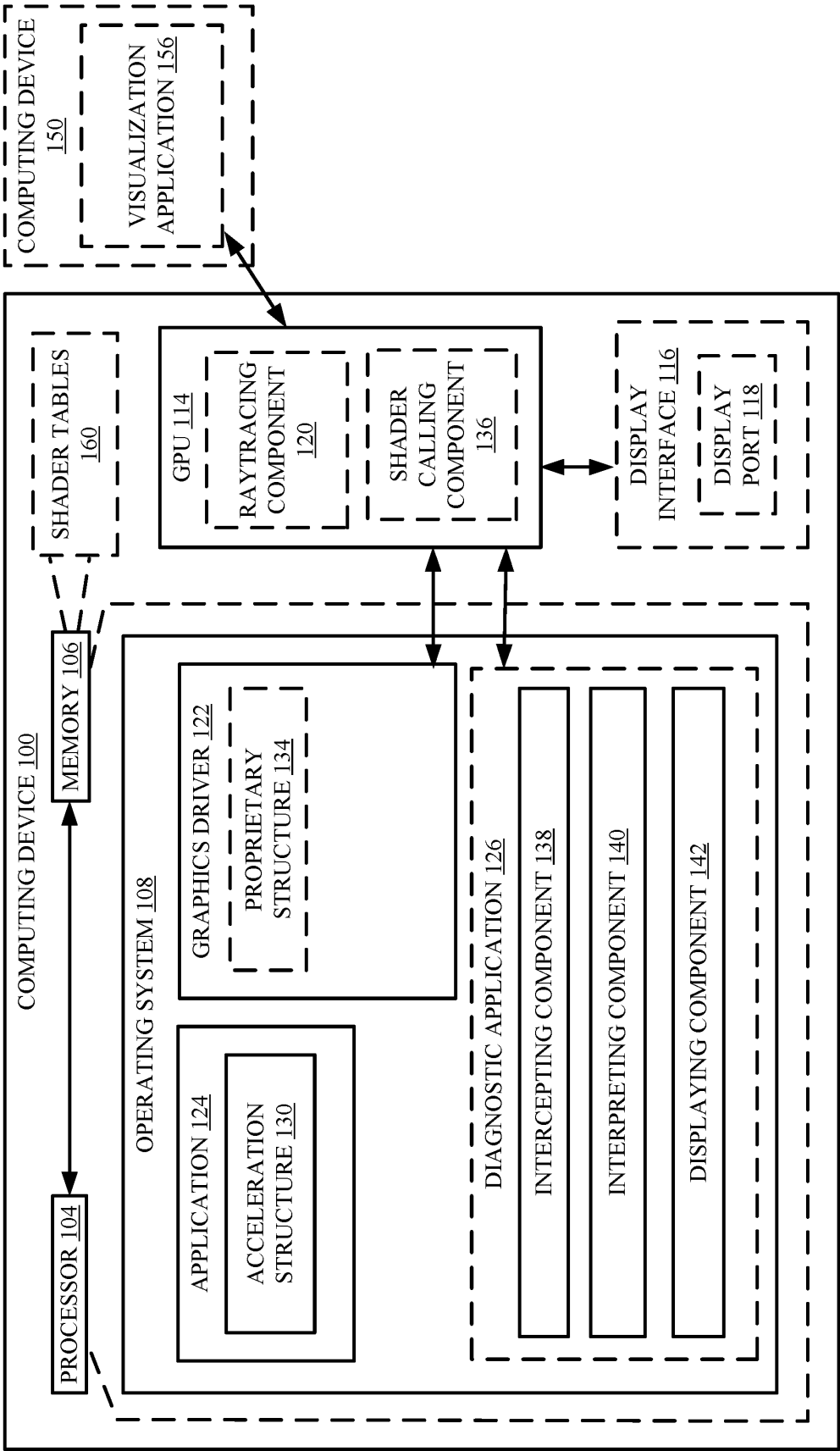
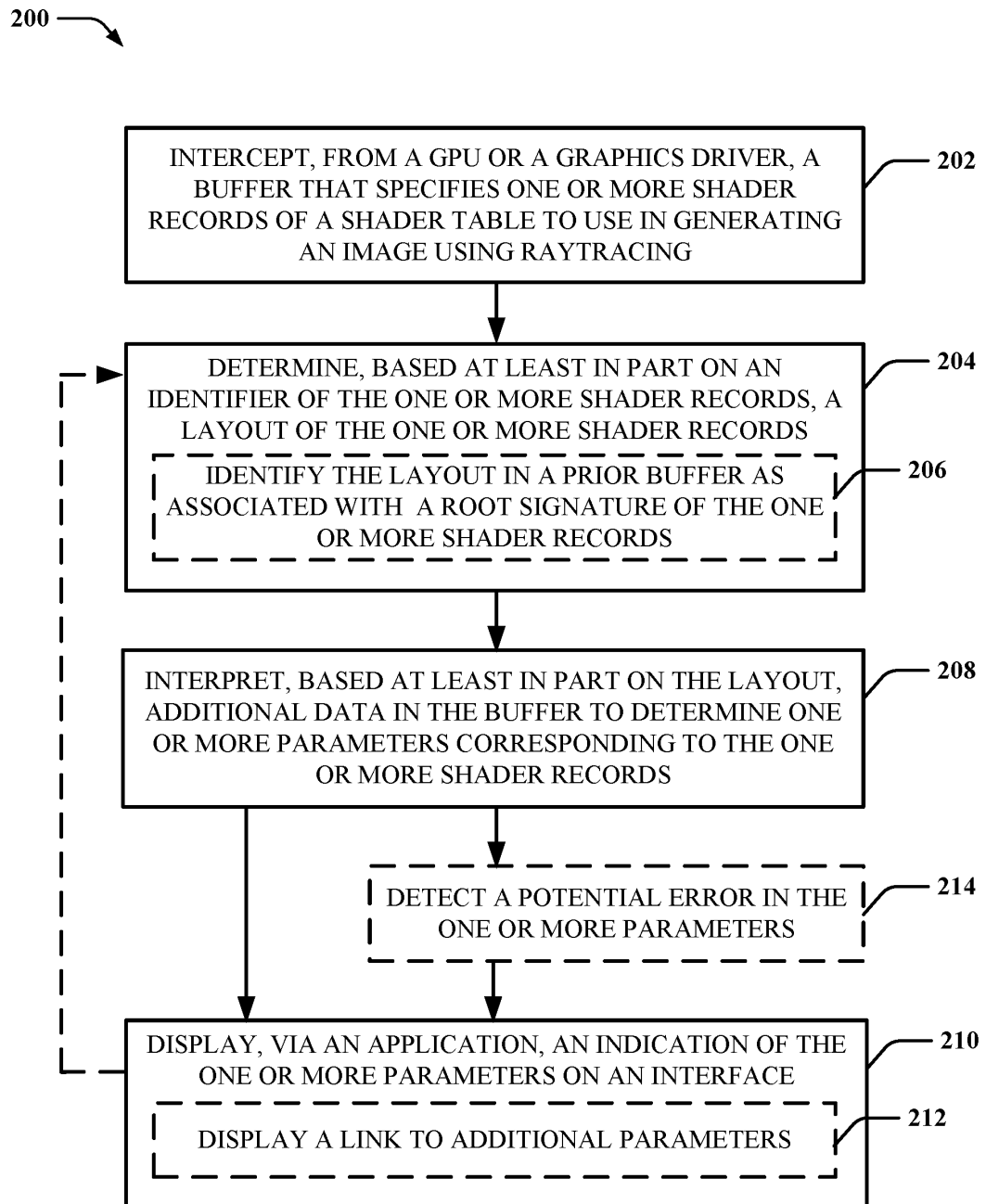


Figure 1

**Figure 2**

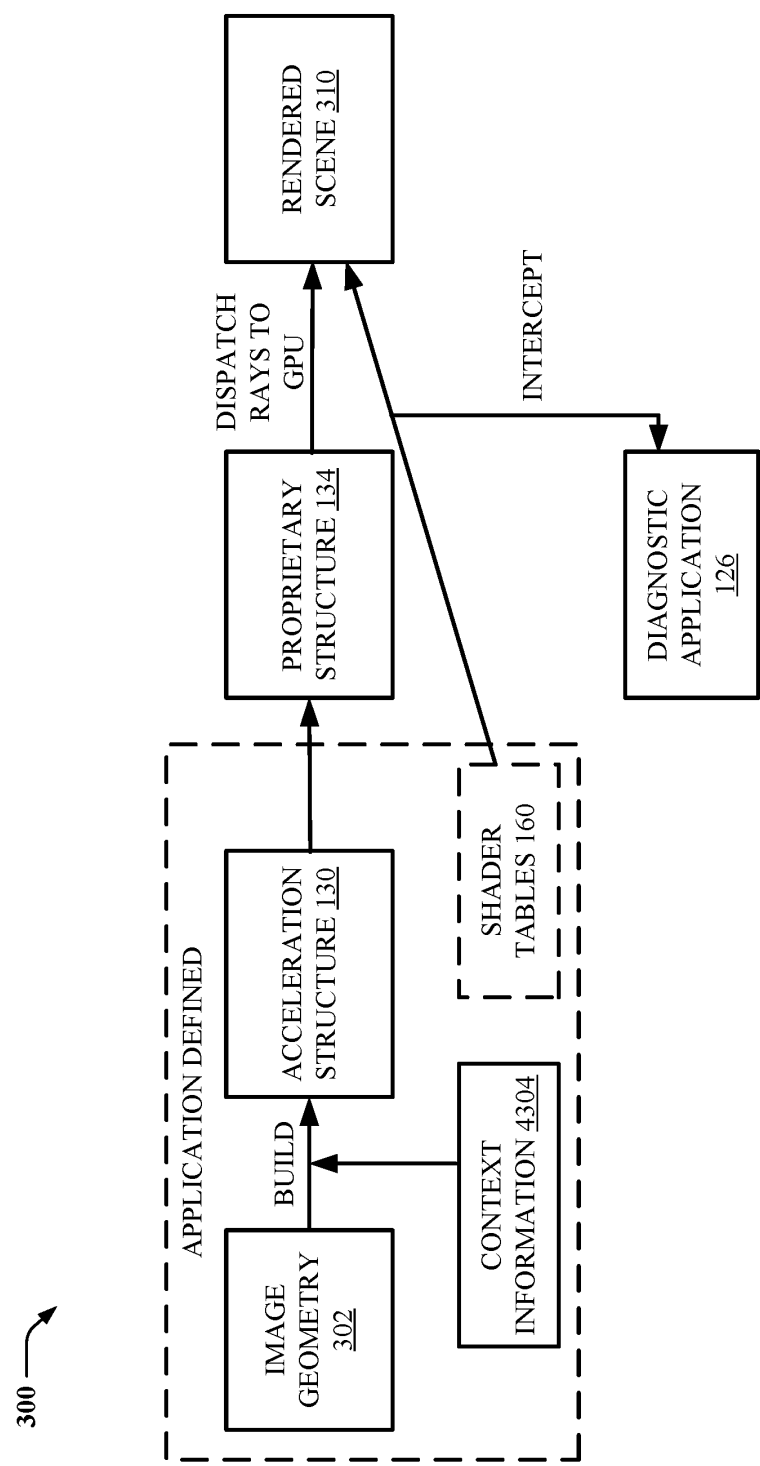


Figure 3

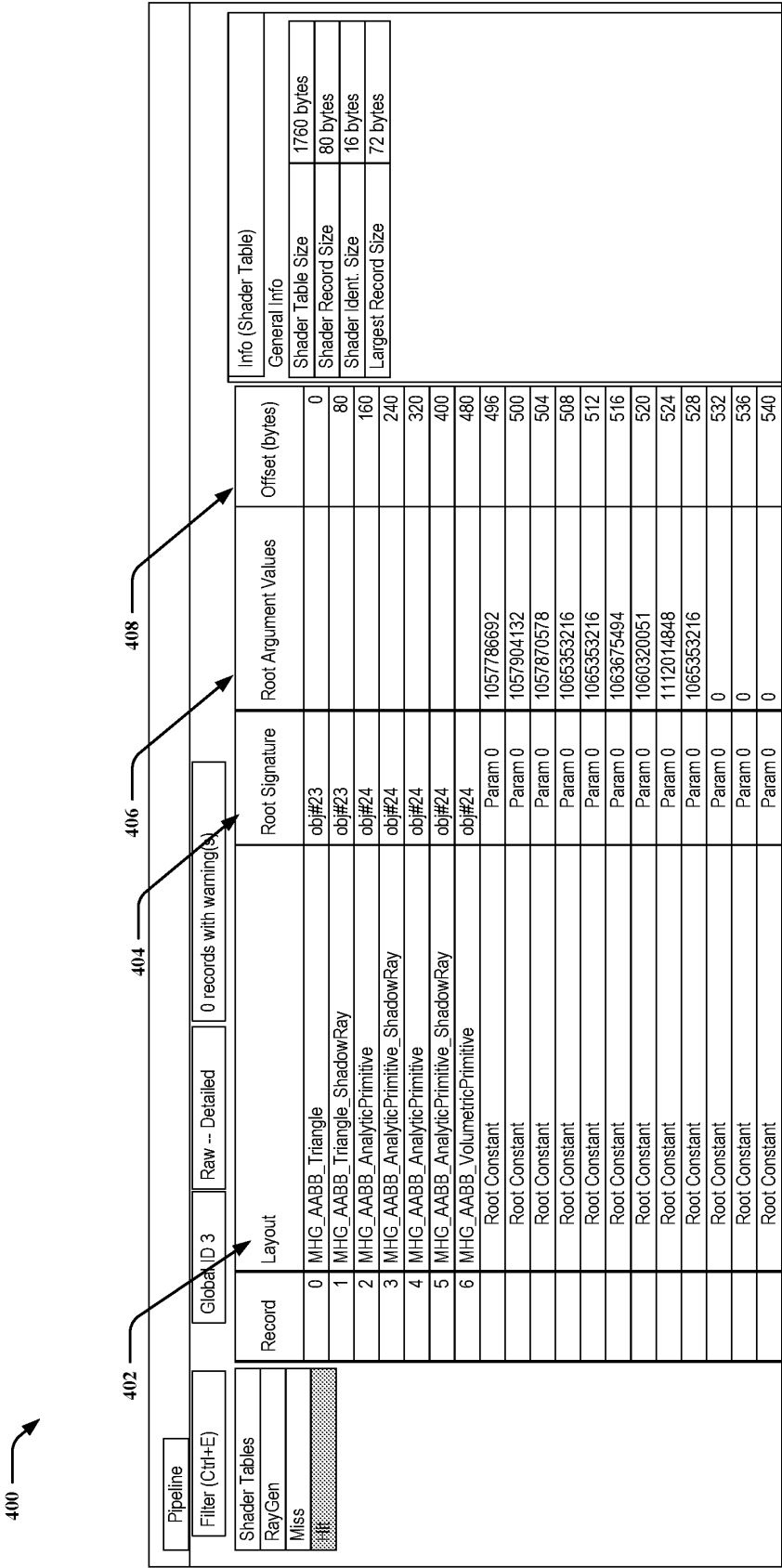


Figure 4

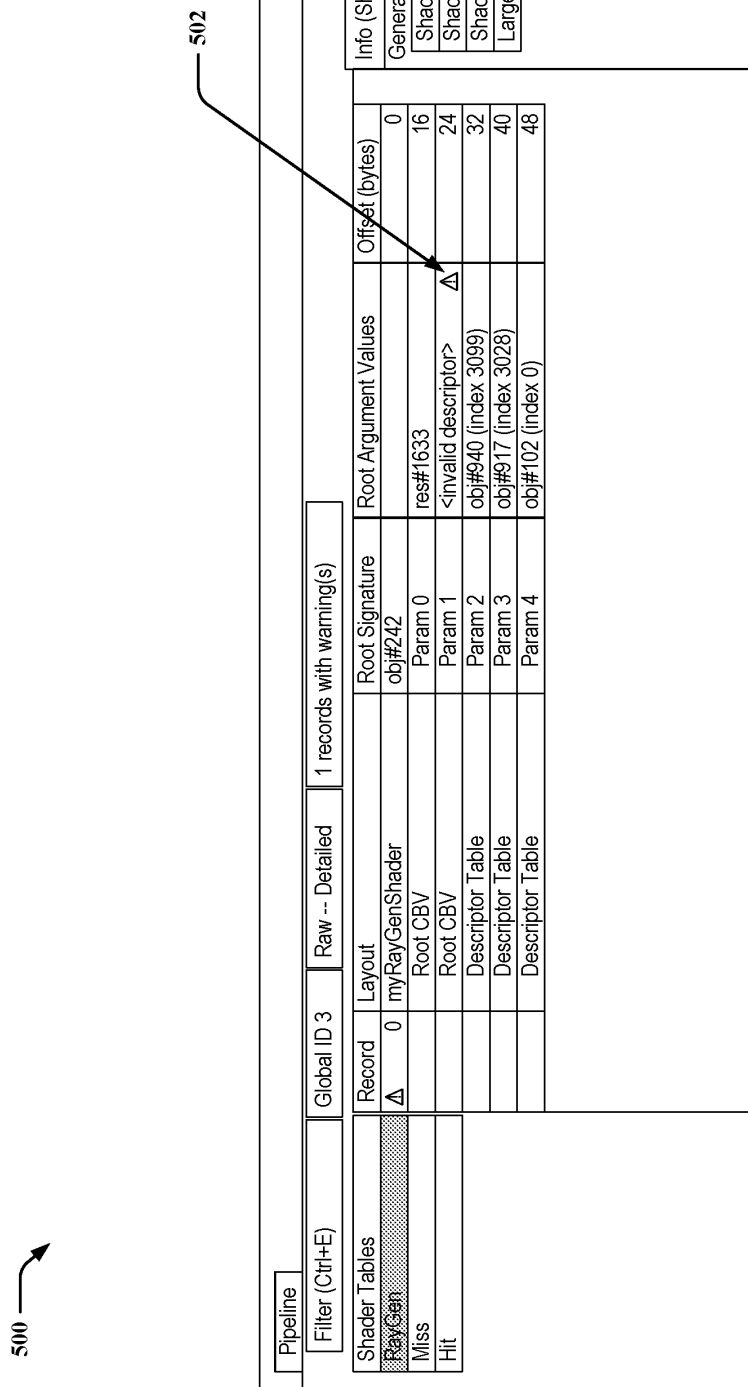


Figure 5

600 →

→ 602

Pipeline						
Filter (Ctrl+E)		Global ID 3	Raw -- Detailed	4 records with warning(s)		
Shader Tables RayGen Miss Hit	Record	Layout	Root Signature	Root Argument Values	Offset (bytes)	
	0	myFirstMissShader	obj#129		0	
	1	mySecondMissShader	obj#129		96	
	Δ 2	<invalid identifier>	<none>	Δ	192	
	Δ 3	<invalid identifier>	<none>	Δ	288	
	Δ 4	<invalid identifier>	<none>	Δ	384	
	Δ 5	<invalid identifier>	<none>	Δ	480	
Info (Shader Table)						
General Info						
Shader Table Size				576 bytes		
Shader Record Size				96 bytes		
Shader Ident. Size				16 bytes		
Largest Record Size				56 bytes		

Figure 6

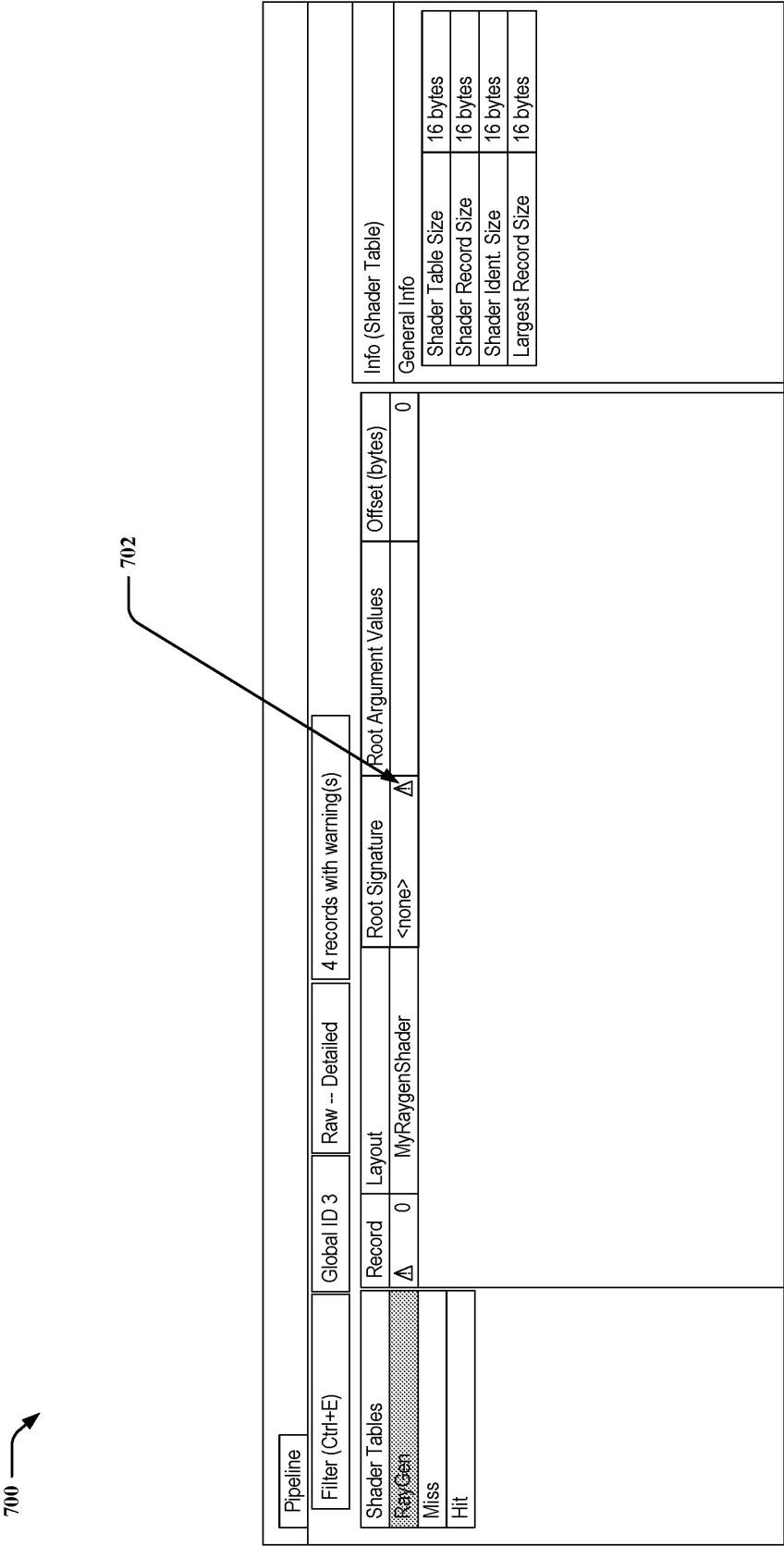


Figure 7

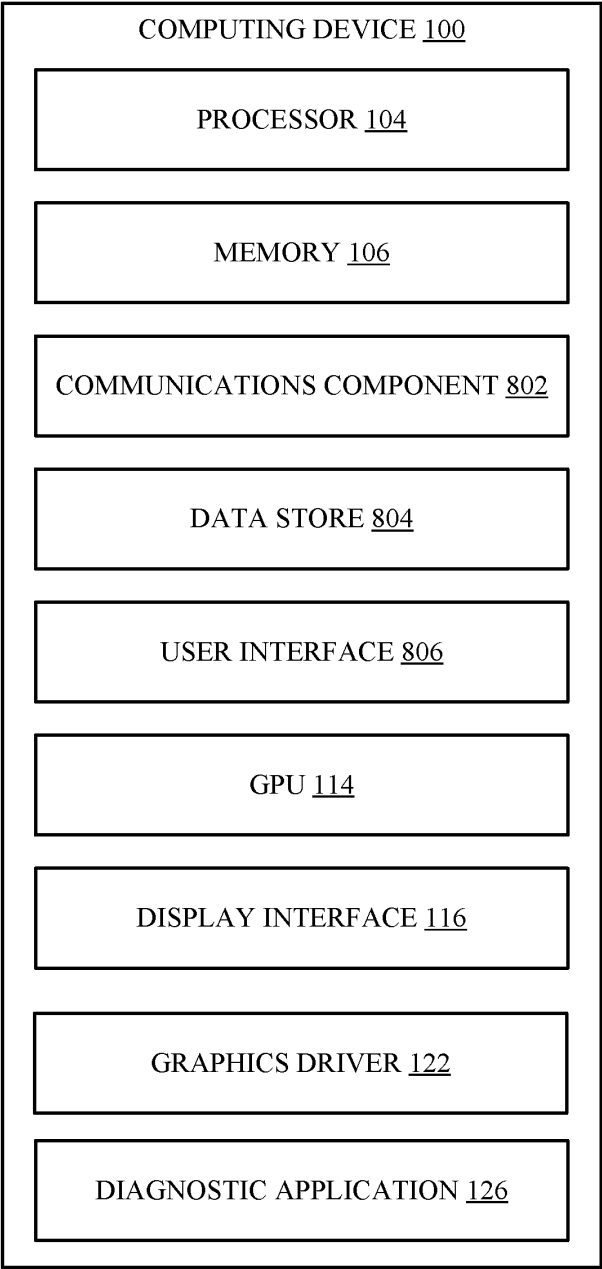


Figure 8