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(54) **Title:** TECHNIQUES FOR DISPLAYING A SHADER TABLE ASSOCIATED WITH RAYTRACING IMAGES

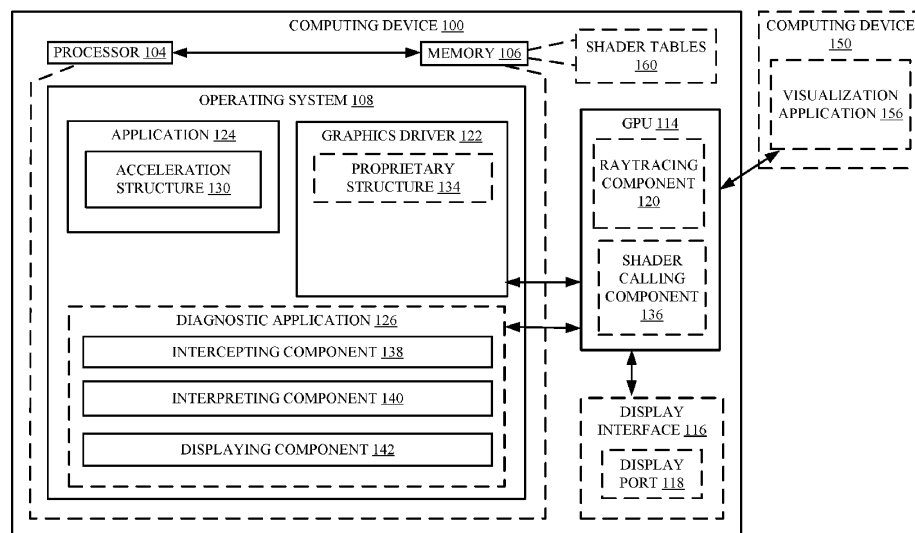


Figure 1

(57) **Abstract:** Examples described herein generally relate to intercepting, from a graphics processing unit (GPU) or a graphics driver, a buffer that specifies one or more shader records of a shader table to use in generating the image using raytracing, determining, based at least in part on an identifier of the one or more shader records, a layout of the one or more shader records, interpreting, based at least in part on the layout, additional data in the buffer to determine one or more parameters corresponding to the one or more shader records, and displaying, via an application, an indication of the one or more parameters on an interface.

[Continued on next page]

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