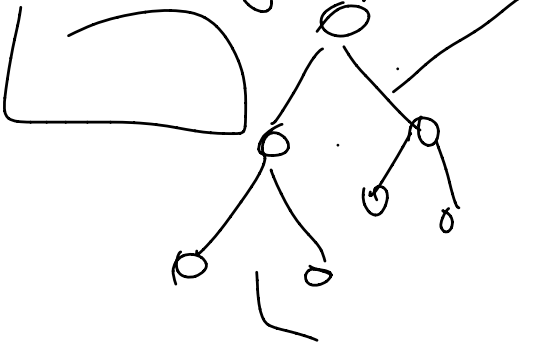
Geometry Generation

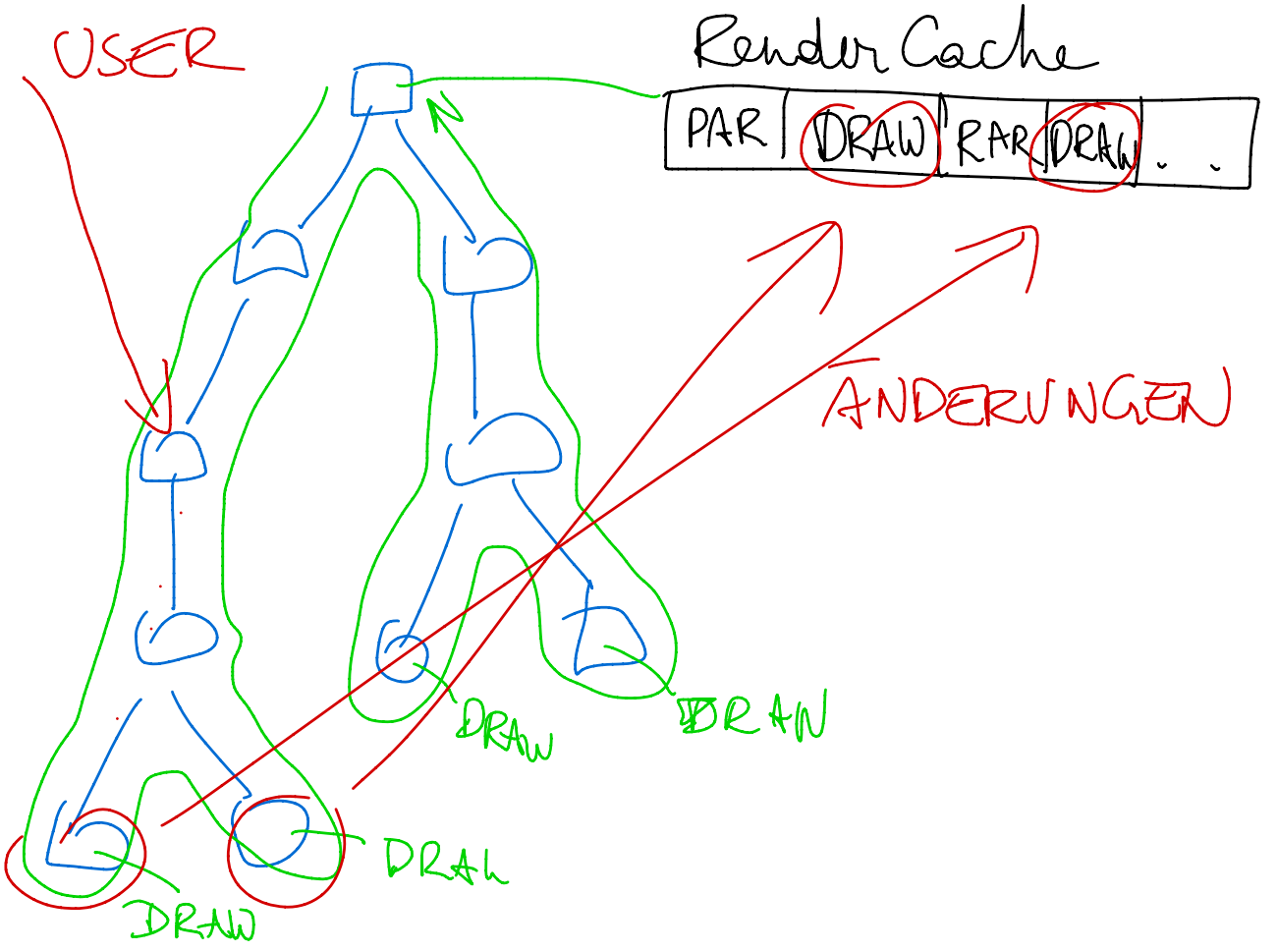
Geometry Processing

Rendering

Scene graph

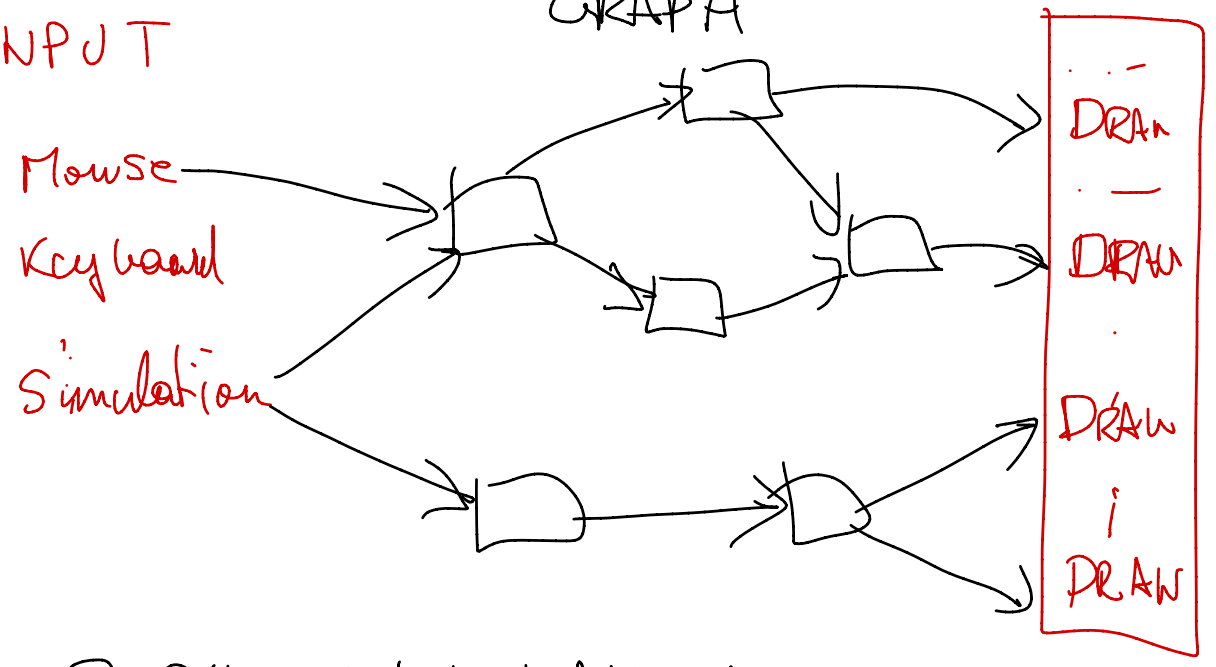


Traversal of Scene Graph


USER
Render Cache
PAR
DRAW
RAR
DRAW
ÄNDERUNGEN
DRAW
DRAW
DRAW
DRAW

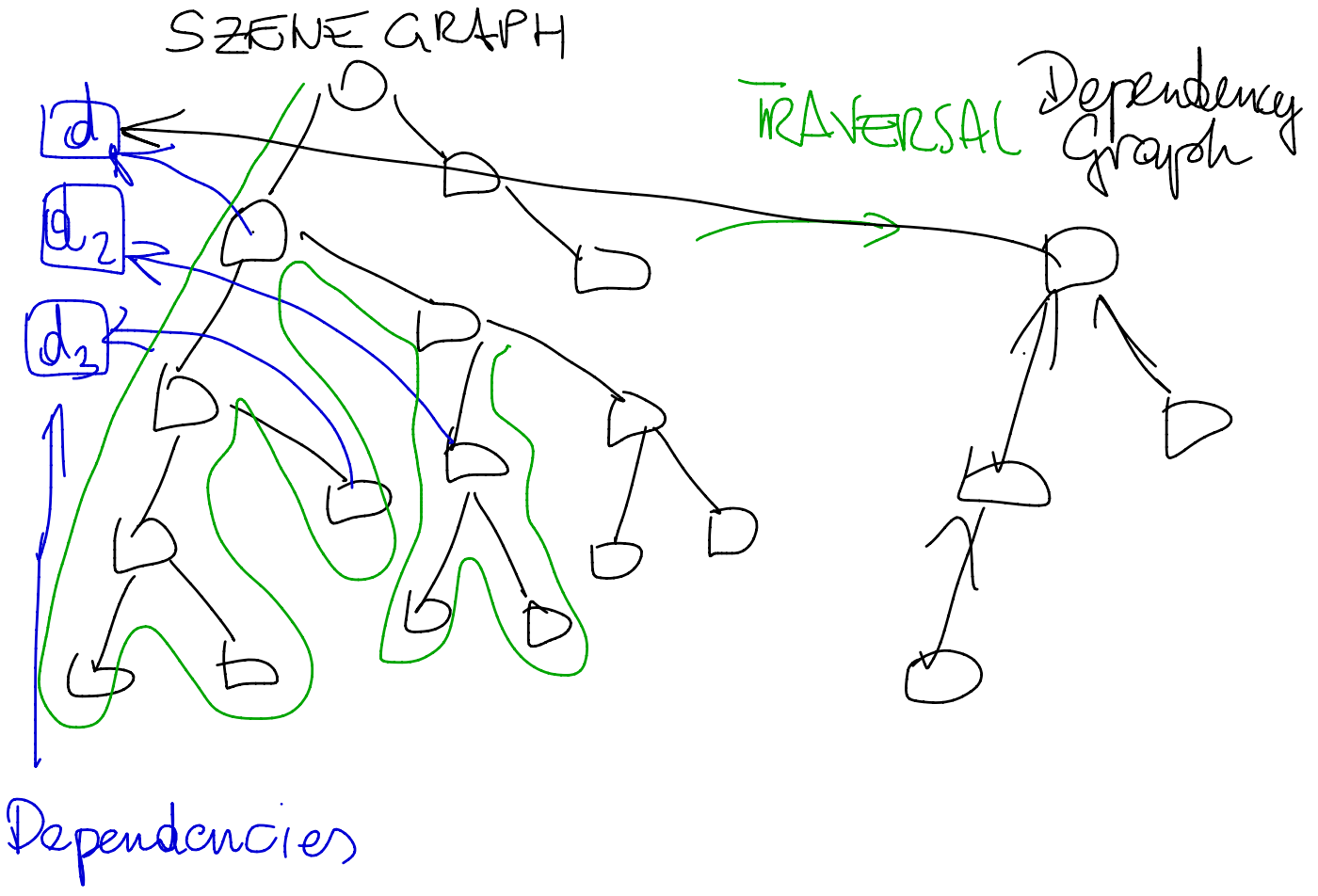
USER INPUT

DEPENDENCY GRAPH



PUSH - INVALIDATION

PULL - EVALUATION


SZENE GRAPH
TRAVERSAL
Dependency Graph
d_1
d_2
d_3
Dependencies

```
let z = 42
let y = 43
let x = y+z
x
```

expr

(fun z → (expr)) (42)

42 |> (fun z → (expr))

```
42 |> (fun z →
    43 |> (fun y →
        y+z |> (fun x → x)))
```

```
let pipeInto (someExpr, lambda) =
    printfn "expression is %A" someExpr
    someExp |> lambda
```

```
pipeInto (42, fun z ->
pipeInto (43, fun y ->
pipeInto (y + z) fun x ->
x )))
```

```
let loggedExpr =
    logger
    {
        let! z = 42
        let! y = 43
        let! x = y + z

        return x
    }
```

F# for Fun and Profit

Computation Expression