

# 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

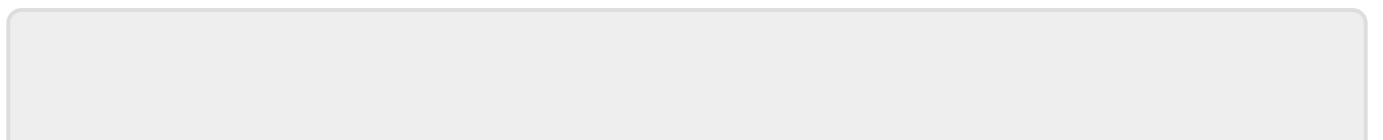
Viewport module. Allows to creates and handle viewports. Viewports are structures associated to cameras and used for rendering.

## Config

- [Camera](#)
- [Render](#)
- [Shader](#)
- [Viewport](#)

## Tutorials

-todo-



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