

# Render

## OrxCamera

Camera Module. Allows to create and handle cameras. Cameras 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 create shaders (rendering post effects) containers for objects.

## OrxViewport

Viewport module. Allows to create 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

- [larwain's Tutorial 1: Compositing \(2D lighting pass\)](#)

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