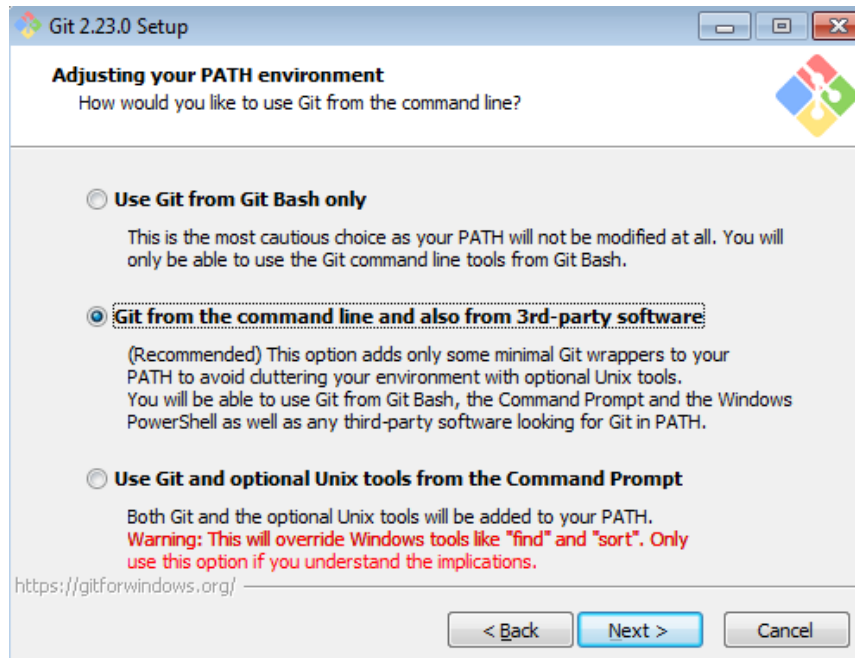
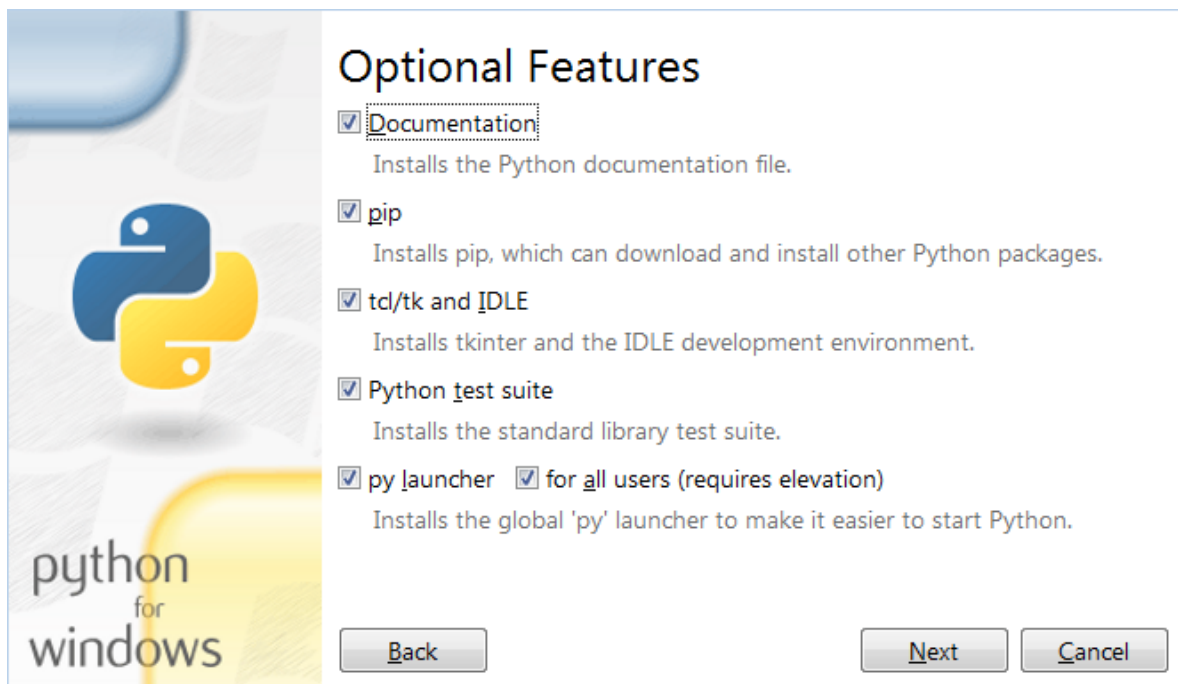
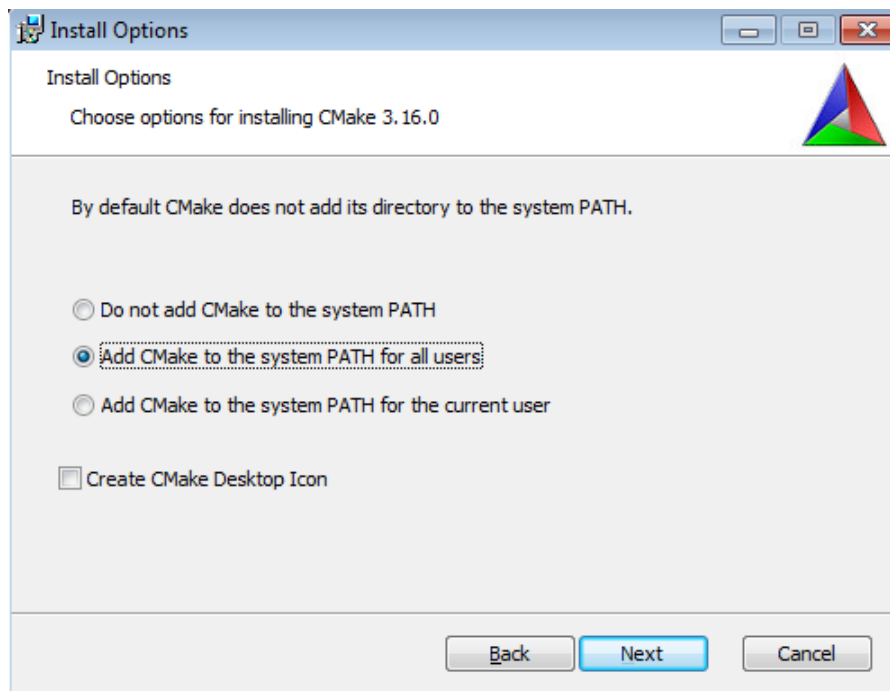
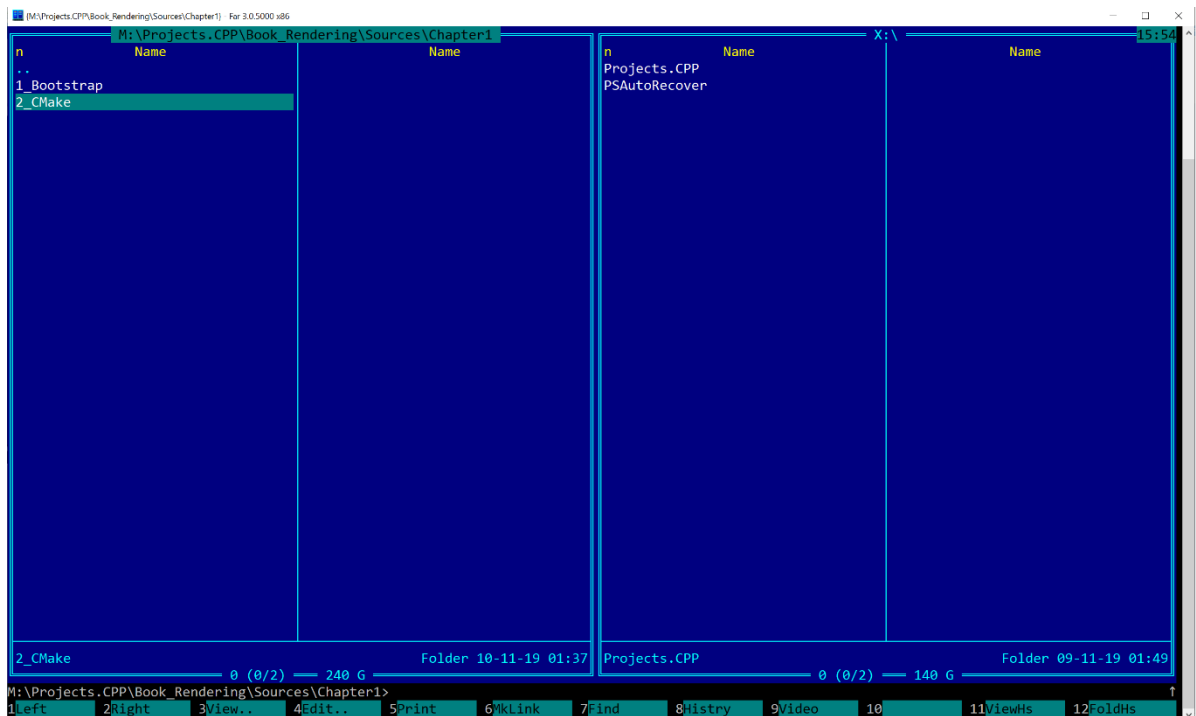


Chapter 01: Establishing a Build Environment







Amazon Lumberyard Bistro

Created by Amazon Lumberyard for a 2017 GDC demo. Released publicly in the NVIDIA ORCA collection. The exterior contains 2,837,181 triangles and 2,910,304 vertices. The interior contains 1,020,907 triangles and 762,263 vertices.

This version has some manually remastered materials by Morgan McGuire to correct for limitations of the original OBJ export from Lumberyard, and it was split across multiple zipfiles to make downloading easier. Unzip each file into a directory of the same name or load the compressed files directly using the G3D Innovation Engine.

[Download 2.4 GB](#)

Triangles: 3858088

Vertices: 3672567

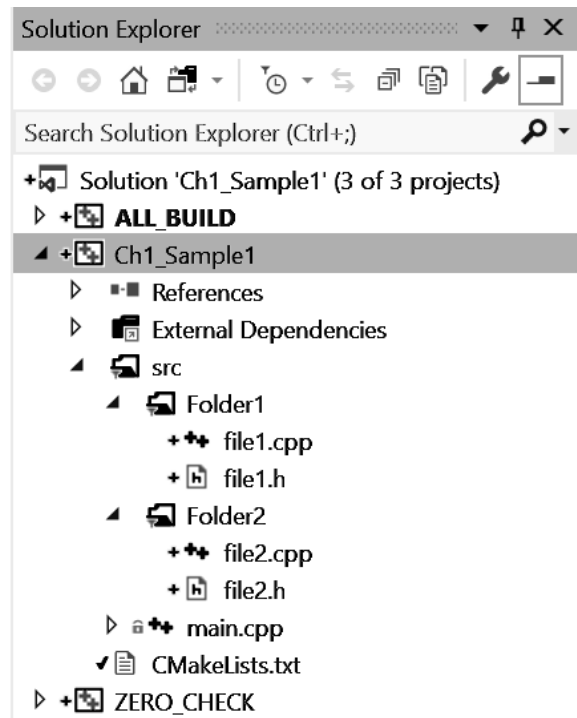
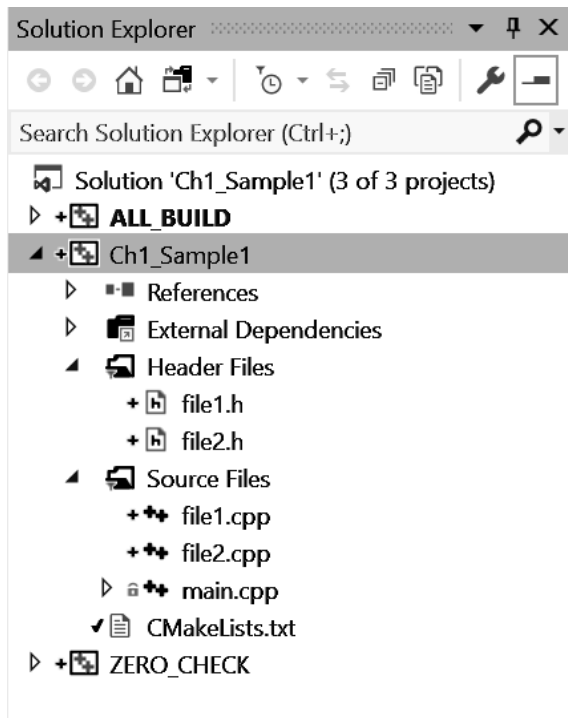
Updated: 2019-05-07

License: [CC-BY 4.0](#)

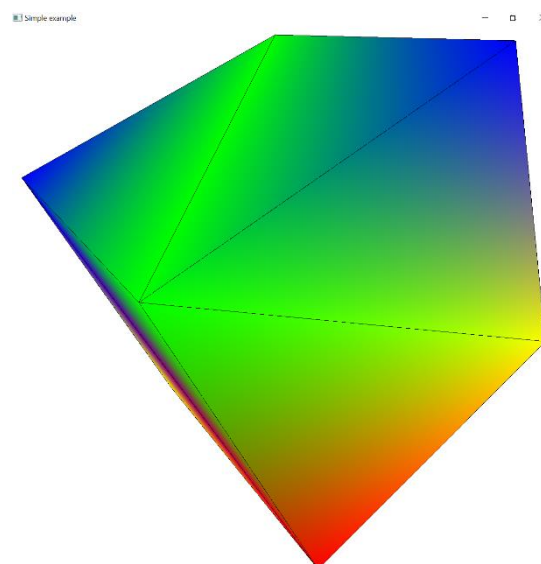
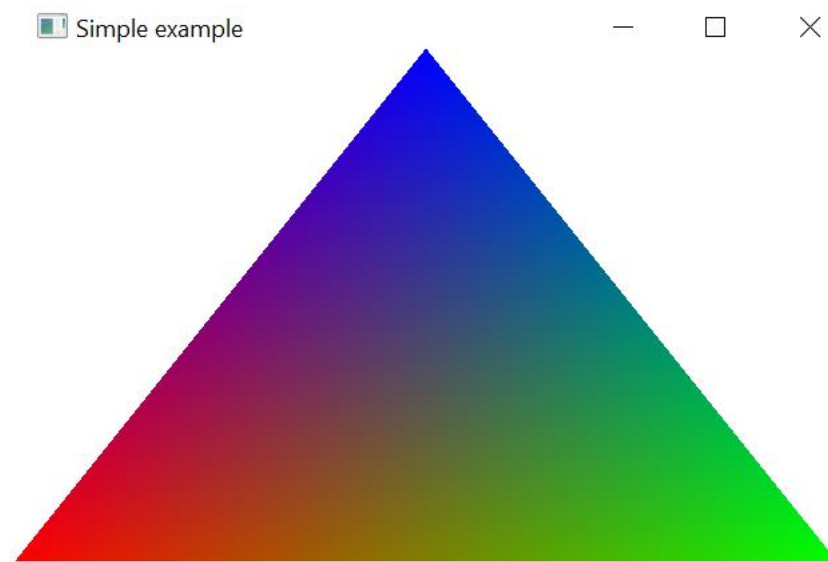
© 2017 Amazon Lumberyard

Cite this model as:

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@misc{ORCAAmazonBistro,
  title = {Amazon Lumberyard Bistro, Open Research Content Archive (ORCA)},
  author = {Amazon Lumberyard},
  year = {2017},
  month = {July},
  note = {\small \texttt{http://developer.nvidia.com/orca/amazon-lumberyard-bistro}},
  url = {http://developer.nvidia.com/orca/amazon-lumberyard-bistro}
}
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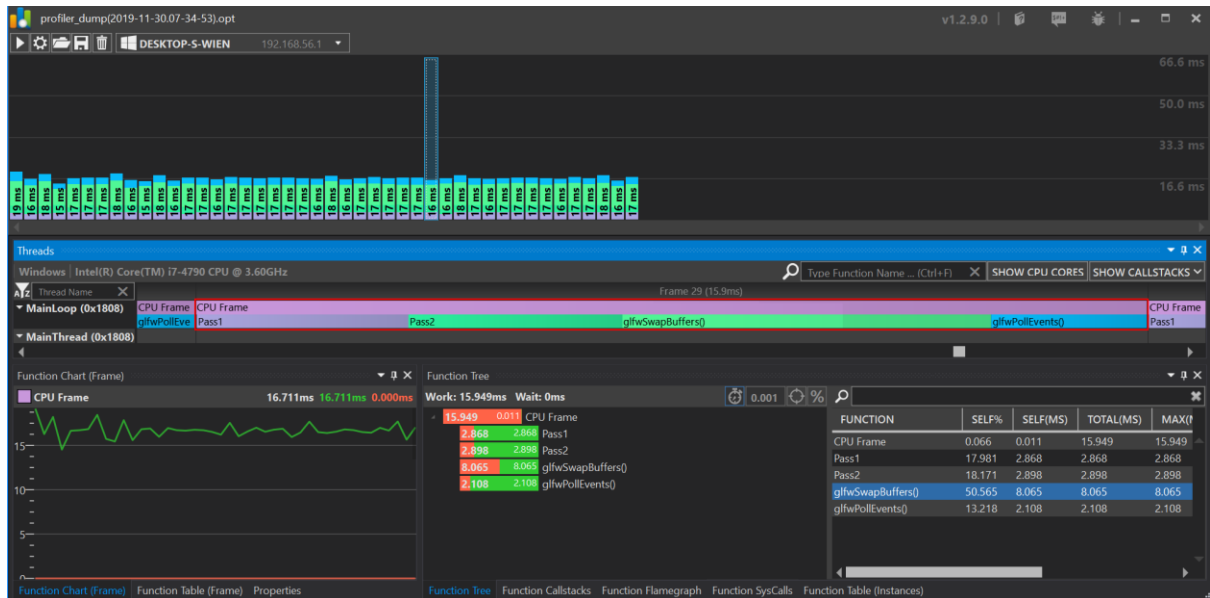
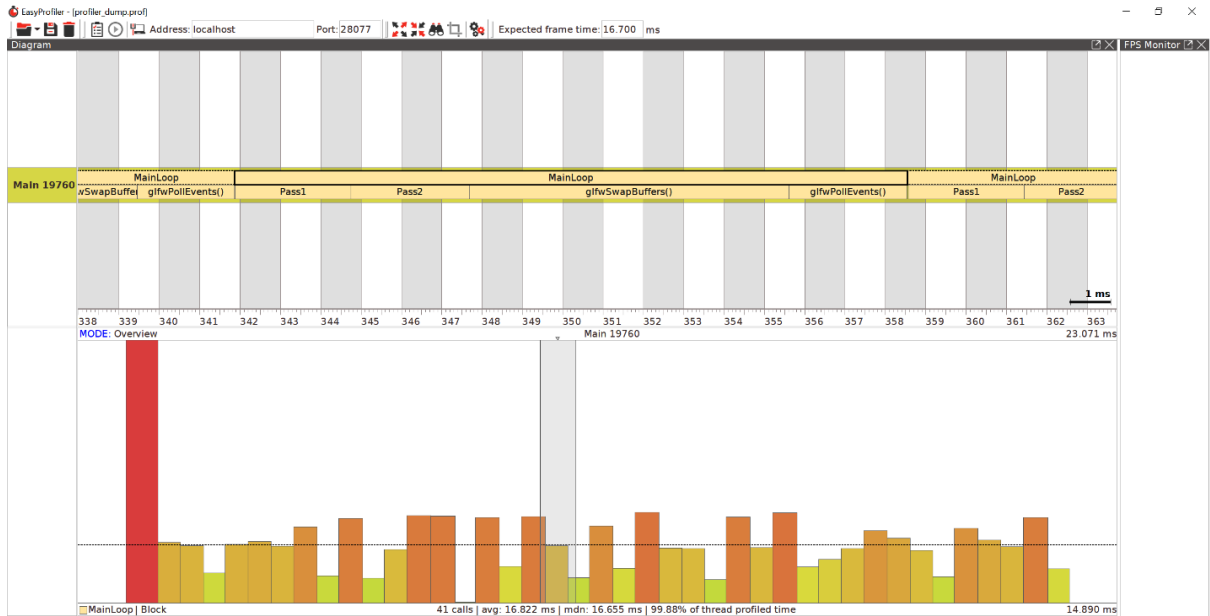


Chapter 02: Using Essential Libraries

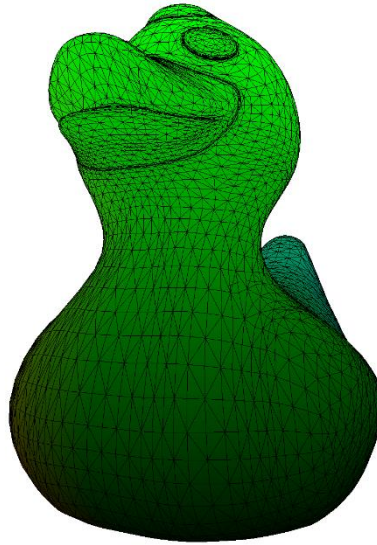


Simple example

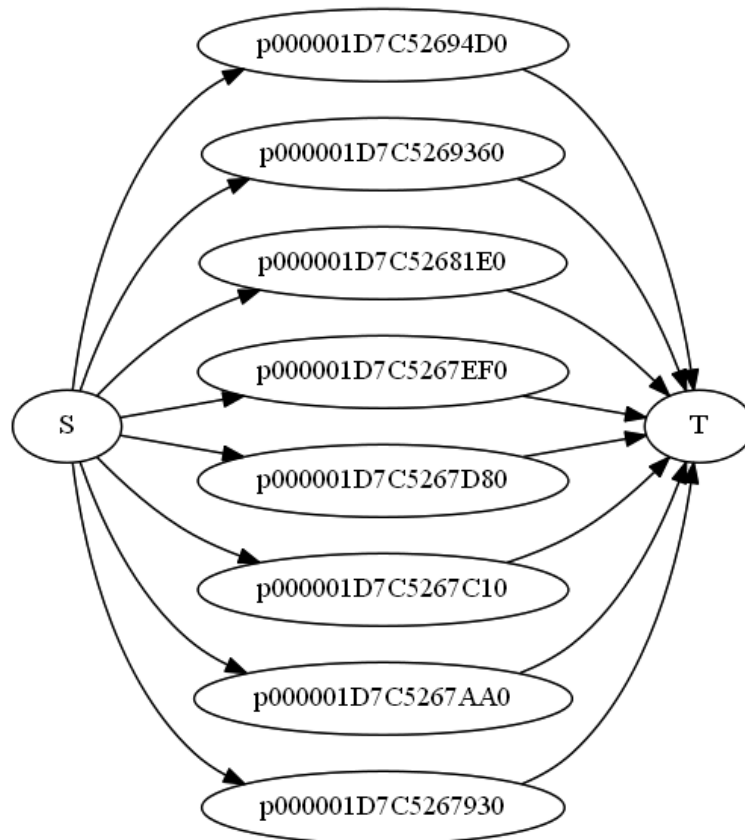




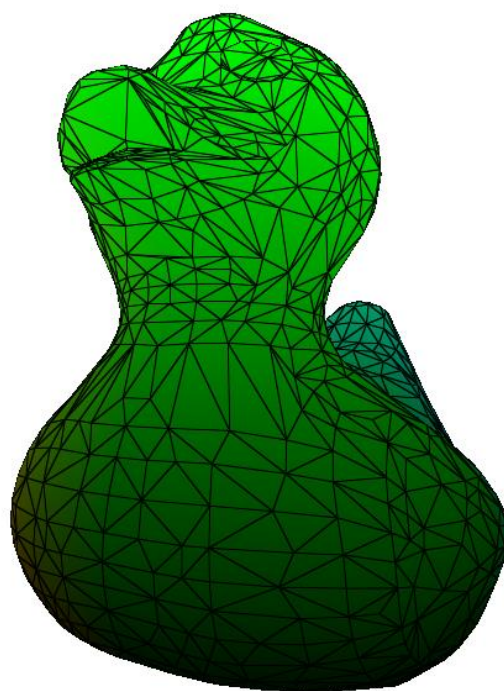
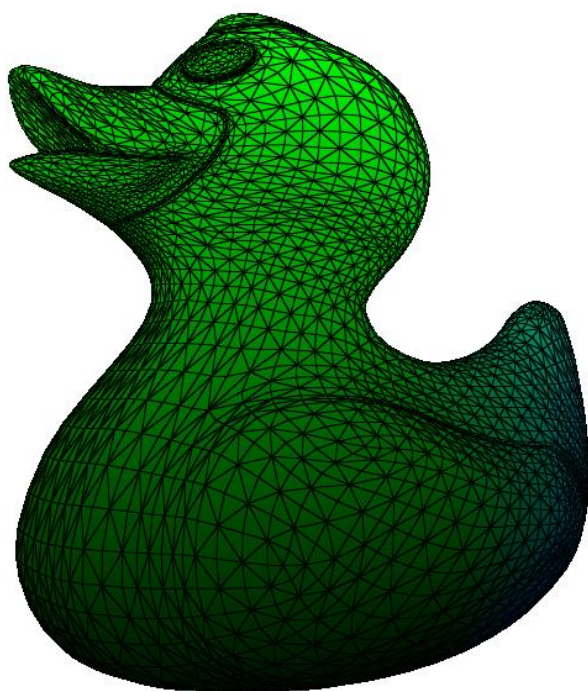
Simple example



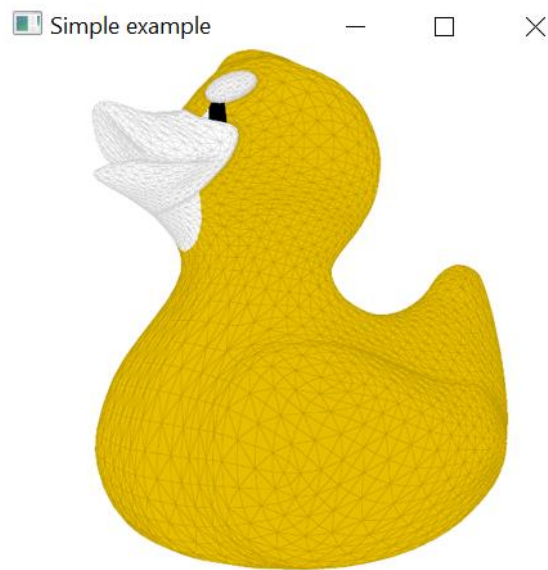
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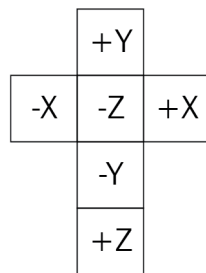


Simple example



Chapter 03: Getting Started with OpenGL and Vulkan

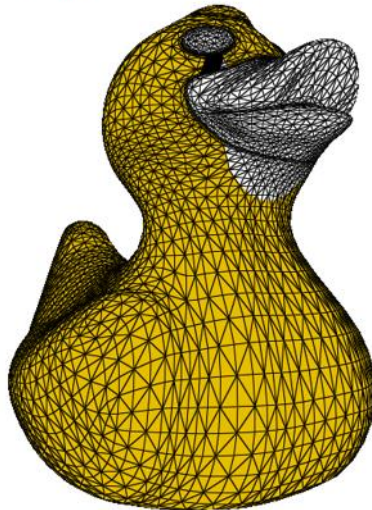




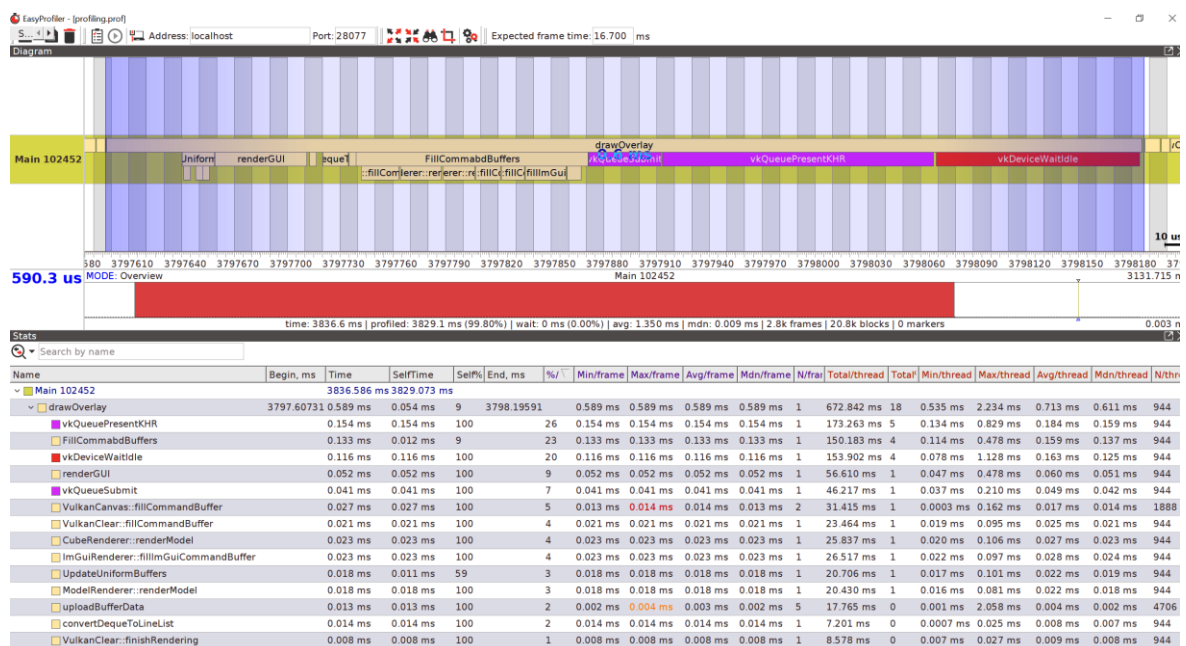
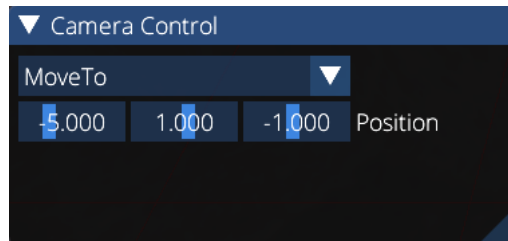
Simple example

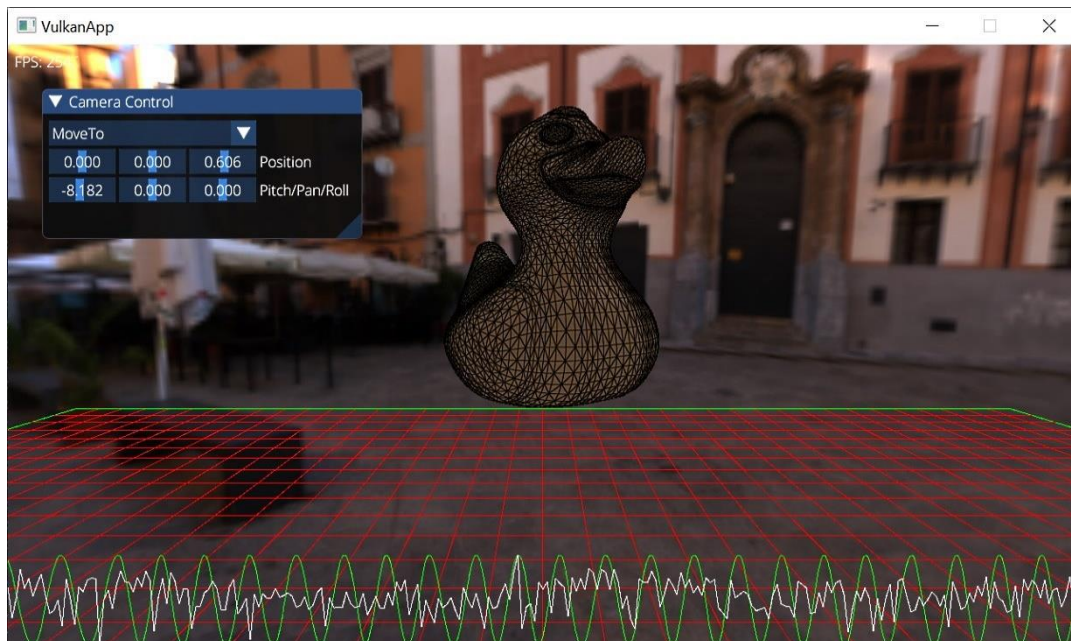
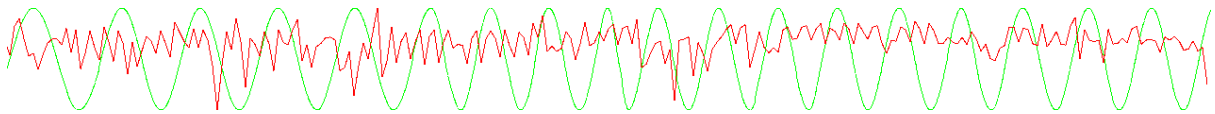
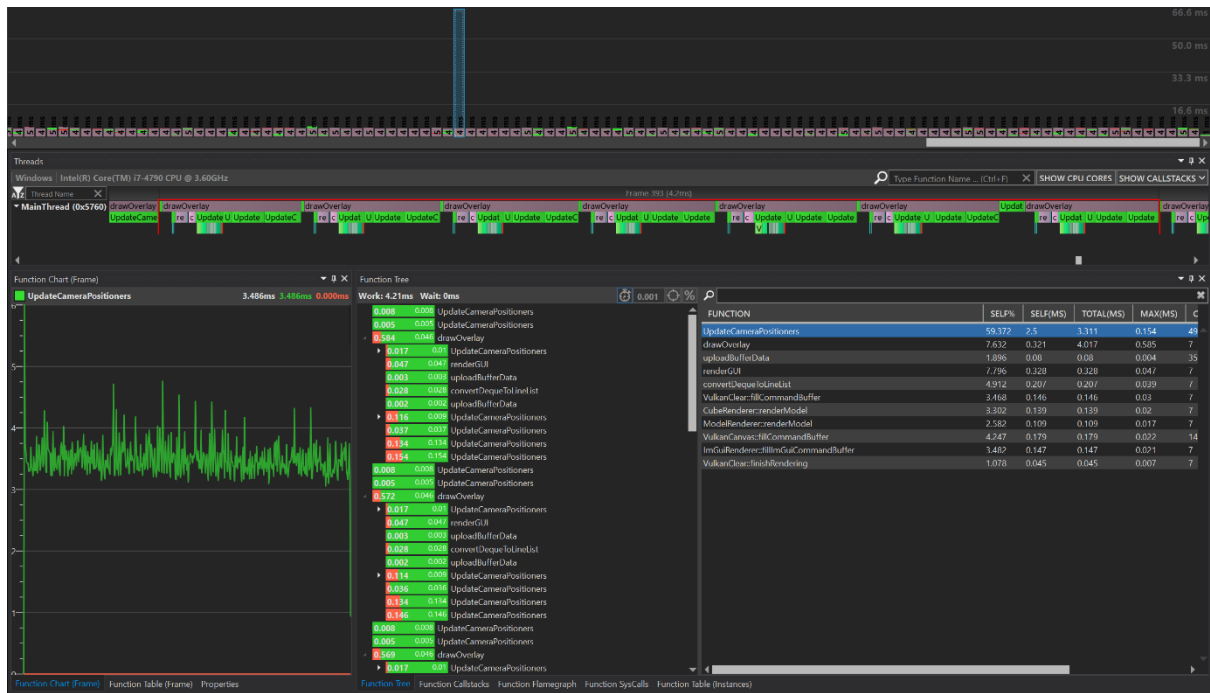


VulkanApp



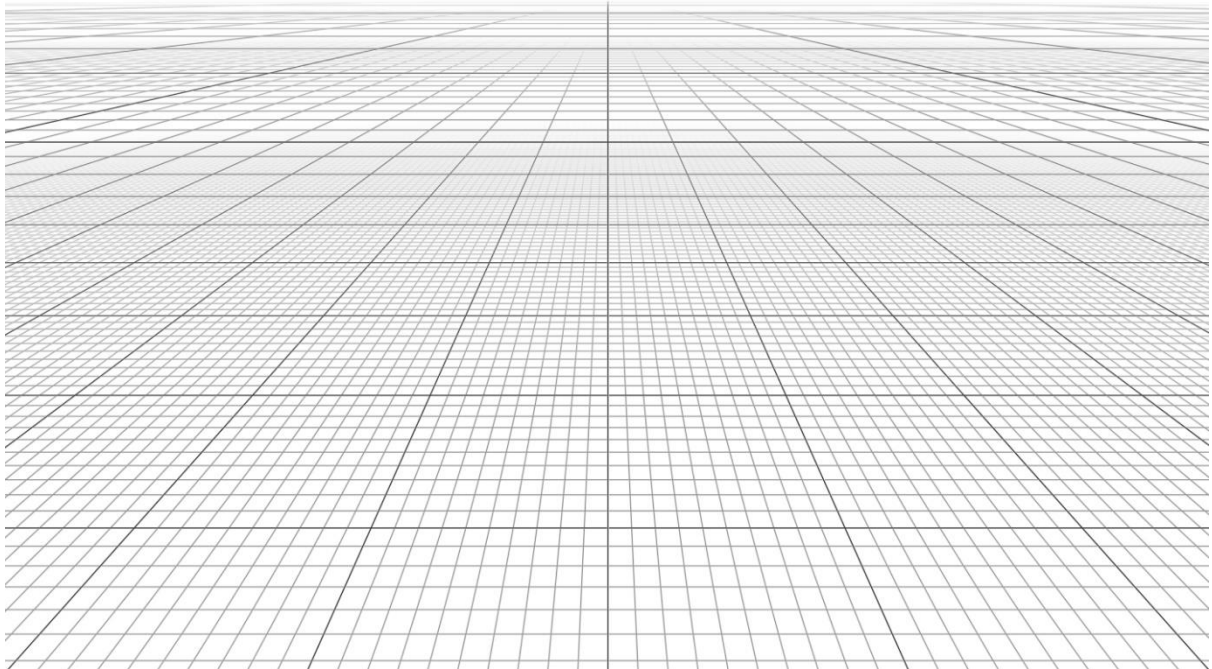
Chapter 04: Adding User Interaction and Productivity Tools



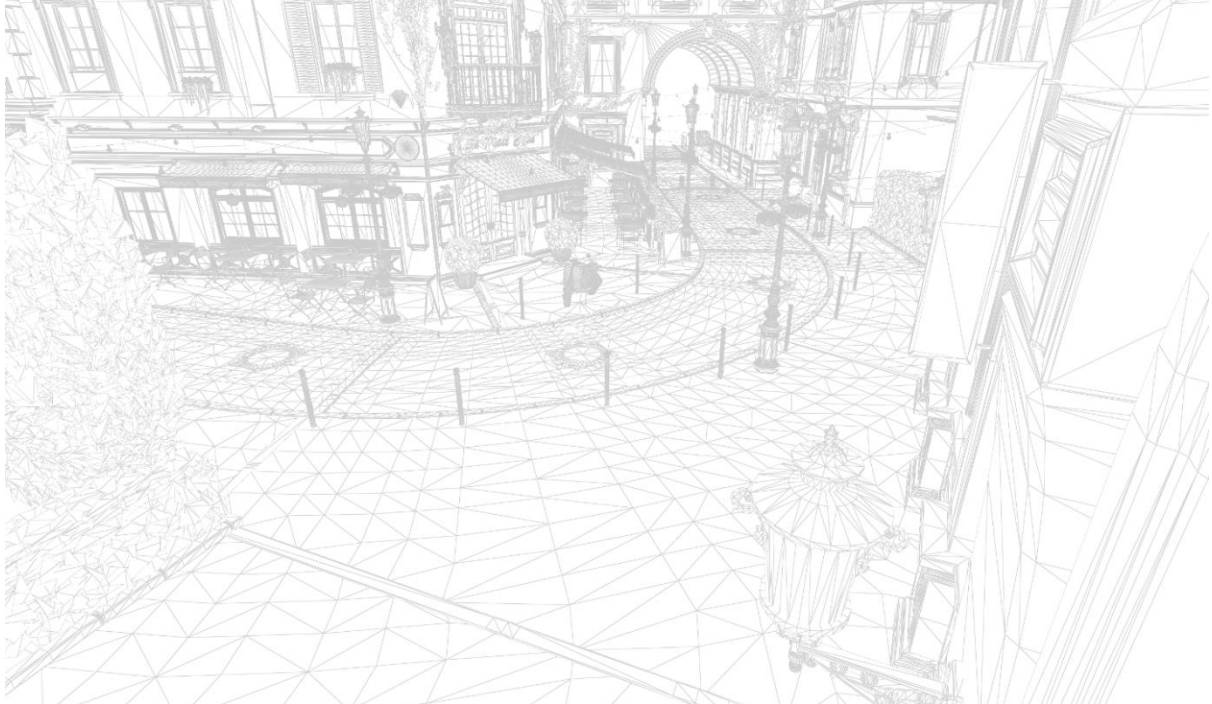


Chapter 05: Working with Geometry Data

Simple example



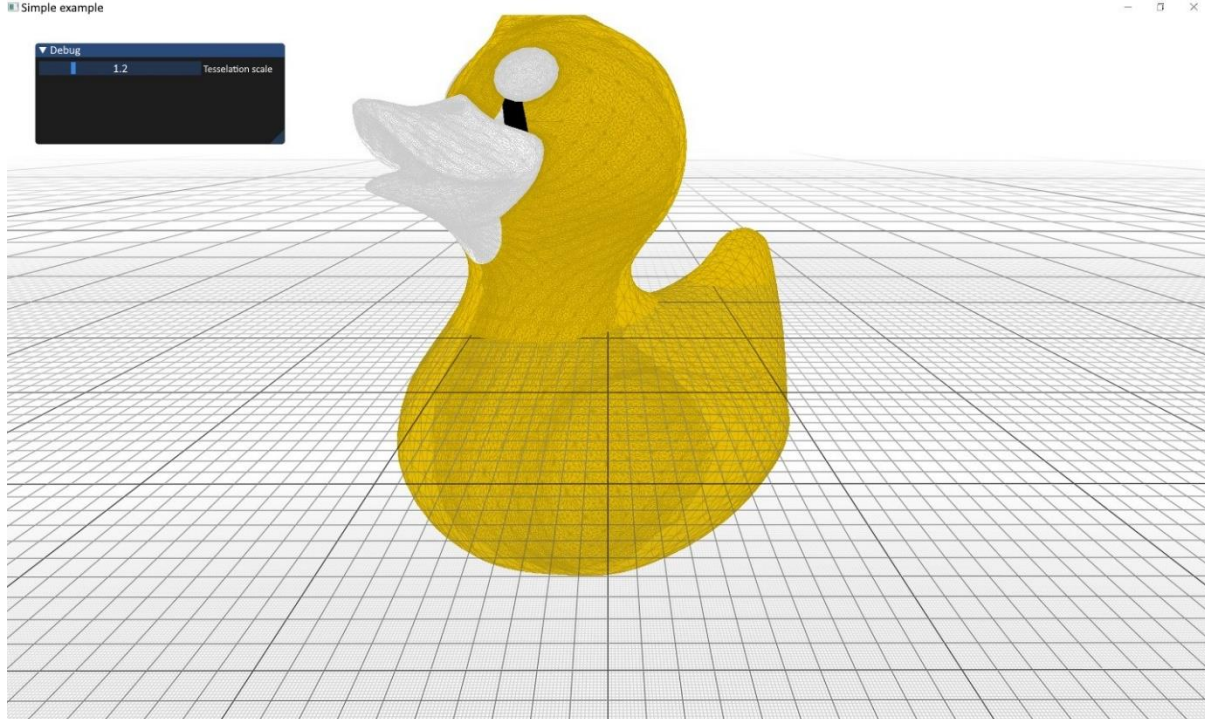
Simple example



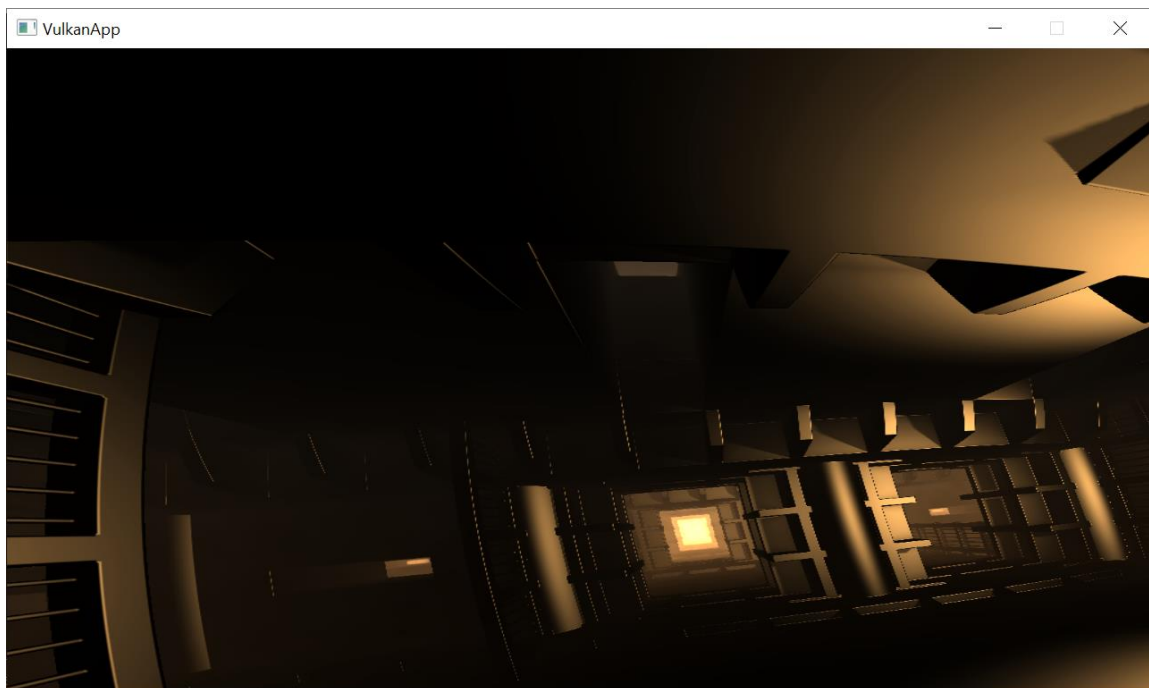
Simple example

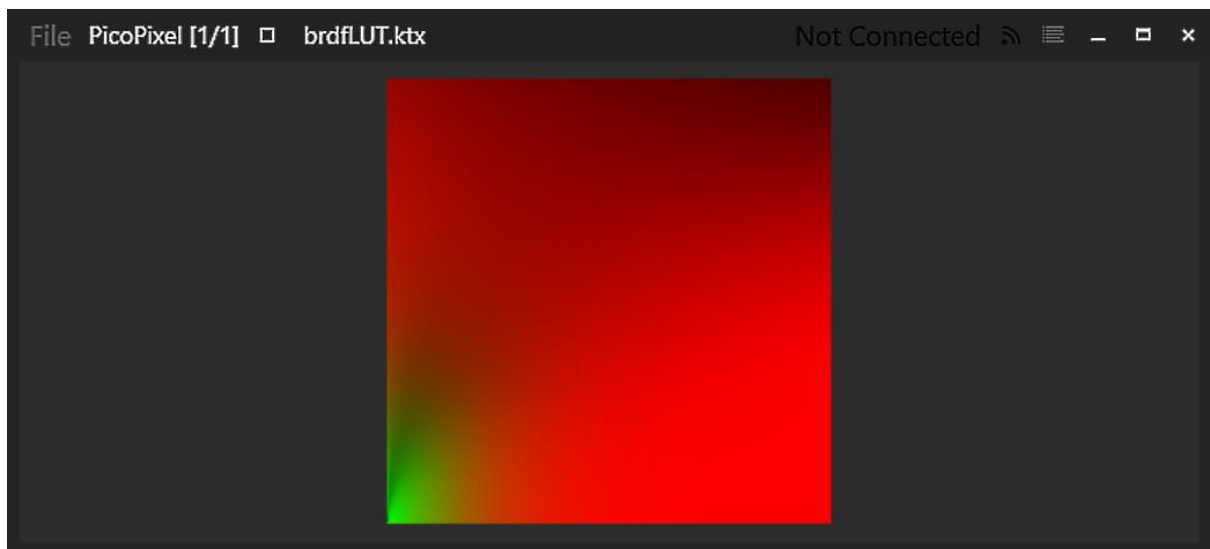
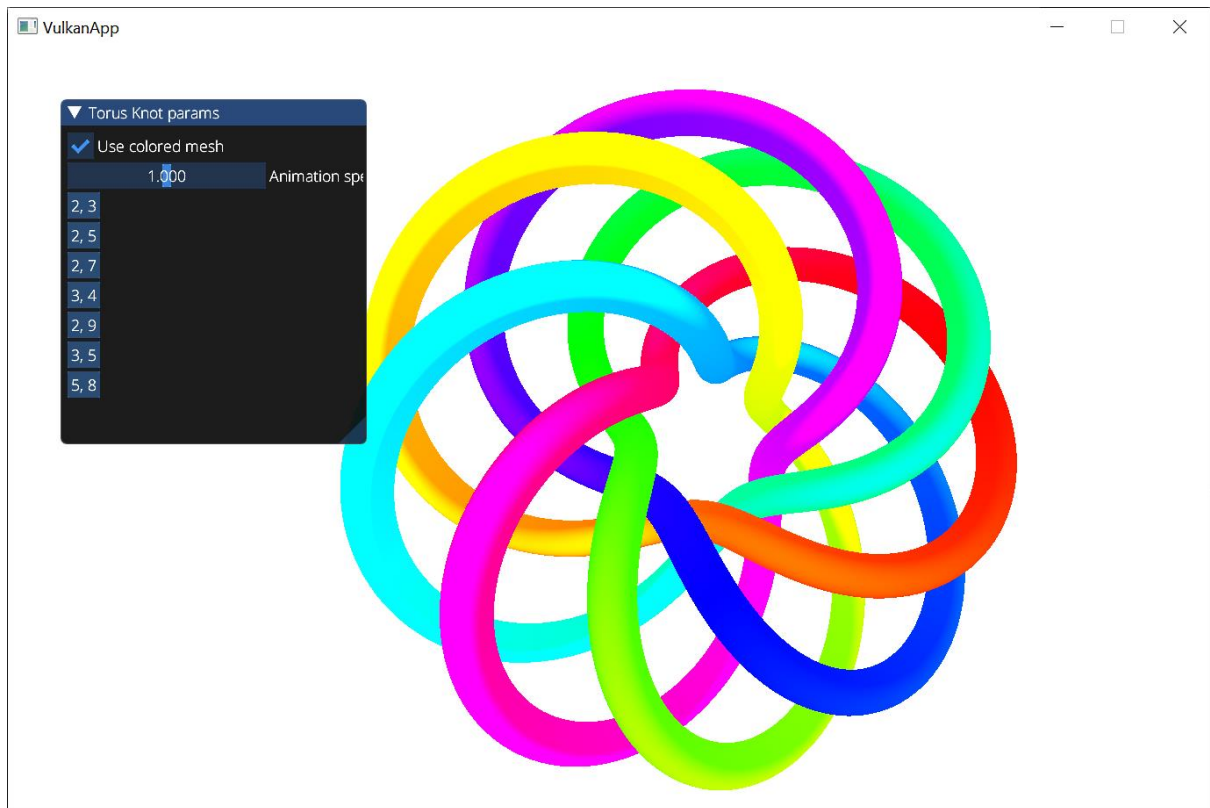
— □ ×

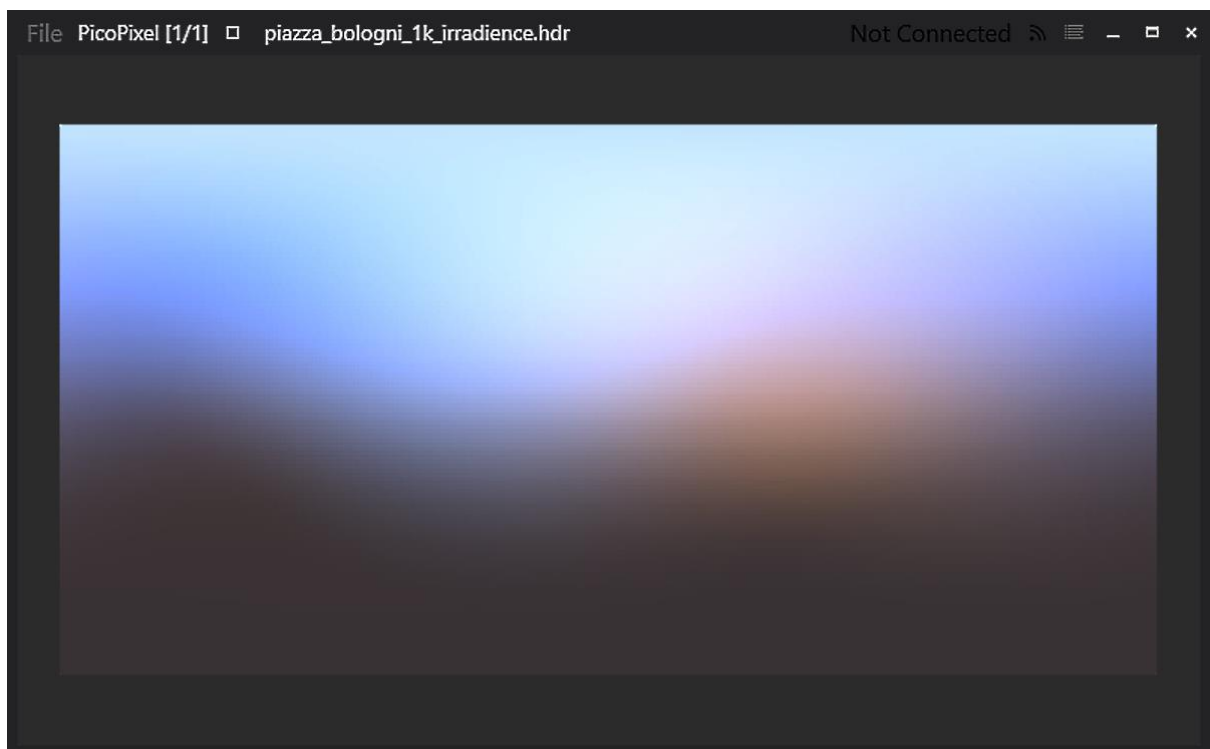
▼ Debug
1.2 Tessellation scale

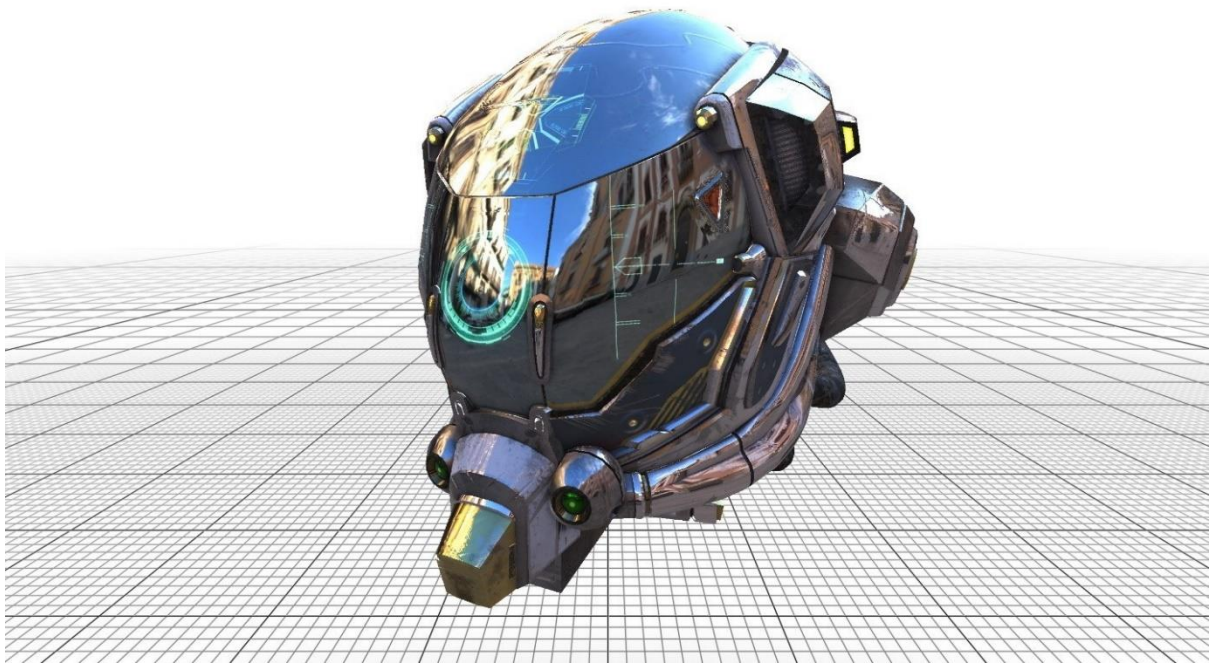


Chapter 06: Physically Based Rendering Using the glTF2 Shading Model

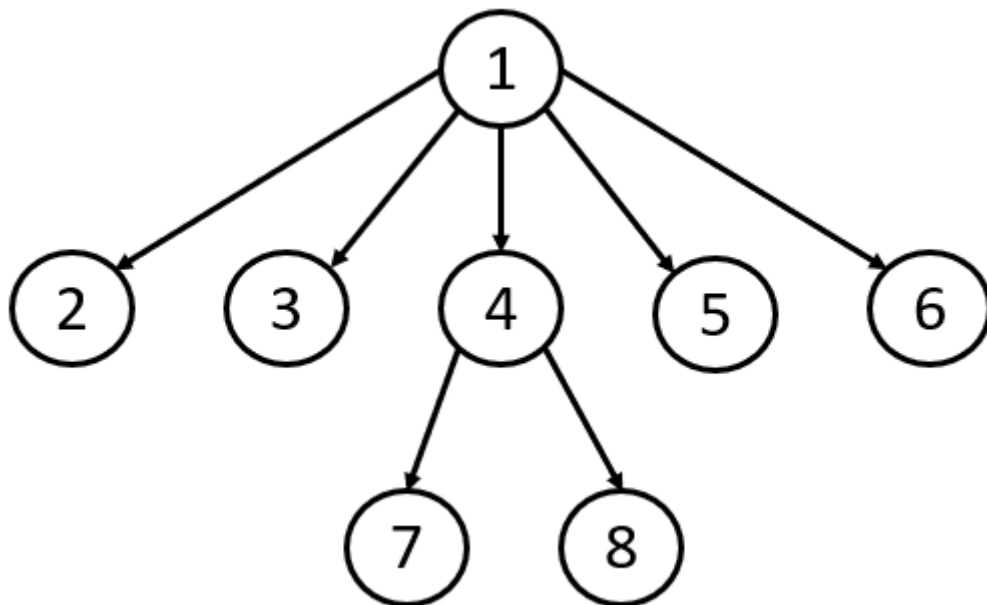
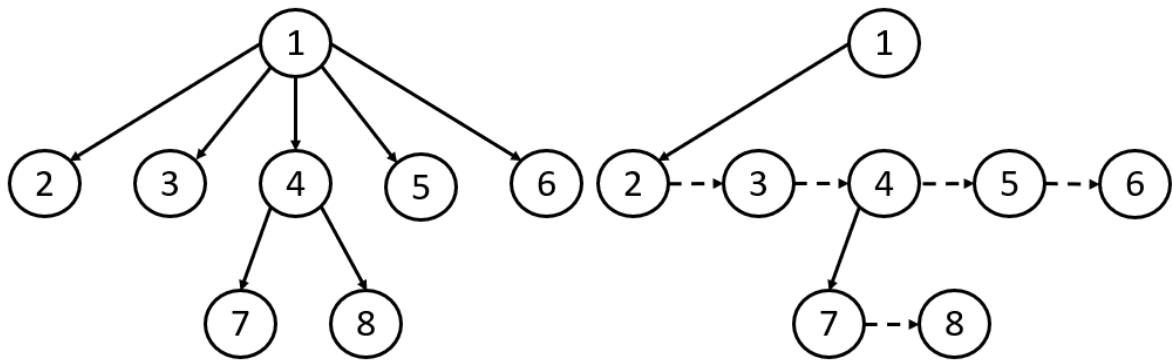


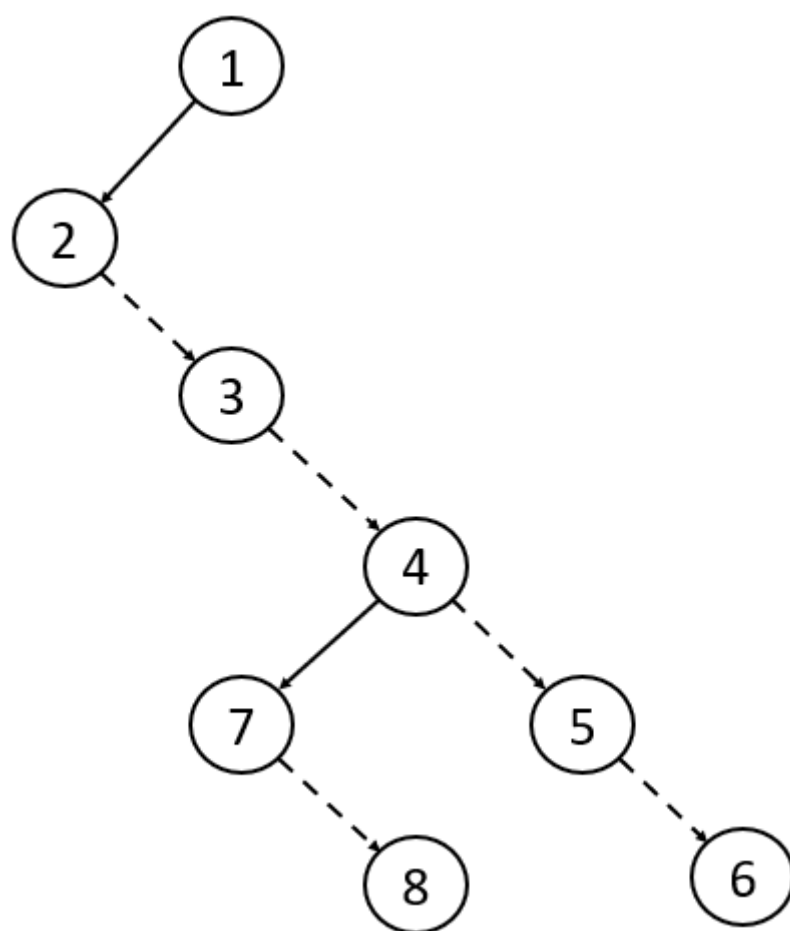
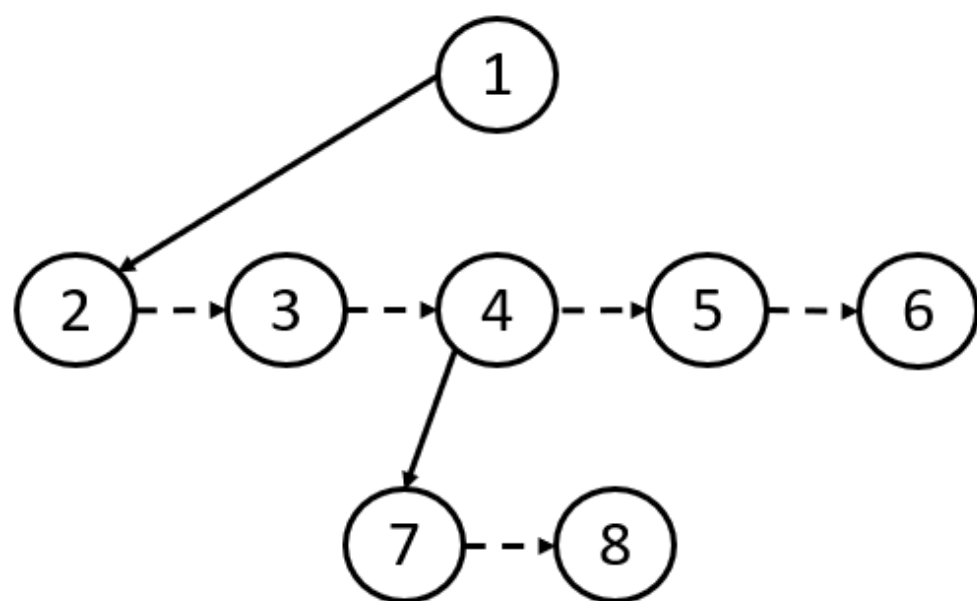


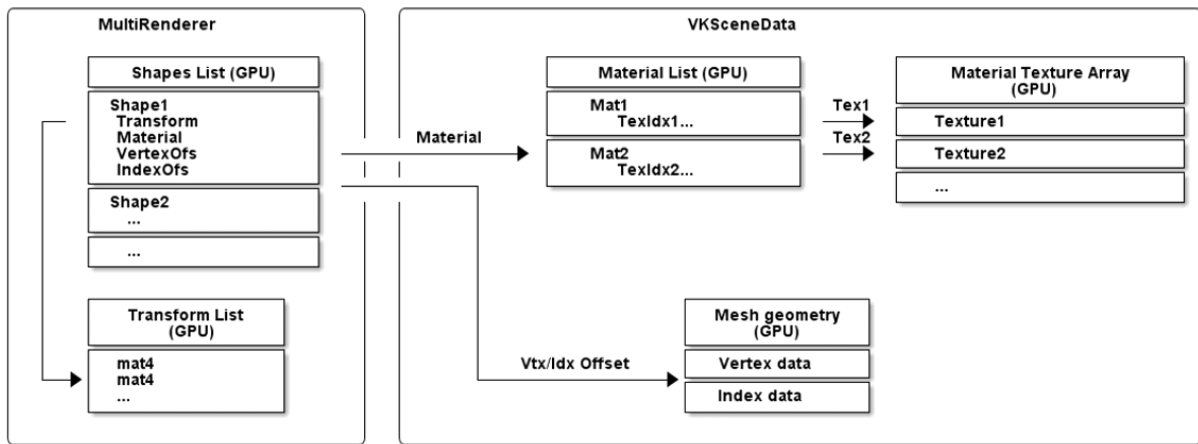




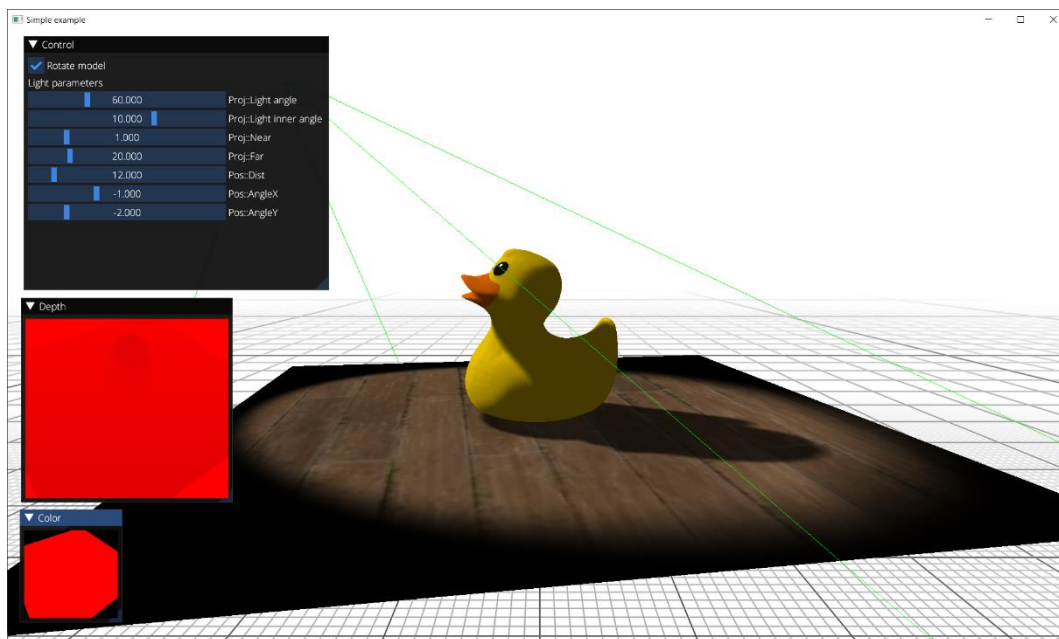
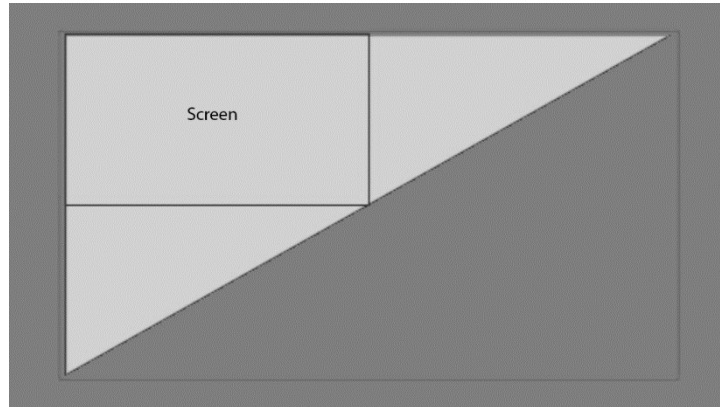
Chapter 07: Graphics Rendering Pipeline

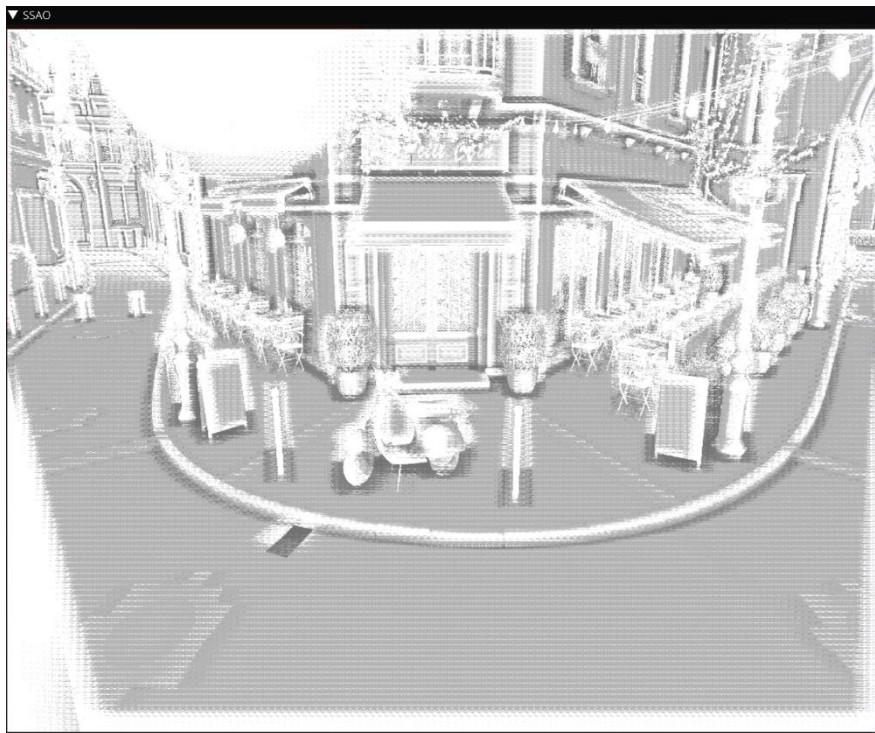
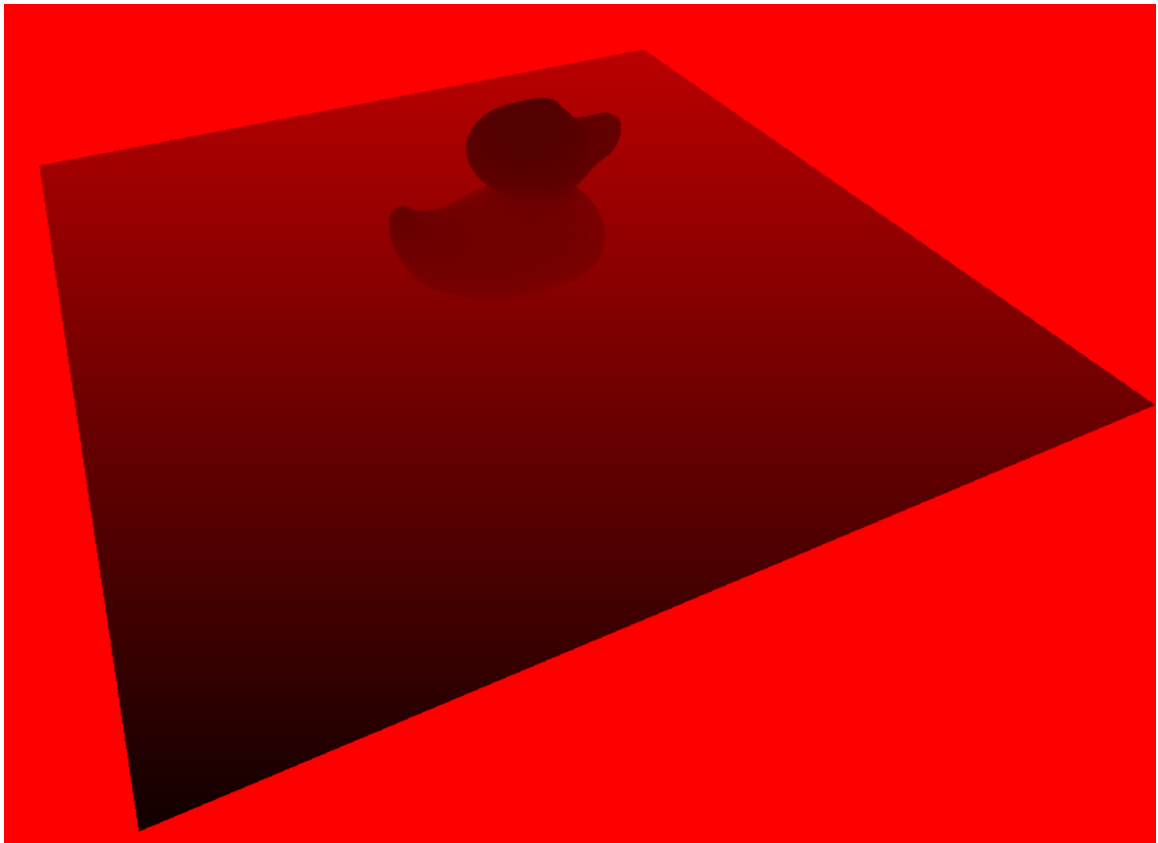


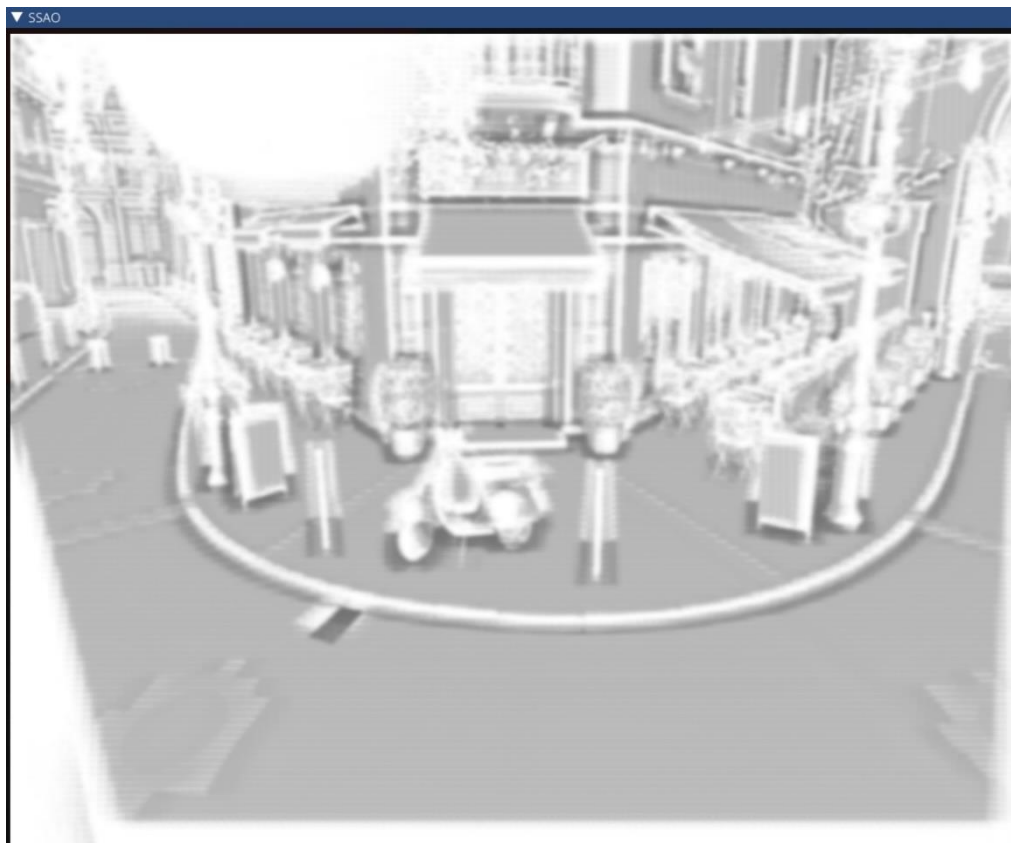


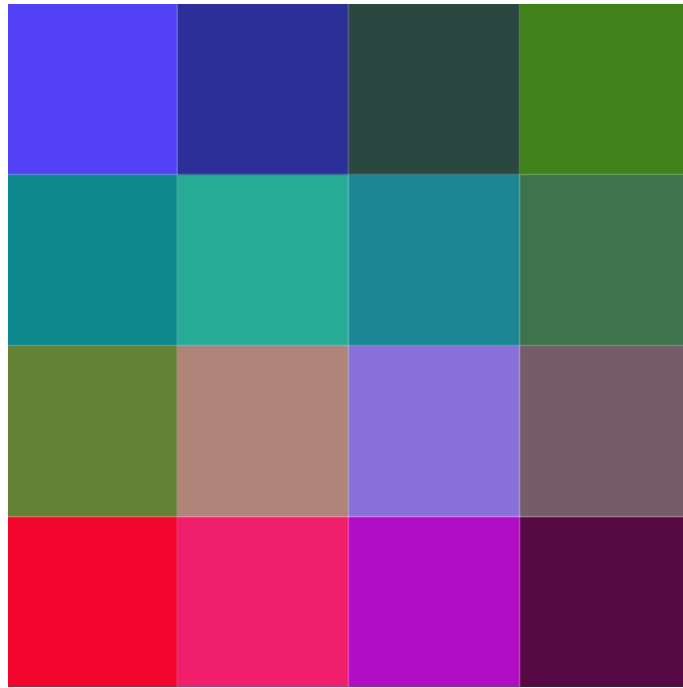


Chapter 08: Image-Based Techniques



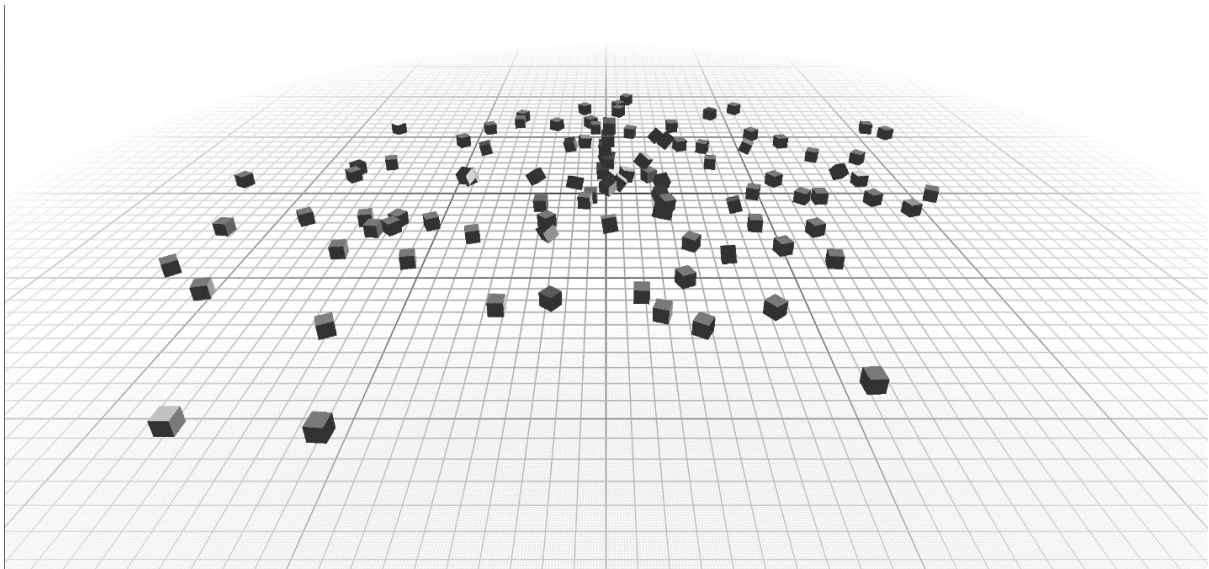
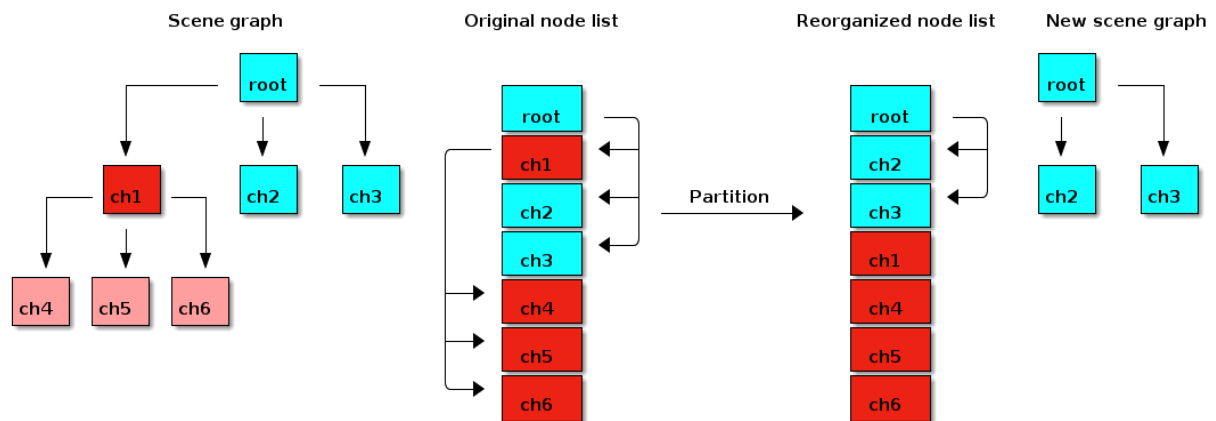








Chapter 09: Working with Scene Graphs



Chapter 10: Advanced Rendering Techniques and Optimizations

