

```
uniform mesh UniMesh {
    cells: // fields stored at cell centers
        float    pressure, temperature;

    vertex: // fields stored at mesh vertices
        float3    velocity;
};

...

// Construct a two-dimensional instance of the mesh.
UniMesh my_mesh[512, 512];

...

// Compute over all cells of the mesh.
forall cells c of my_mesh {
    ...
}

// Render each cell of the mesh giving it a
// user-specified mapping to colors...
renderall cells c of my_mesh {
    ...
    color = ...;
}
```