

```
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 = ...;  
}
```