
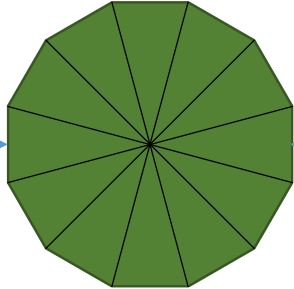


Vertex Data	
Position	x, y, z
Color	
Radius	10

Geometry
Shader



Fragment
Shader

