

## FluidShader

- m\_instanceNo
- m\_fluidColor
- m\_blurRadius
- m\_blurFalloff
- m\_pointThickness
- m\_fresnalConst
- m\_fresnalPower
- m\_refractionRatio
- m\_cubeVAO
- m\_pointSize
- m\_instanceCount
- m\_cubeMapCreated
- m\_billboardVAO
- m\_width
- m\_height

- + FluidShader()
- + ~FluidShader()
- + draw()
- + setRefractionRatio()
- + setFresnalPower()
- + setPointSize()
- + setThickness()
- + setBlurFalloff()
- + setBlurRadius()
- + setColor()
- + init()
- + setScreenSize()
- + resize()
- + setCubeMap()