

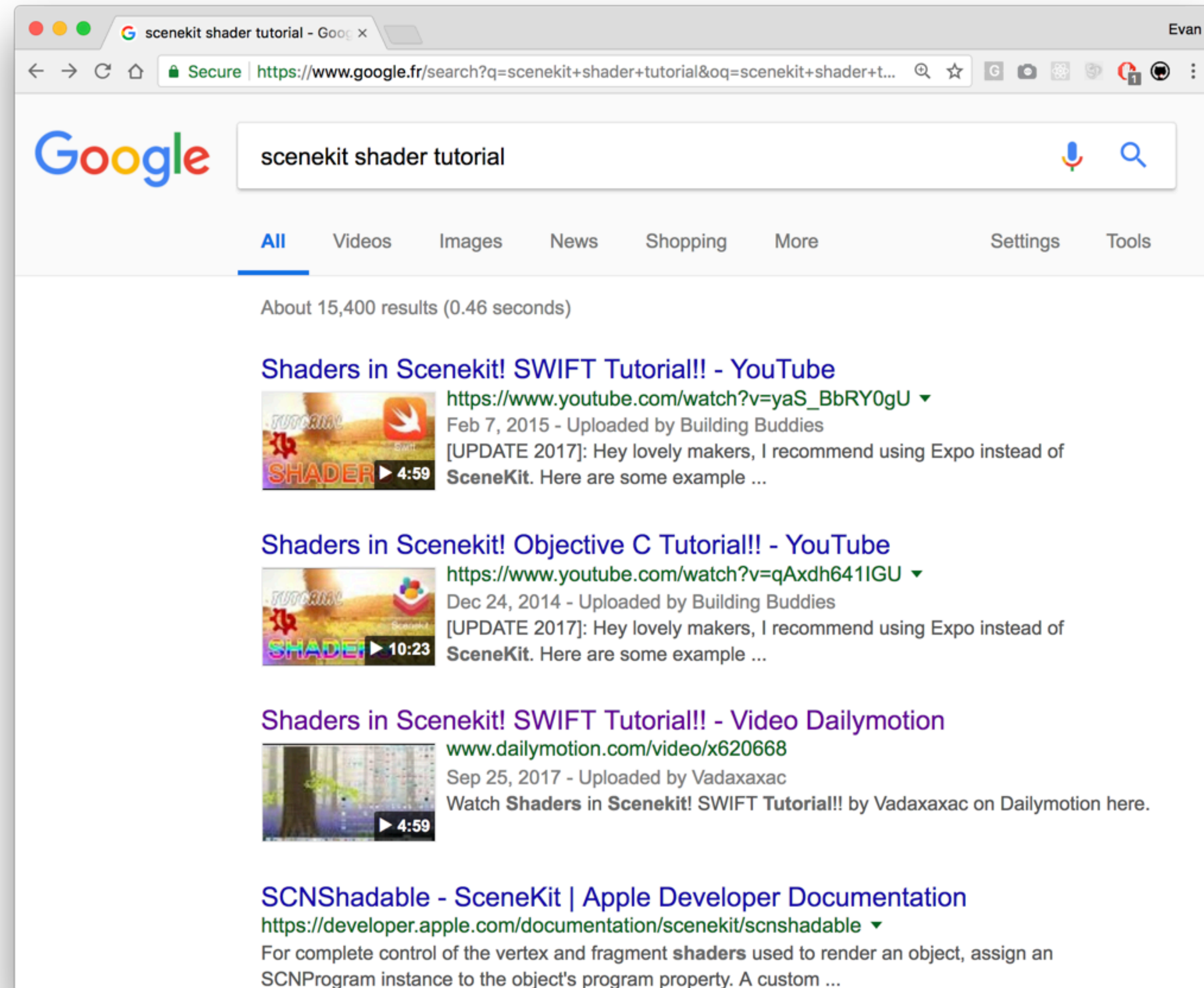


What is a shader?

scenekit

EVERYTHING

SceneKit



What is a shader?

EVERYTHING