```
vaBasicModel
 # m bufferOutput
 # m width
 # m height
 # m interop
 + vaBasicModel()
 + ~vaBasicModel()
 + Init()
 + Render()
 + BindBuffer()
 + UpdateBuffer()
 + Reshape()
 + SetDim()
 + SetBufferSize()
 + GetOutput()
 + GetWidth()
 + GetHeight()
 + SetInterop()
    opticalModel
# glsl
# m pboOutputBuffer
+ opticalModel()
+ ~opticalModel()
+ Init()
+ Render()
+ BindBuffer()
+ UpdateBuffer()
+ Reshape()
+ Modified()
# CreateGLSLModel()
  antiAlizedModel
+ antiAlizedModel()
+ ~antiAlizedModel()
```

CreateGLSLModel()