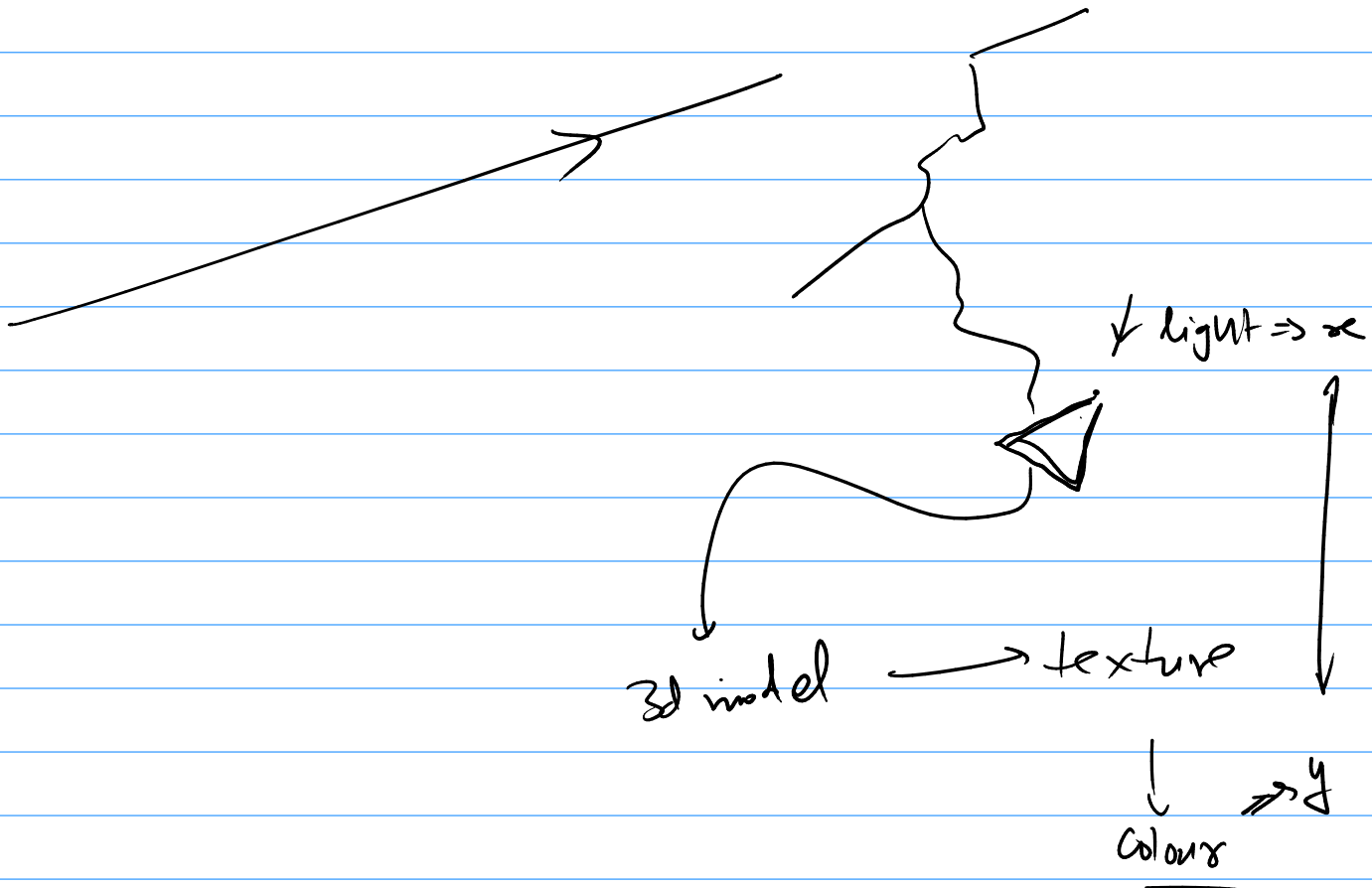
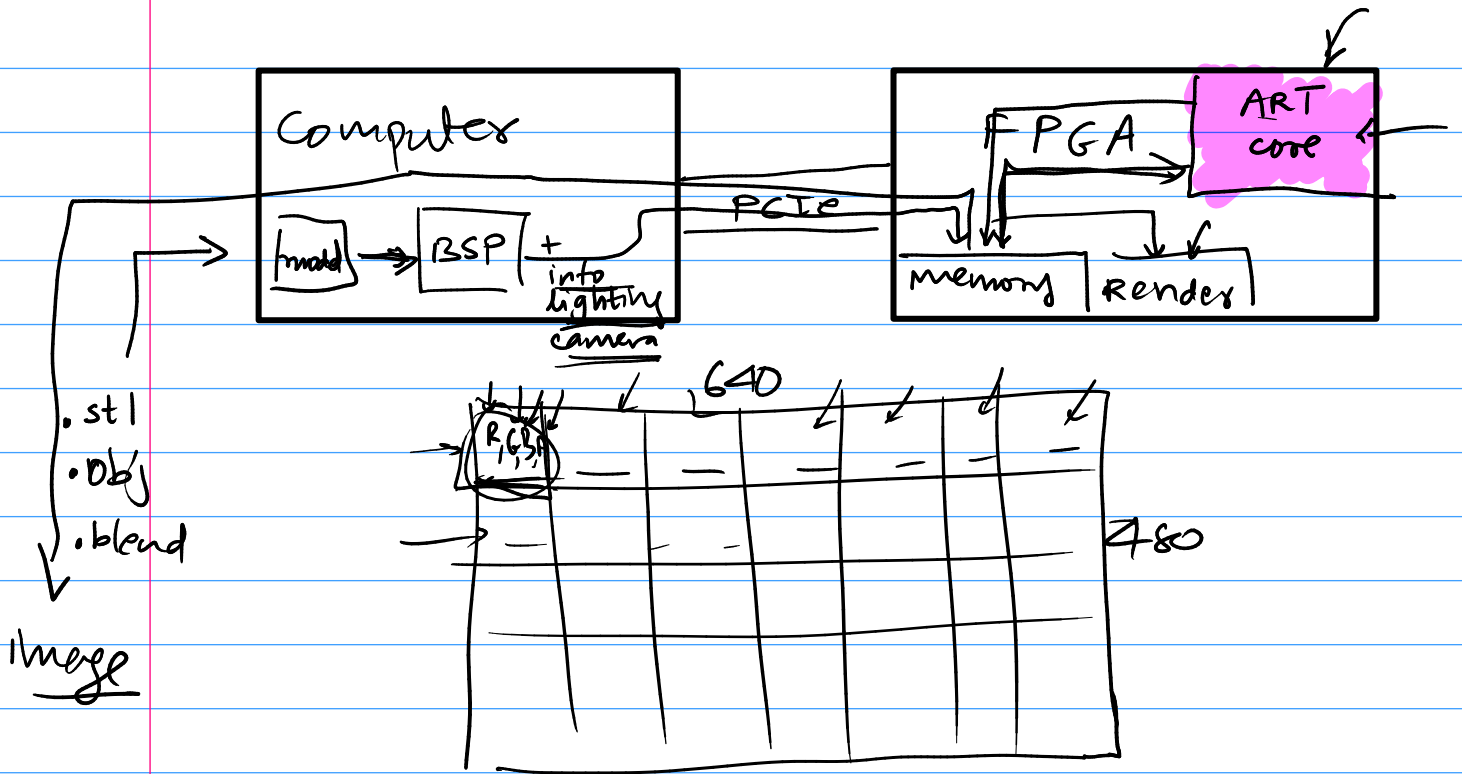
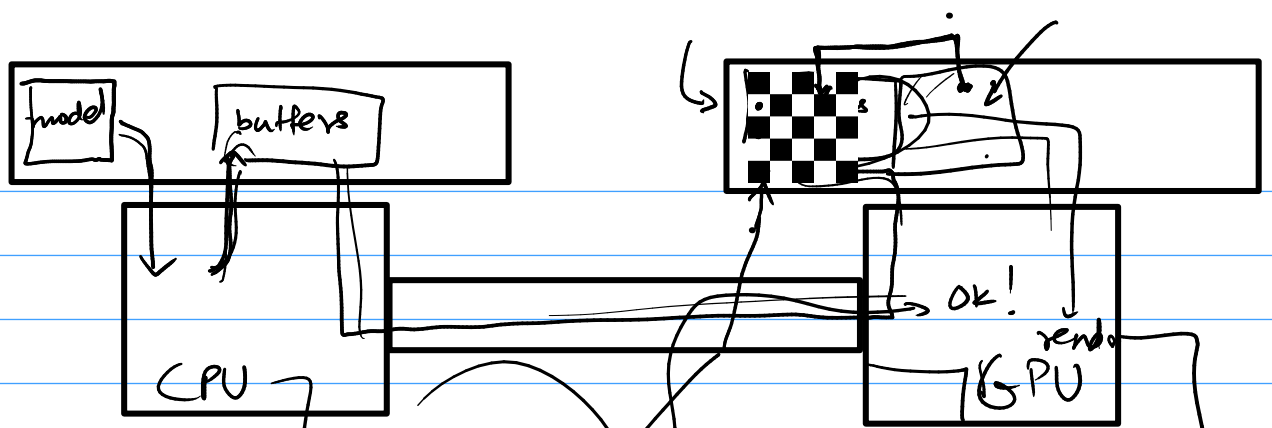


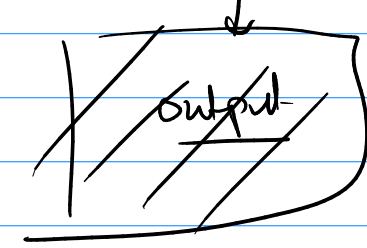
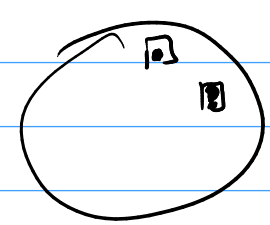
colour \rightarrow red





→ pos
→ w/h
→ tex

ok, now
render
this



API

Metal

DirectX
Vulkan
OpenGL

gl Draw Arrays ← draw
call

glGetError()

