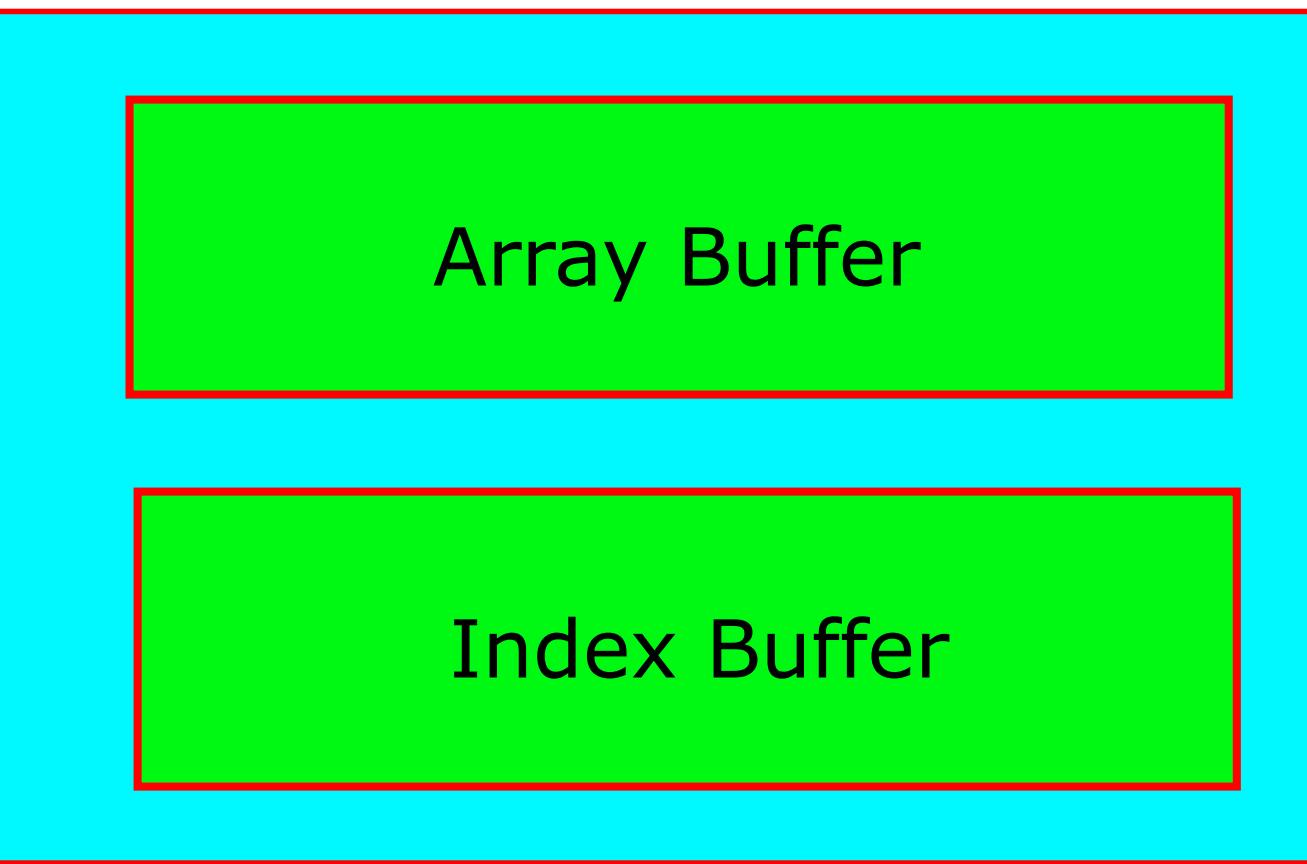


Vertex Array Objekt



Original Index Buffer



Array Buffer

Index Buffer