Shader Stages

(Vertex Shader) ··· (Fragment Shader)

Depth Stencil State

```
depthTestEnable   = VK_TRUE
stencilTestEnable = VK_FALSE
              ⋮
```

Rasterization State

```
VK_POLYGON_MODE_FILL
VK_CULL_MODE_NONE
       ⋮
```

Color Blend State

```
colorMask = 0b1001
       ⋮
```

Multisample State

```
VK_SAMPLE_COUNT_1_BIT
       ⋮
```

⋮