

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

