

## 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  
⋮

⋮