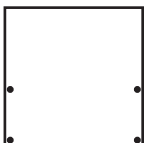
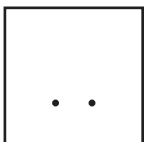


Input Buffers

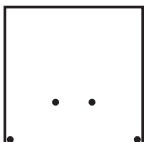
0.1	0.1	0.2	0.3	0.1	0.3	..						
0	1	2	0	2	3	3	4	5	3	5	6	..
1	0	0	-1	0	0	0	1	0	0.5	..		
0.5	0.7	0.23	0.55	0.34	..							



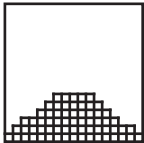
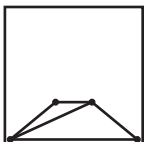
Vertex Shader



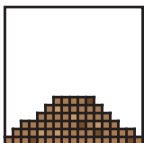
Vertex Post-Processing



Fragment Generation



Fragment Shader



Framebuffer