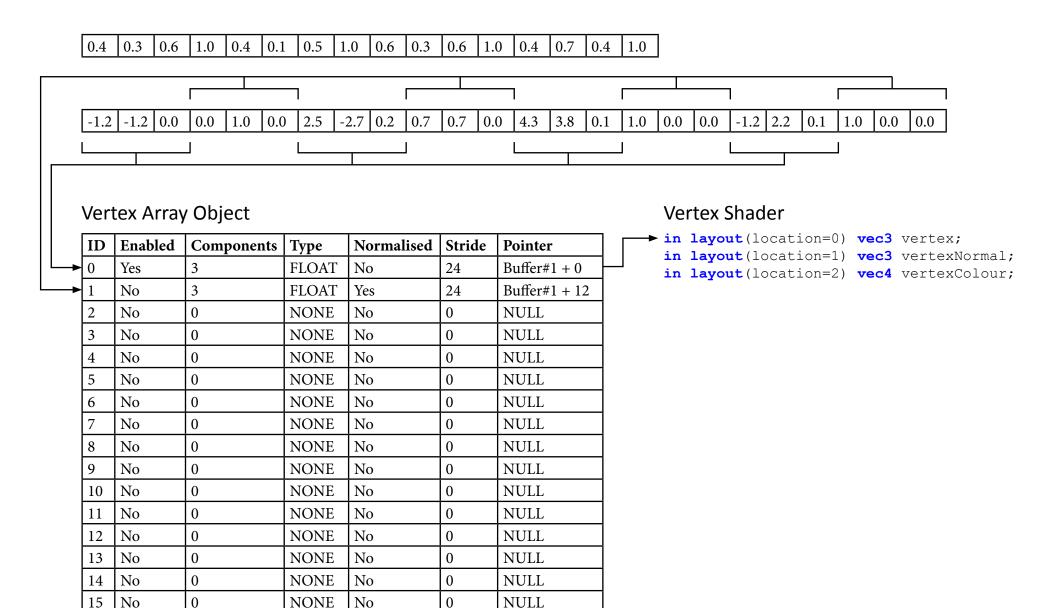
## **Vertex Buffer Objects**

**Index Buffer Pointer:** 



NULL