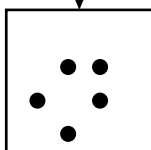
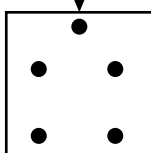


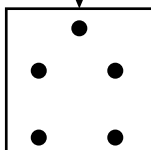
Geometry specification



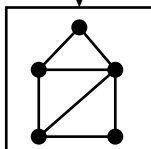
Vertex Shader



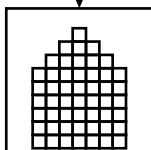
Vertex post-processing



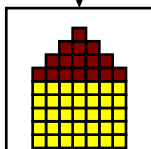
Fragment generation



Rasterisation



Fragment Shader



Framebuffer

