

GPU PIPELINE - OTHER SHADERS

- Tessellation Control Shader
 - Determines the level of tessellation for a particular patch (group of vertices)
 - Filter vertices
- Tessellation Evaluation Shader
 - Generates a single new vertex for a patch per execution
- Geometry Shader
 - Takes a single primitive (e.g. triangle) and outputs zero or more primitives of the same or different types
- Compute Shader
 - Performs abstract, non graphics-related programs

GPU PIPELINE - PROGRAM OBJECTS

- Individual shaders are combined into *Programs*
 - Shaders are *attached* to programs
 - Multiple shaders are allowed, only one of them may have a `main` method
- Shaders need to be compiled
- Programs need to be linked
- Workflow
 1. Create shaders
 2. Compile shaders
 3. Attach shaders
 4. Link program