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

OPENGL / WEBGL

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