```
FrameBuffer
+ FSQuadVAO
- m fb
- colourAttachments
- MAX COLOUR ATTACHMENTS
+ FrameBuffer()
+ ~FrameBuffer()
+ Bind()
+ Unbind()
+ GetBindMode()
+ GetStatus()
+ AttachColour()
+ AttachDepth()
+ DetachColour()
+ DetachDepth()
+ Initialize()
+ BindToScreen()
+ Display()
AddColourAttachment()
RemoveColourAttachment()
- BindFrameBuffer()
                 -m fb
      DepthThresholdEffect
    - m pShader
    + DepthThresholdEffect()
    + Apply()
```