

Children Nodes (transformations concatenating)

Layers ( Transformation get from parent )

Plugins

Plugin 1

Geometry  
Cahnnel 1

Transform  
Channel 1

Plugin 2

Geometry  
Cahnnel 2

Transform  
Channel 2

Plugin 3

Geometry  
Cahnnel 3

Geometry  
Shader Channel 1

Pixel Shader  
Channel 1

Plugin 4

Geometry  
Shader Channel 2

Vertex Shader  
Channel 1

Plugin 5

Vertex Shader  
Channel 2

Pixel Shader  
Channel 2

Finalize Plugin

GC 1+2+3

TC 1+2

GSC 1+2

VSC 1+2

PSC 1+2