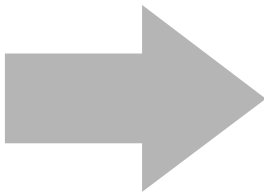
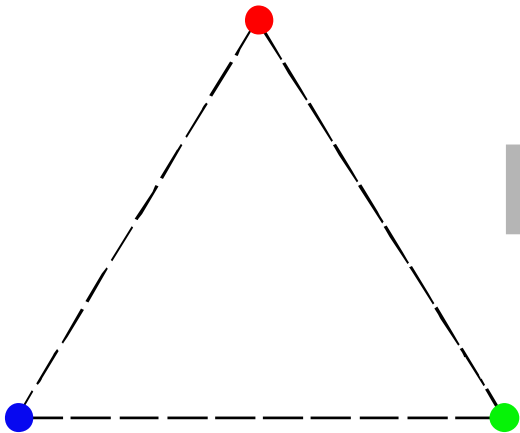


Vertex shader



Fragment shader

