

Sandbox

Update Frame

Procedure

CPU Data  
Structure

GPU Data  
Structure

(Execution Flow)

Data

Glamour

Begin Draw

Camera

View Projection

World Position

Shaders

Update Entities

Transforms

Model Matrix

Normal Matrix

Vertex Buffer

Update Lights

Transforms

Model Matrix

Normal Matrix

Vertex Buffer

World Position

Shaders

End Draw

Clear Screen

Draw Entities

Draw Lights