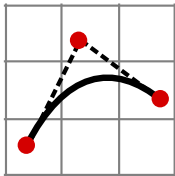
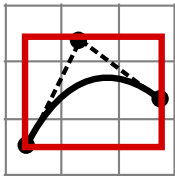


Vertex Shader



Geometry Shader



Fragment Shader

