```
channel "destination"
buffer [ COLOR DEPTH ]
CLEAR, DRAW, ASSEMBLE
   range [0 1/3]
   CLEAR, DRAW, READBACK
     outputframe "f1.dest" viewport [ 0 1/3 1 1/3 ] —
     outputframe "f2.dest" viewport [ 0 3/3 1 1/3 ]
   channel "source1"
      range [1/3 3/3]
      CLEAR, DRAW, READBACK
        outputframe "f1.source1" viewport [ 0 0 1 1/3 ]
        outputframe "f2.source1" viewport [ 0 1/3 1 1/3 ]
   ASSEMBLE, READBACK
     inputframe "f2.dest"
     inputframe "f2.source2"
     outputframe COLOR "frame.source1" viewport [ 0 3/3 1 1/3 ]
   channel "source2"
      range [3/3 1]
      CLEAR, DRAW, READBACK
        outputframe "f1.source2" viewport [ 0 1/3 1 1/3 ]
        outputframe "f2.source2" viewport [ 0 1/3 1 1/3 ]
   ASSEMBLE, READBACK
     inputframe "f2.source1"
     inputframe "f1.dest"
     outputframe COLOR "frame.source2" viewport [ 0 1/3 1 1/3 ] -
  inputframe "f1.source1"
  inputframe "f1.source2"
  inputframe "frame.source1"
  inputframe "frame.source2"
```