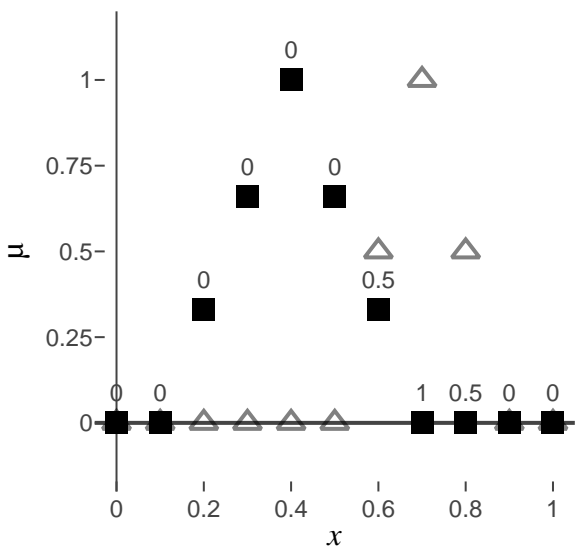
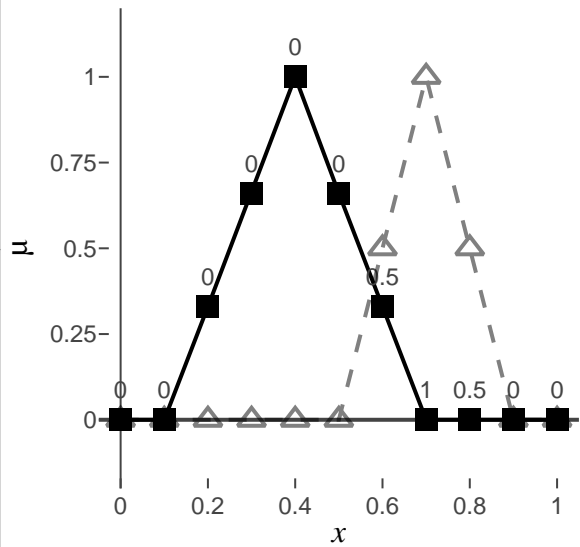


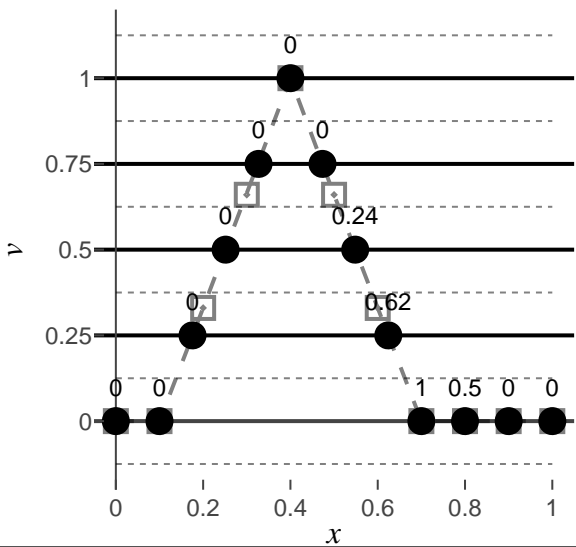
Vertex shader



Geometry shader



Rasterization



Fragment shader

