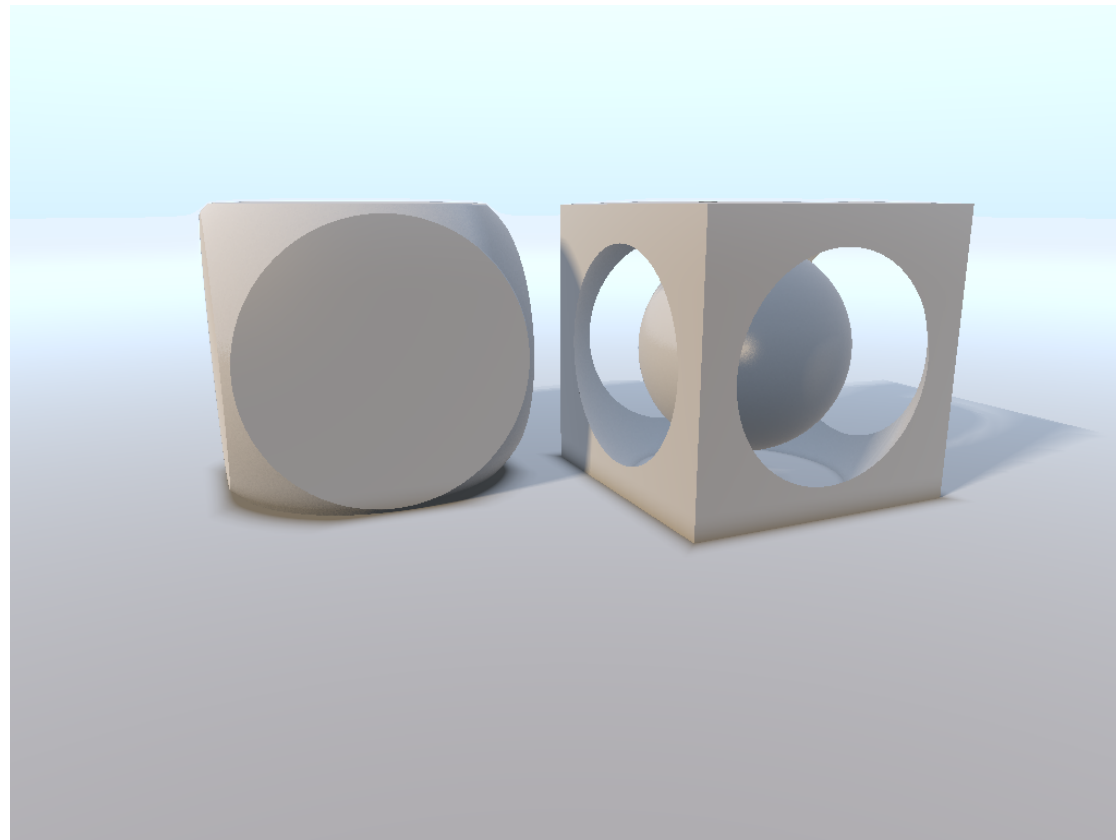


Vertex-Shader



Fragment-Shader