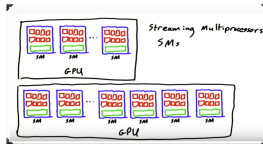
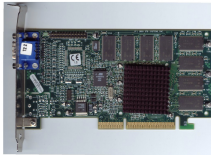


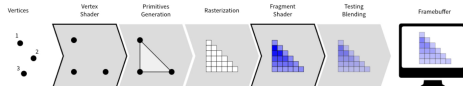
## Echzeit Darstellung

## Kombination von Soft- und Hardware

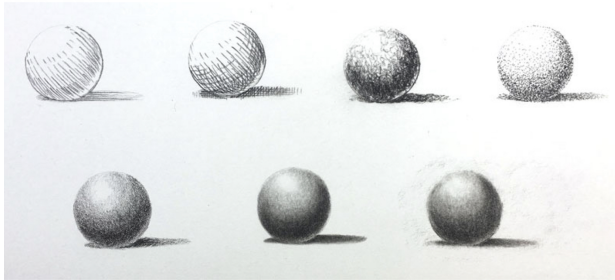
### GPU



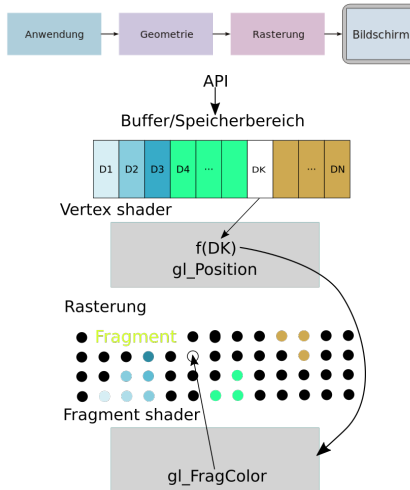
### Vertex und Fragmentsshader



## Shader=Schattierer



# Shaderprogramm



```
<script id="2d-vertex-shader" type="x-shader/x-vertex">
    attribute vec2 a_position;
    uniform float t;
    varying float T;
    void main() {
        // gl_Position = vec4(a_position, 0.0, t);
        T = t;
        gl_Position = vec4(a_position[0], a_position[1], 0.0, 1.0);
    }
</script>

<script id="2d-fragment-shader" type="x-shader/x-fragment">
    precision mediump float;
    varying float T;
    void main() {
        gl_FragColor = vec4(0.0 ,1.0,0.0,1.0);
    }
</script>
```