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| **glDraw command** | **output primtive** | **used in shaders** |
| GL\_POINTS | points | geometry; fragment |
| GL\_LINES | lines | geometry; fragment |
| GL\_LINE\_STRIP | lines | geometry; fragment |
| GL\_LINE\_LOOP | lines | geometry; fragment |
| GL\_LINES\_ADJACENCY | lines\_adjacency | geometry |
| GL\_LINE\_STRIP\_ADJACENCY | lines\_adjacency | geometry |
| GL\_TRIANGLES | triangles | geometry; fragment |
| GL\_TRIANGLE\_STRIP | triangles | geometry; fragment |
| GL\_TRIANGLE\_FAN | triangles | geometry; fragment |
| GL\_TRIANGLES\_ADJACENCY | triangles\_adjacency | geometry |
| GL\_TRIANGLE\_STRIP\_ADJACENCY | triangles\_adjacency | geometry |
| GL\_PATCHES | patches | tessellation control |