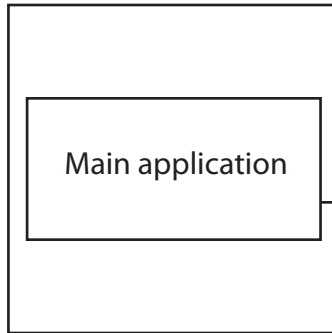


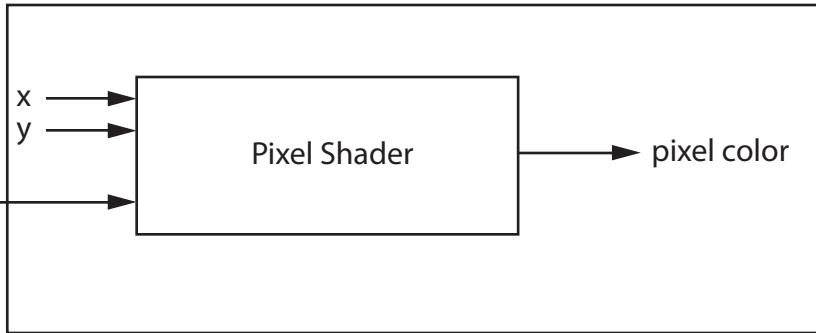
CPU



Main application

uniforms

GPU



Pixel Shader

pixel color

x
y