

CPU

glBufferData

used to allocate storage for **and** copy data to each VBO

glDrawArrays initiates execution of the compiled and linked program.

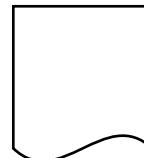
glVertexAttribPointer tells "vertex fetch" how to extract VBO data for vertex i of a primitive. (Conceptually this is part of "Info" in the per-vertex attribute Symbol Table.)

The glUniform* family of routines is used to send values from the CPU to the GPU to establish the values of the per-primitive (i.e., "uniform") variables.

GPU

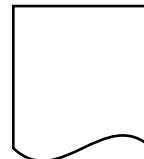
The compiled and linked program

vertex shader



↓
interpolated per-vertex values

fragment shader



per-vertex attribute Symbol Table
(Used by vertex fetch to feed vertex shader.)

Name	Info
mcPosition	...
color	...
temperature	...

per-primitive "uniform" attribute Symbol Table (Accessible to **all** shaders.)

Name	Value
colorMode	...
scaleTrans	...

VAO

Info
...
...
...

t0
t1
t2

r0
g0
b0
r1
g1

x0
y0
x1
y1
x2
y2

Dashed lines indicate connections between the VAO and the three VBOs.