

**GPU**

**CPU**



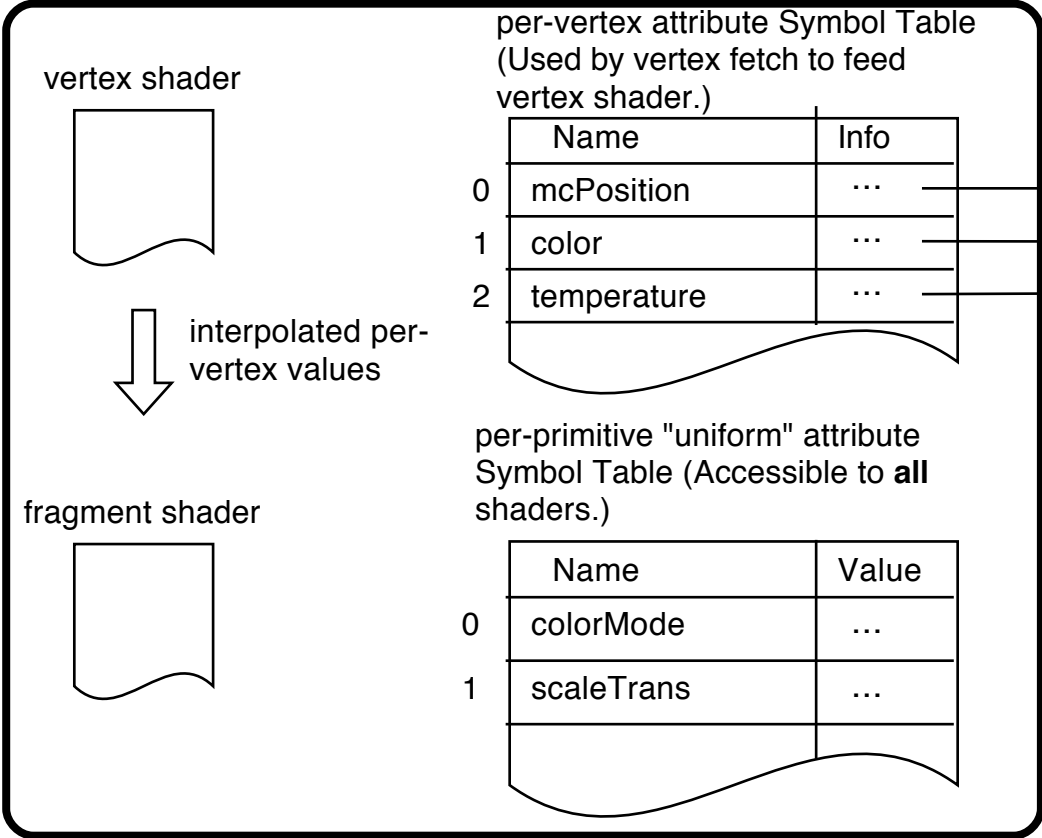
used to allocate storage for **and** copy data to each VBO

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.

The compiled and linked program



VAO

