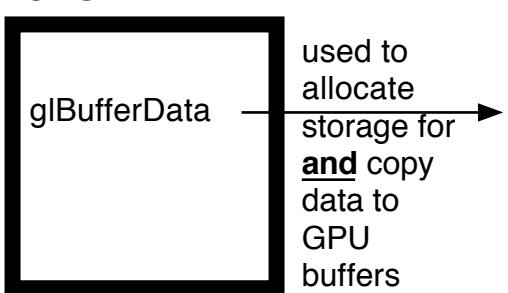


CPU



GPU

The compiled and linked graphics pipeline program

vertex shader

tess control shader

tess evaluation shader

geometry shader

fragment shader

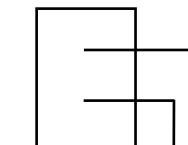
per-vertex attribute Symbol Table
(Accessible only in vertex shader)

Name	Info
mcPosition	...
texCoords	...

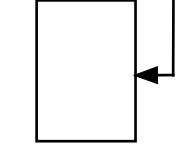
per-primitive attribute (**uniform**) Symbol Table
(Accessible from any shader program)

Name	Value
nRows	...
nCols	...
tessLevel	...
...	...

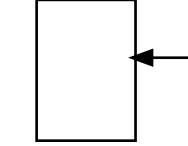
VAO



VBO:
mcPosition



VBO:
texCoords

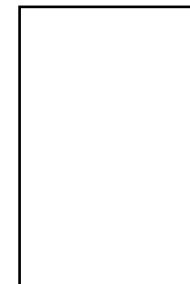


Texture Buffer Objects (or Shader Storage Buffers):
uVec, vVec, wVec used in tessellation shaders
scalarField used in fragment shader

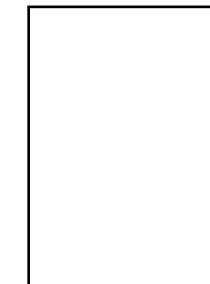
buffer scalarField



buffer uVec



buffer vVec



buffer wVec

