

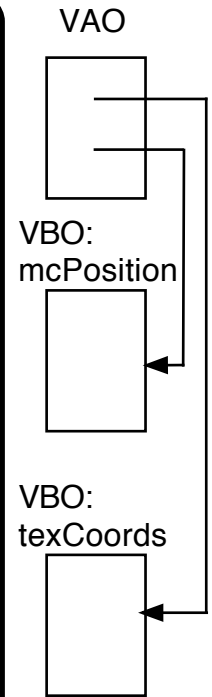
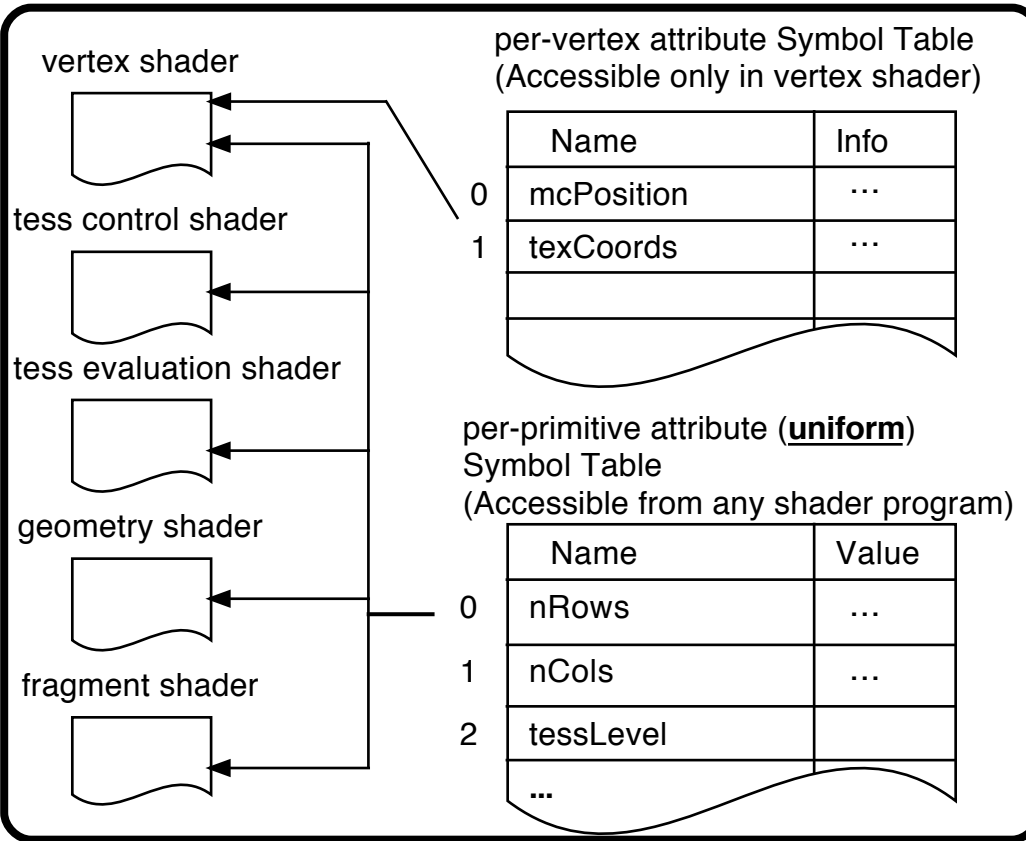
CPU



used to allocate storage for **and** copy data to GPU buffers

GPU

The compiled and linked graphics pipeline program



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

