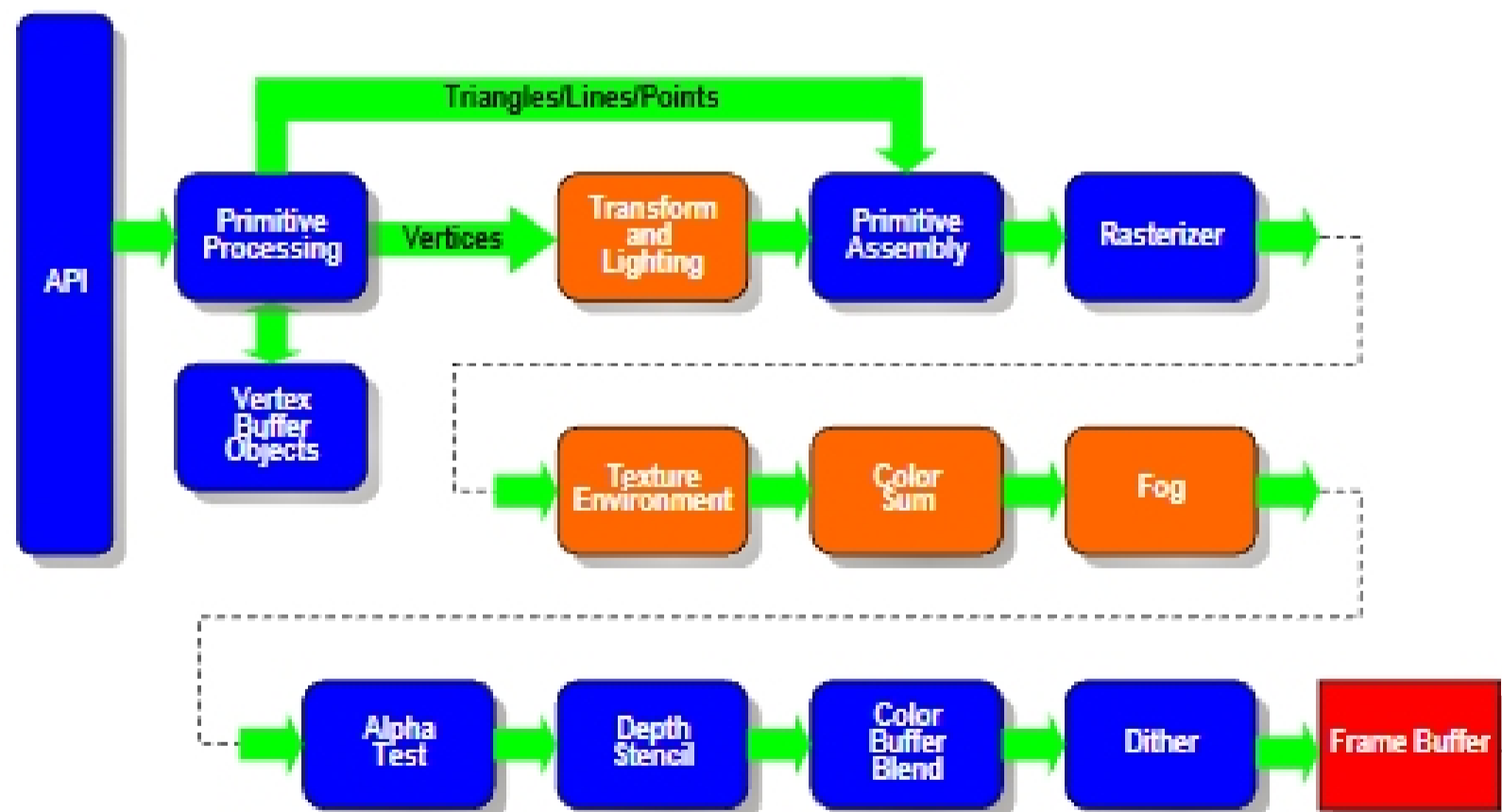


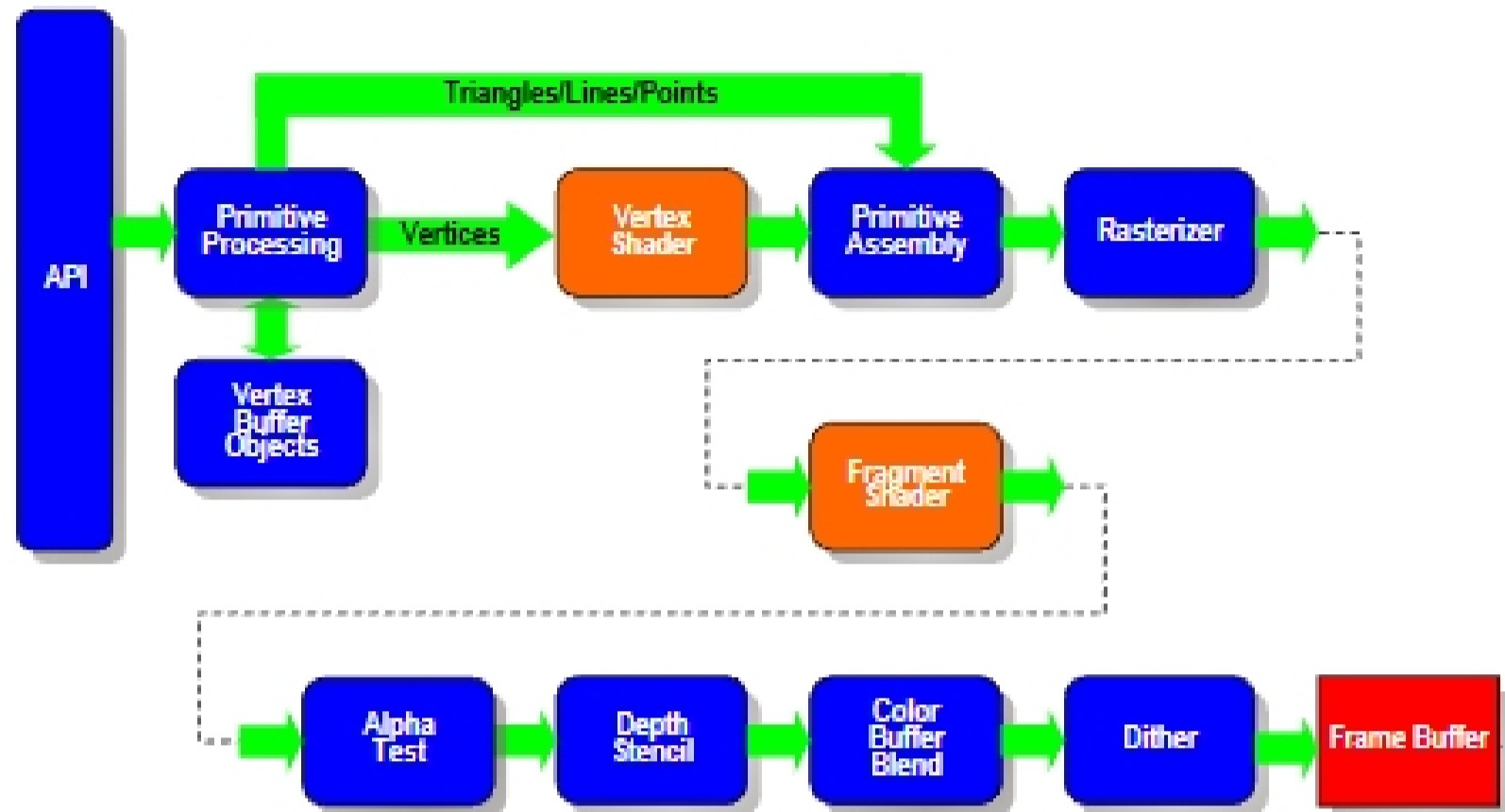
# An Introduction to the OpenGL Shading Language

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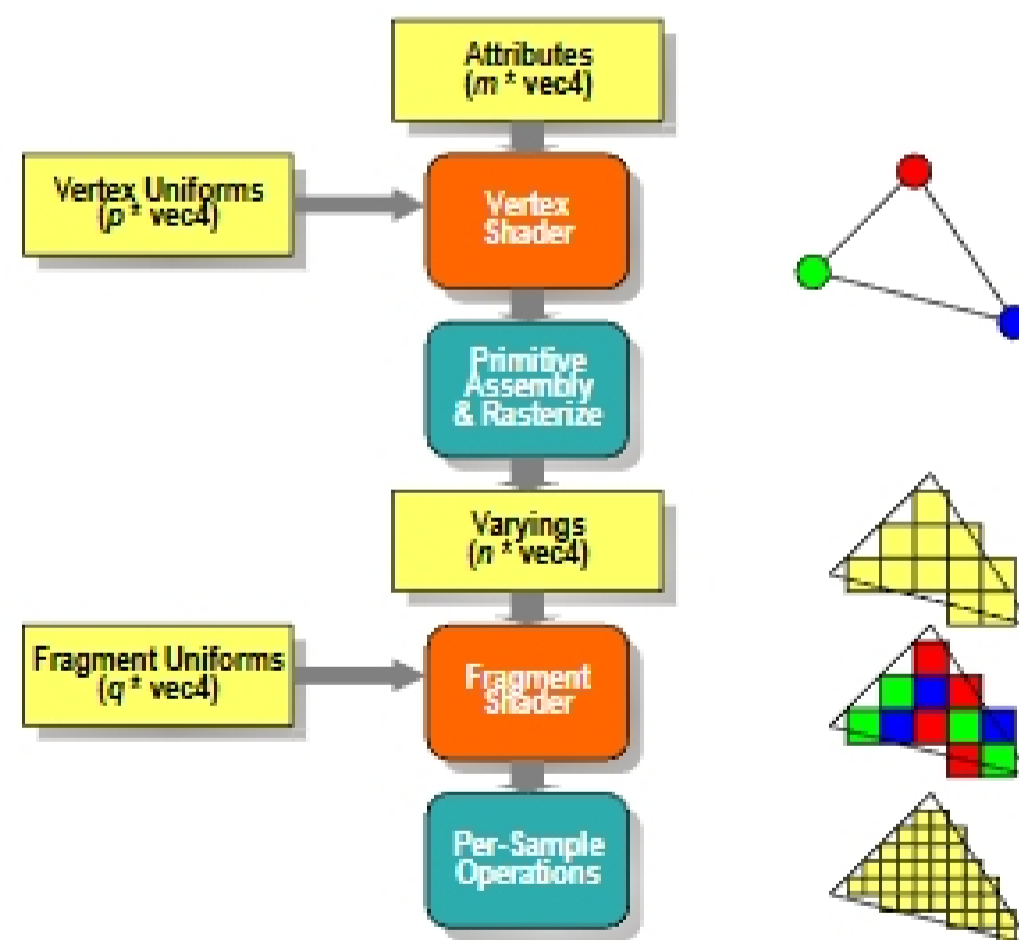
## Fixed Functionality Pipeline



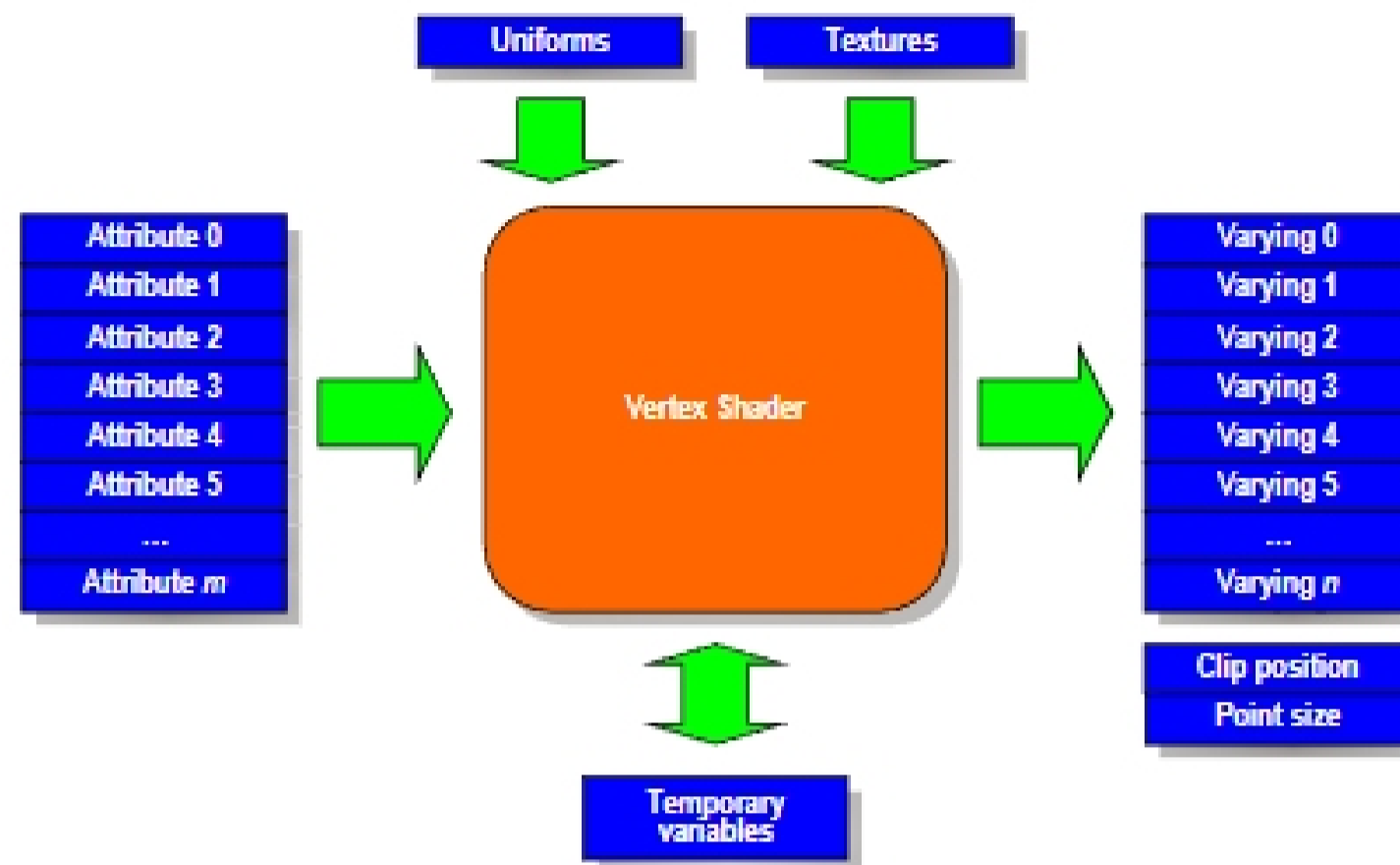
## Programmable Shader Pipeline



## Programmer's Model



## Vertex Shader Environment

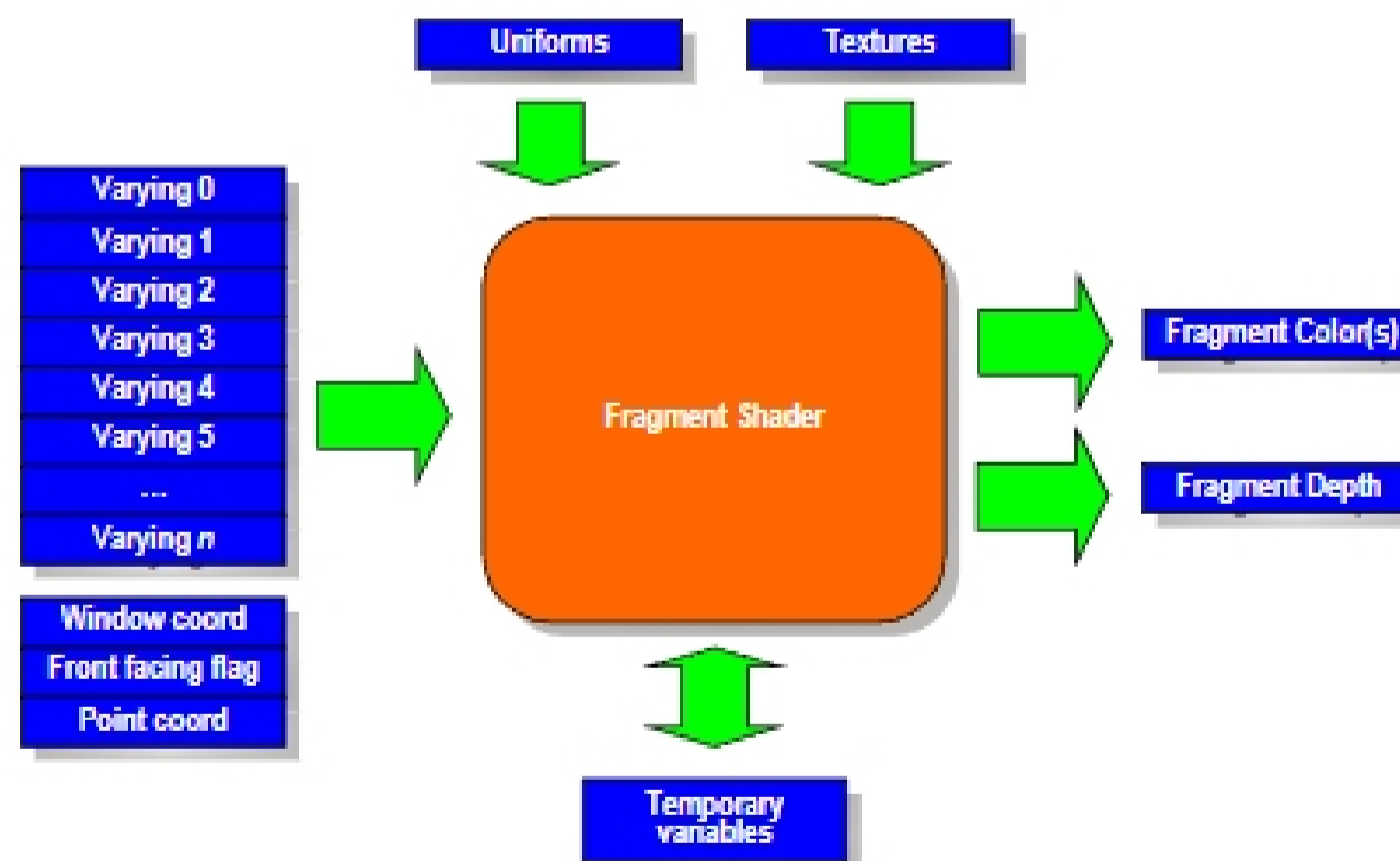


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## Fragment Shader Environment



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