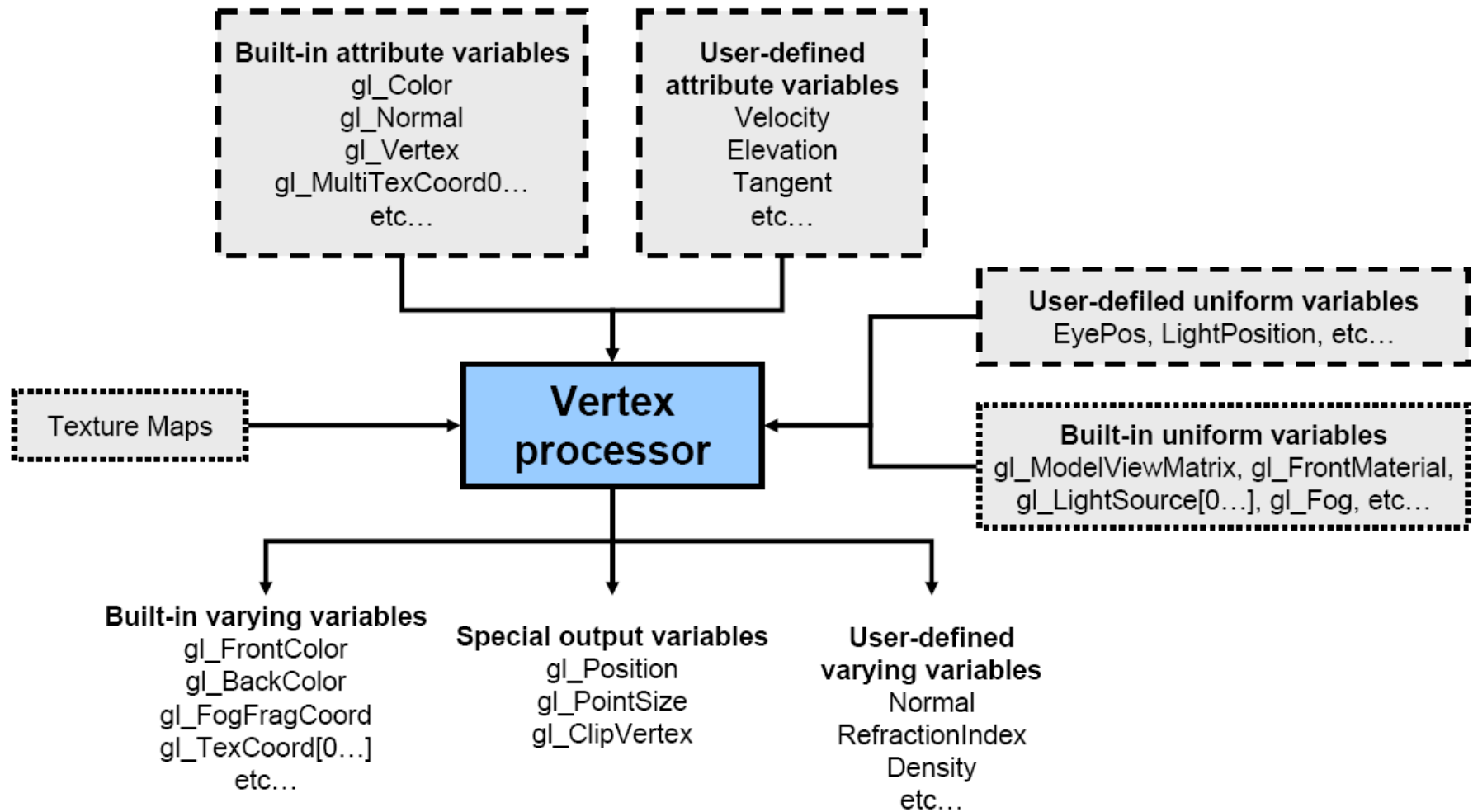
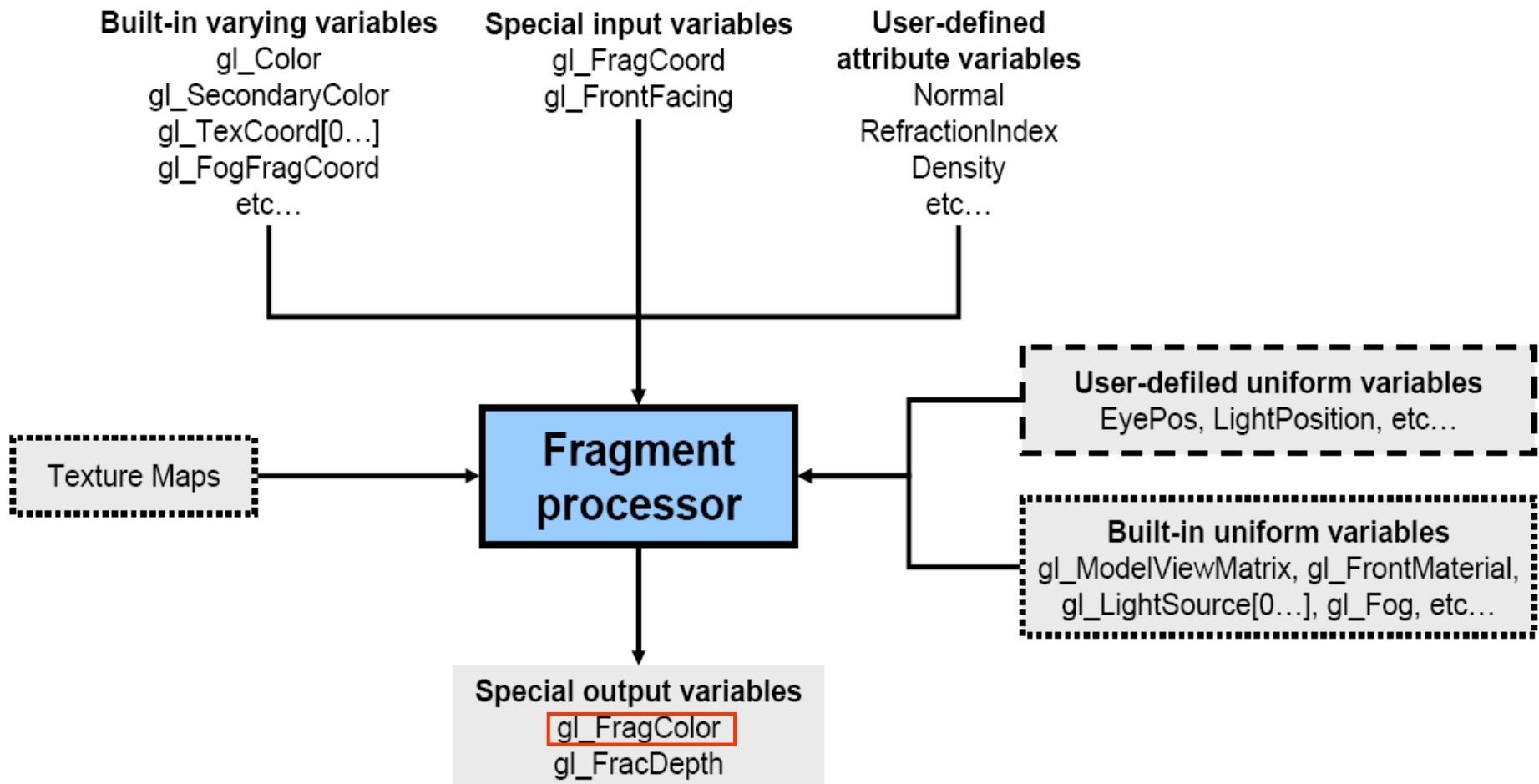


# Vertex Shader

## Inputs & Outputs



# Fragment Shader Ins & Outs



# Geometry Shaders

## Vertex Color

```
gl_FrontColorIn[gl_VerticesIn];
gl_BackColorIn[gl_VerticesIn];
gl_FrontSecondaryColorIn[gl_VerticesIn];
gl_BackSecondaryColorIn[gl_VerticesIn];
gl_FogFragCoordIn[gl_VerticesIn];
```

## Vertex Coord.

```
gl_TexCoordIn[gl_VerticesIn][];
gl_PositionIn[gl_VerticesIn];
```

## Restertization Info.

```
gl_PointSizeIn[gl_VerticesIn];
gl_ClipVertexIn[gl_VerticesIn];
```

## Number of Vertices

```
gl_VerticesIn
```

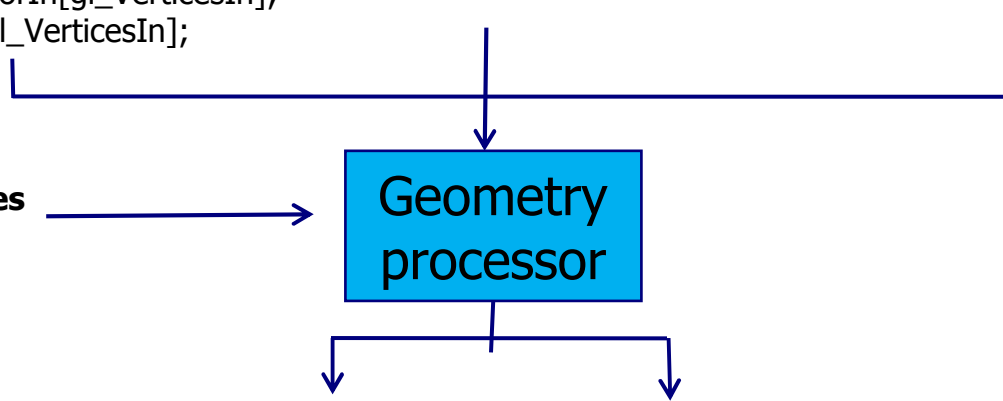
Geometry  
processor

## Color

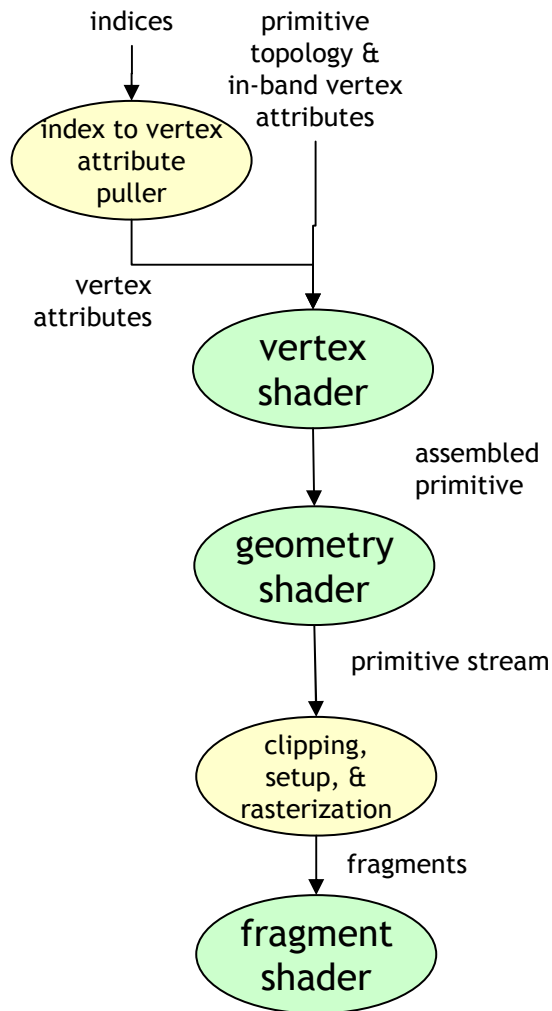
```
gl_FrontColor;
gl_BackColor;
gl_FrontSecondaryColor;
gl_BackSecondaryColor;
gl_FogFragCoord;
```

## Coord.

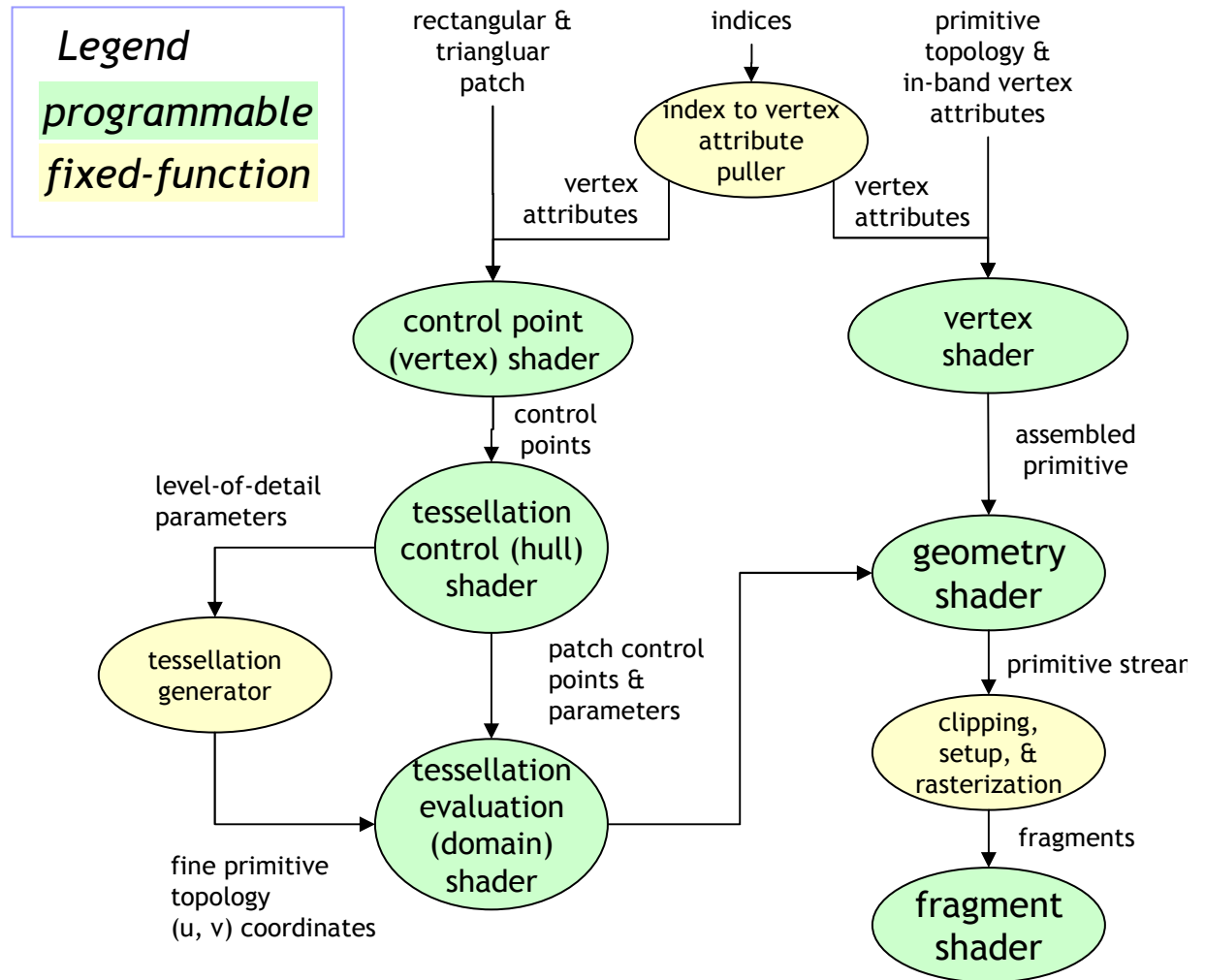
```
gl_Position
gl_TexCoord[];
```



# Programmable Tessellation Data Flow



OpenGL 3.2



OpenGL 4.0 added tessellation shaders