

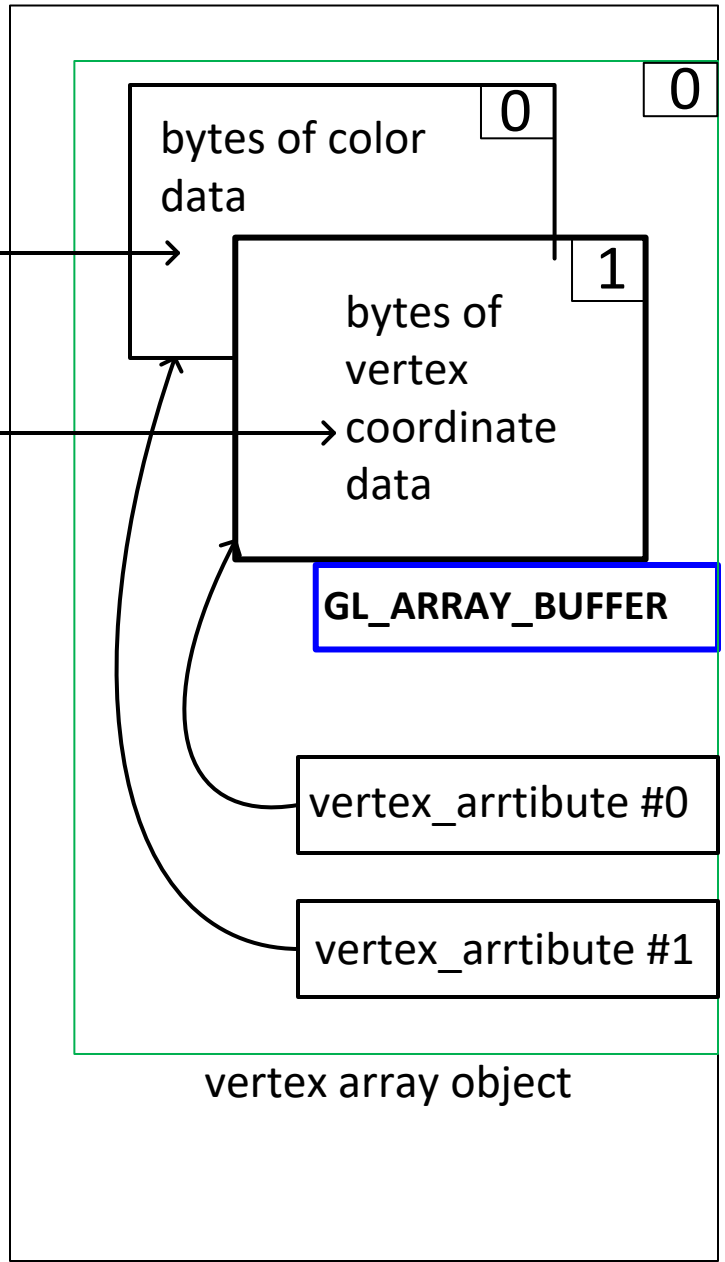
GL_ARRAY_BUFFER
GL_ATOMIC_COUNTER_BUFFER
GL_COPY_READ_BUFFER
GL_COPY_WRITE_BUFFER
GL_DISPATCH_INDIRECT_BUFFER
GL_DRAW_INDIRECT_BUFFER
GL_ELEMENT_ARRAY_BUFFER
GL_PIXEL_PACK_BUFFER
GL_PIXEL_UNPACK_BUFFER
GL_QUERY_BUFFER
GL_SHADER_STORAGE_BUFFER
GL_TEXTURE_BUFFER
GL_TRANSFORM_FEEDBACK_BUFFER
GL_UNIFORM_BUFFER

client/host memory

gl-context

color of vertices
float color_data[4*N]

coordinates of vertices
float position_data[3*N]



GL_ARRAY_BUFFER

vertex_attribute #0

vertex_attribute #1

vertex array object

client/host memory

color of vertices
float color_data[4*N]

coordinates of vertices
float position_data[3*N]

gl-context

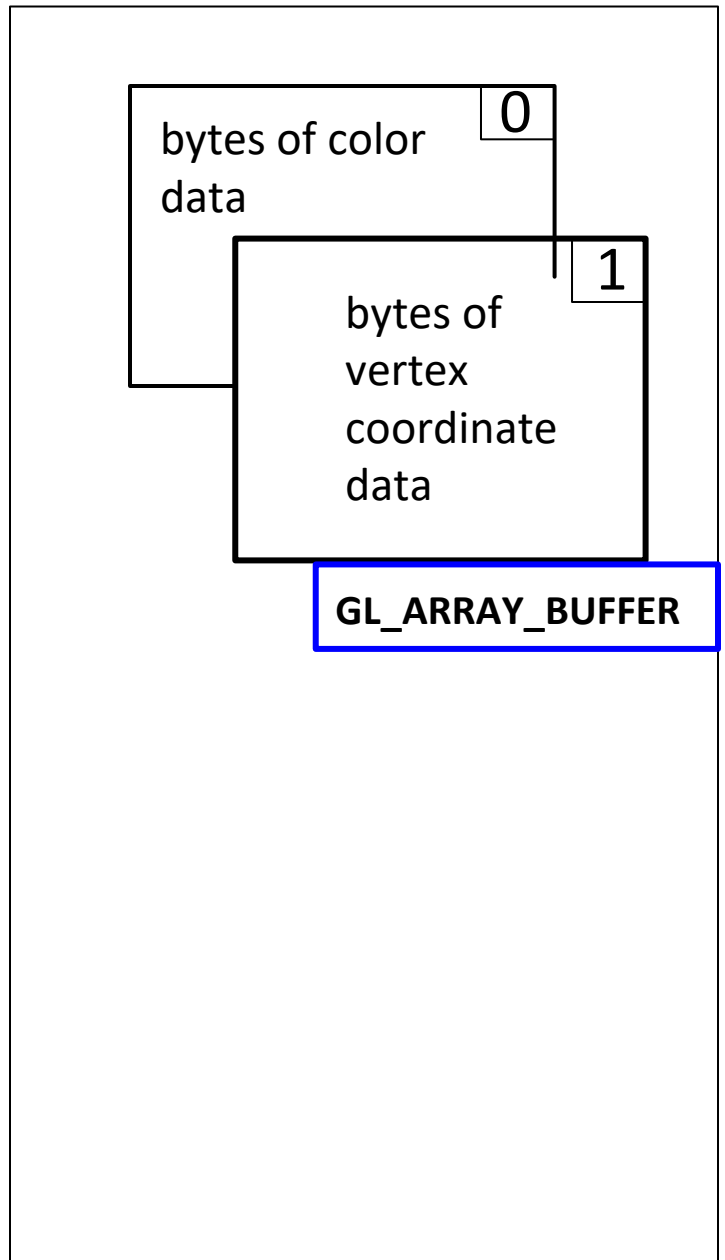
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client/host memory

color of vertices
float color_data[4*N]

coordinates of vertices
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gl-context



client/host memory

gl-context

color of vertices
float color_data[4*N]

coordinates of vertices
float position_data[3*N]

bytes of color data 0

bytes of vertex coordinate data 1

GL_ARRAY_BUFFER

vertex_attribute #0

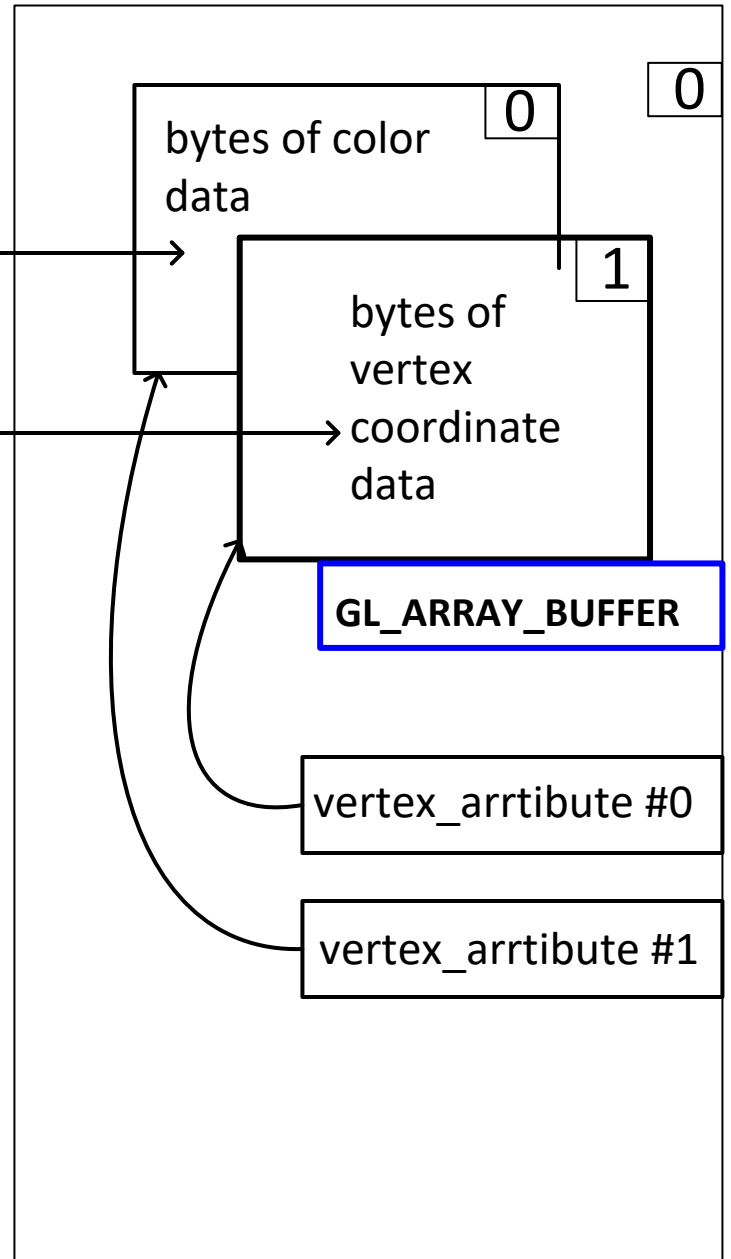
vertex_attribute #1

client/host memory

gl-context

color of vertices
float color_data[4*N]

coordinates of vertices
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client/host memory

gl-context

color of vertices
float color_data[4*N]

coordinates of vertices
float position_data[3*N]

