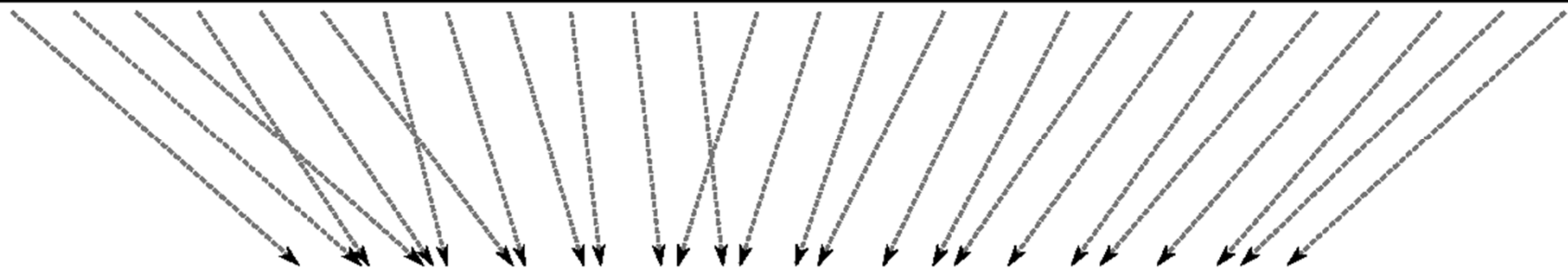


Indices

0	1	2	1	2	3	2	3	4	4	5	6	5	6	7	7	8	9	9	10	11	11	12	13	13	14
---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	----	----	----	----	----	----	----



x	x	x	x	x	x	x	x	x	x	x	x	x	x	x
y	y	y	y	y	y	y	y	y	y	y	y	y	y	y
z	z	z	z	z	z	z	z	z	z	z	z	z	z	z

Vertices

Figure 7.1: Indices used in an indexed draw

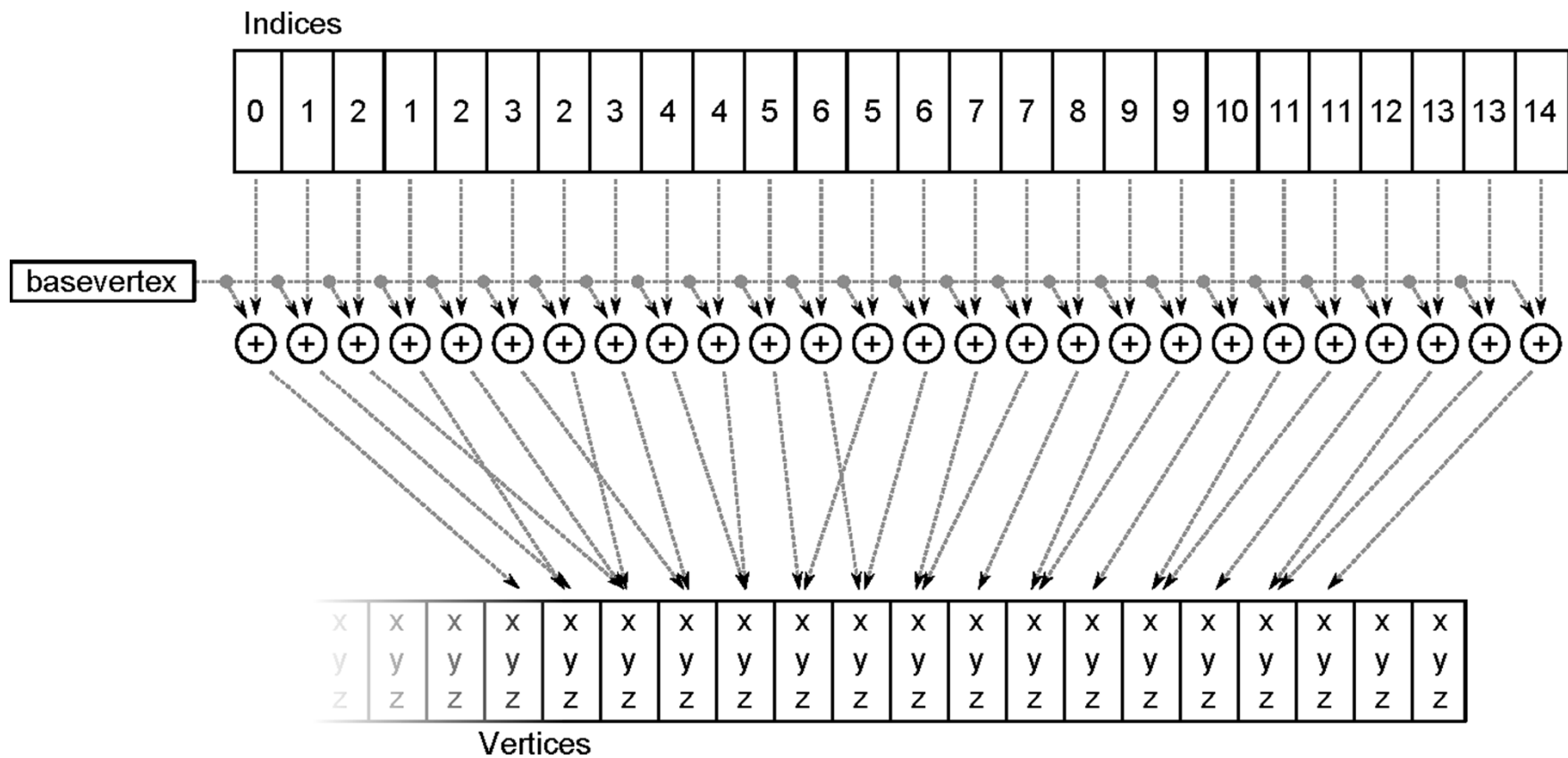


Figure 7.2: Base vertex used in an indexed draw

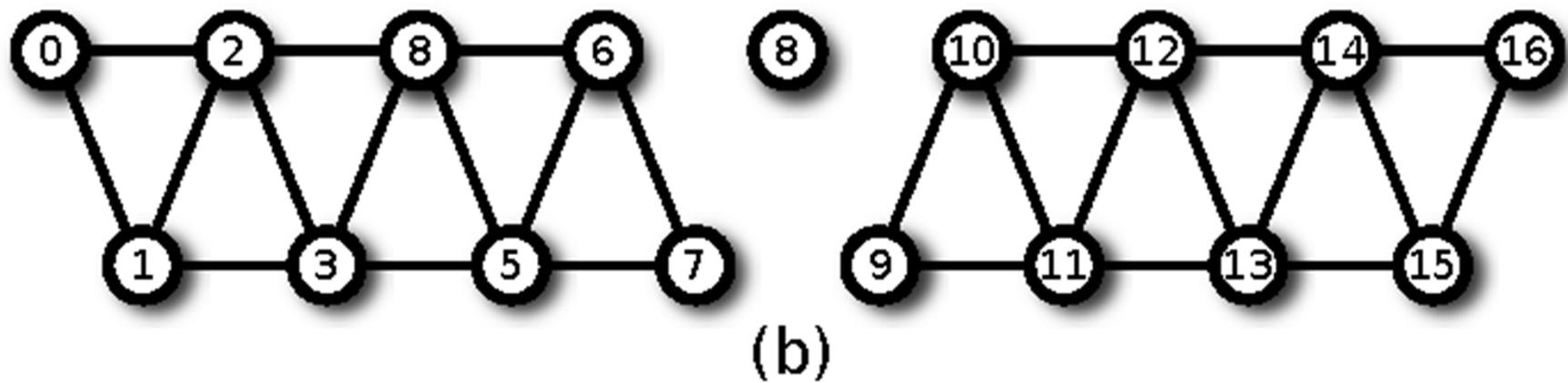
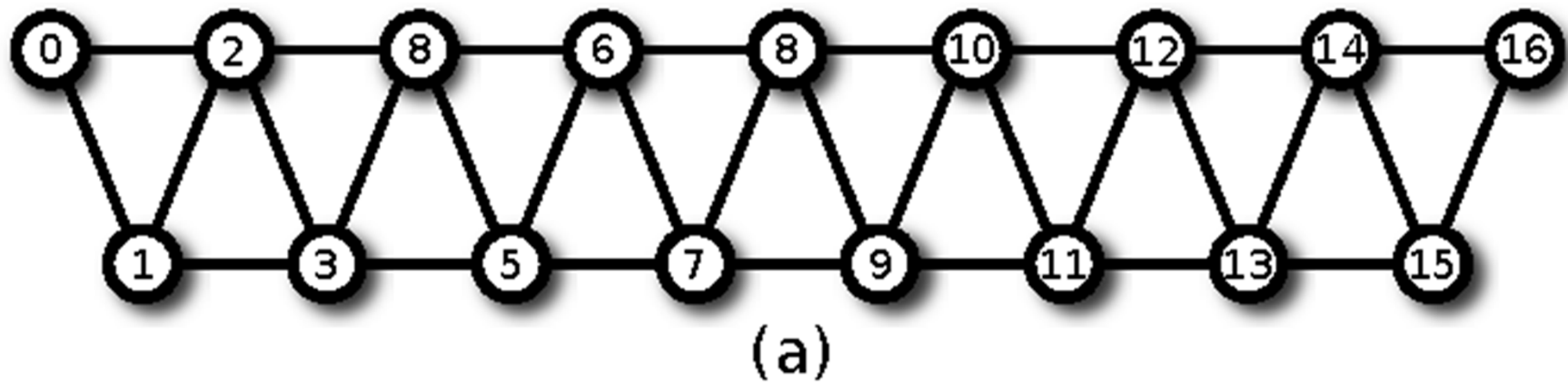


Figure 7.3: Triangle strips with and without primitive restart

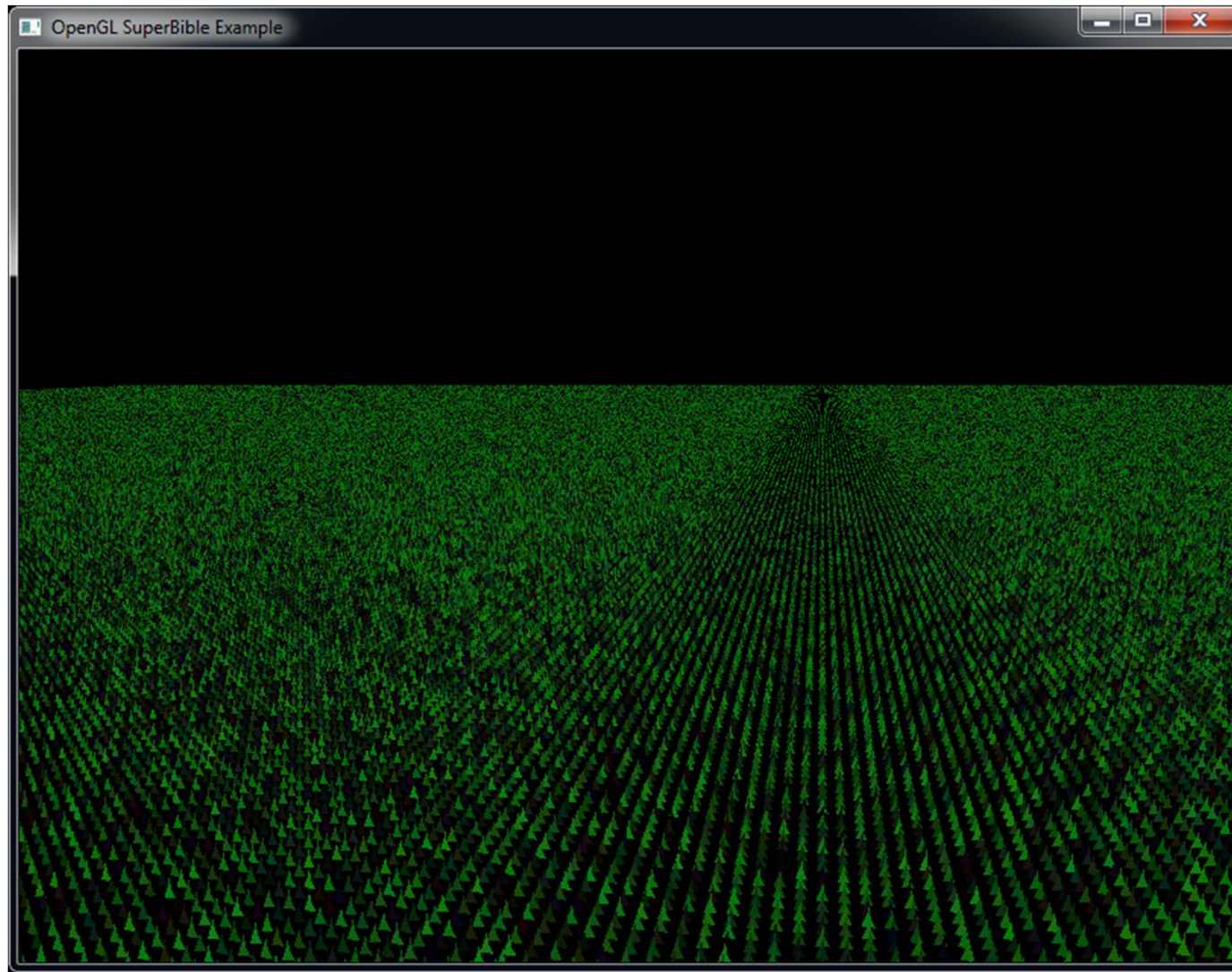


Figure 7.4: First attempt at an instanced field of grass

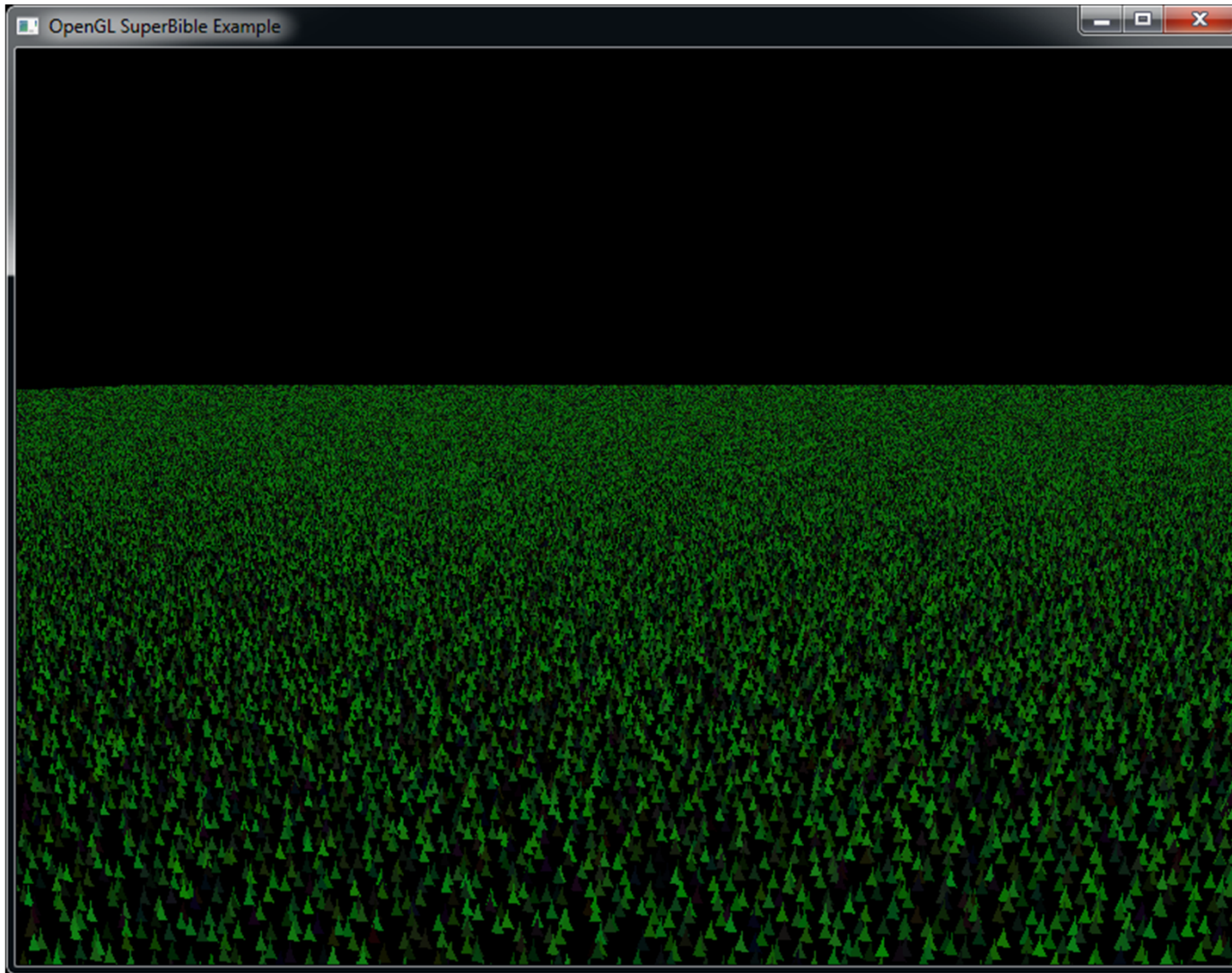


Figure 7.5: Slightly perturbed blades of grass

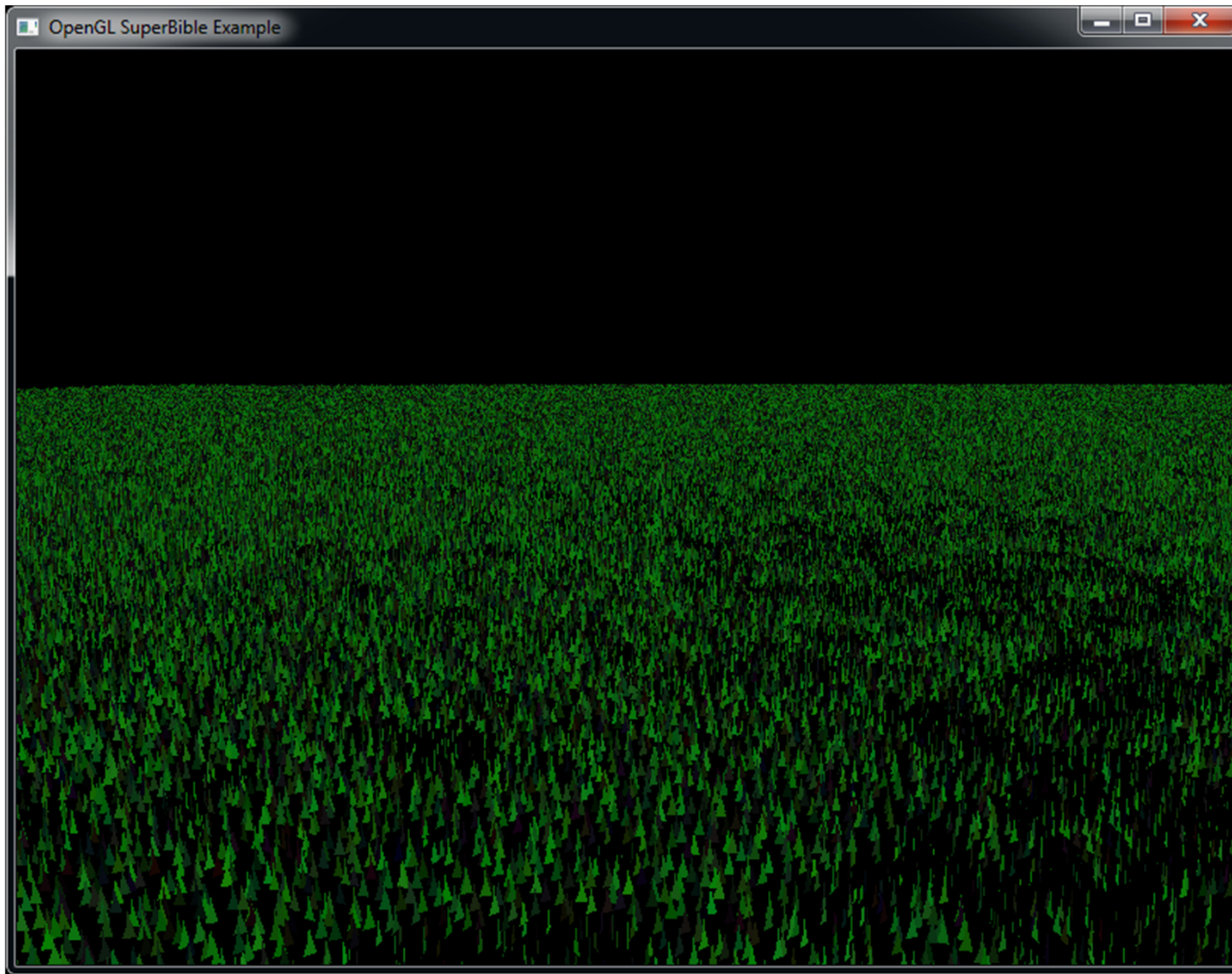


Figure 7.6: Control over the length and orientation of our grass

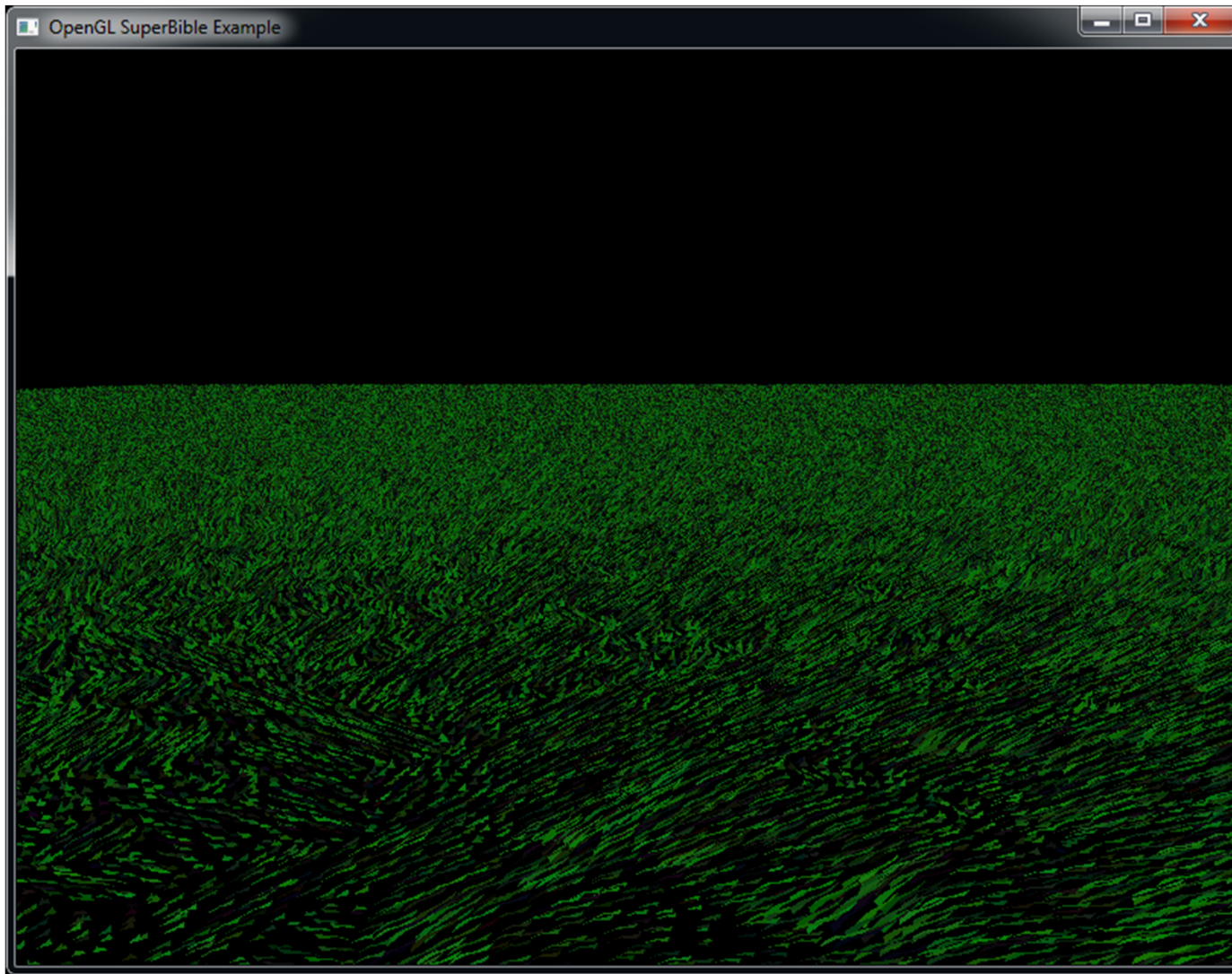


Figure 7.7: The final field of grass

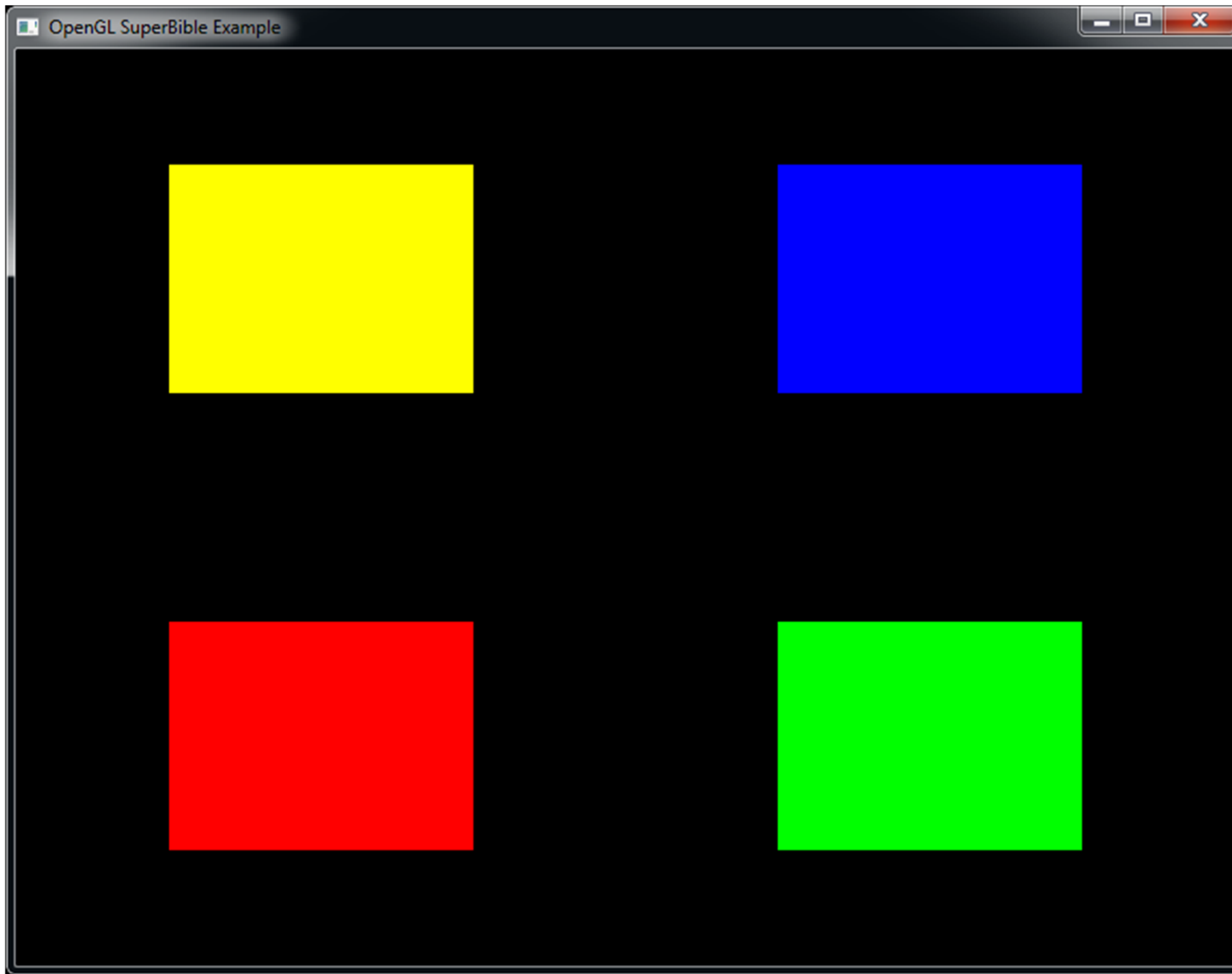


Figure 7.8: Result of instanced rendering

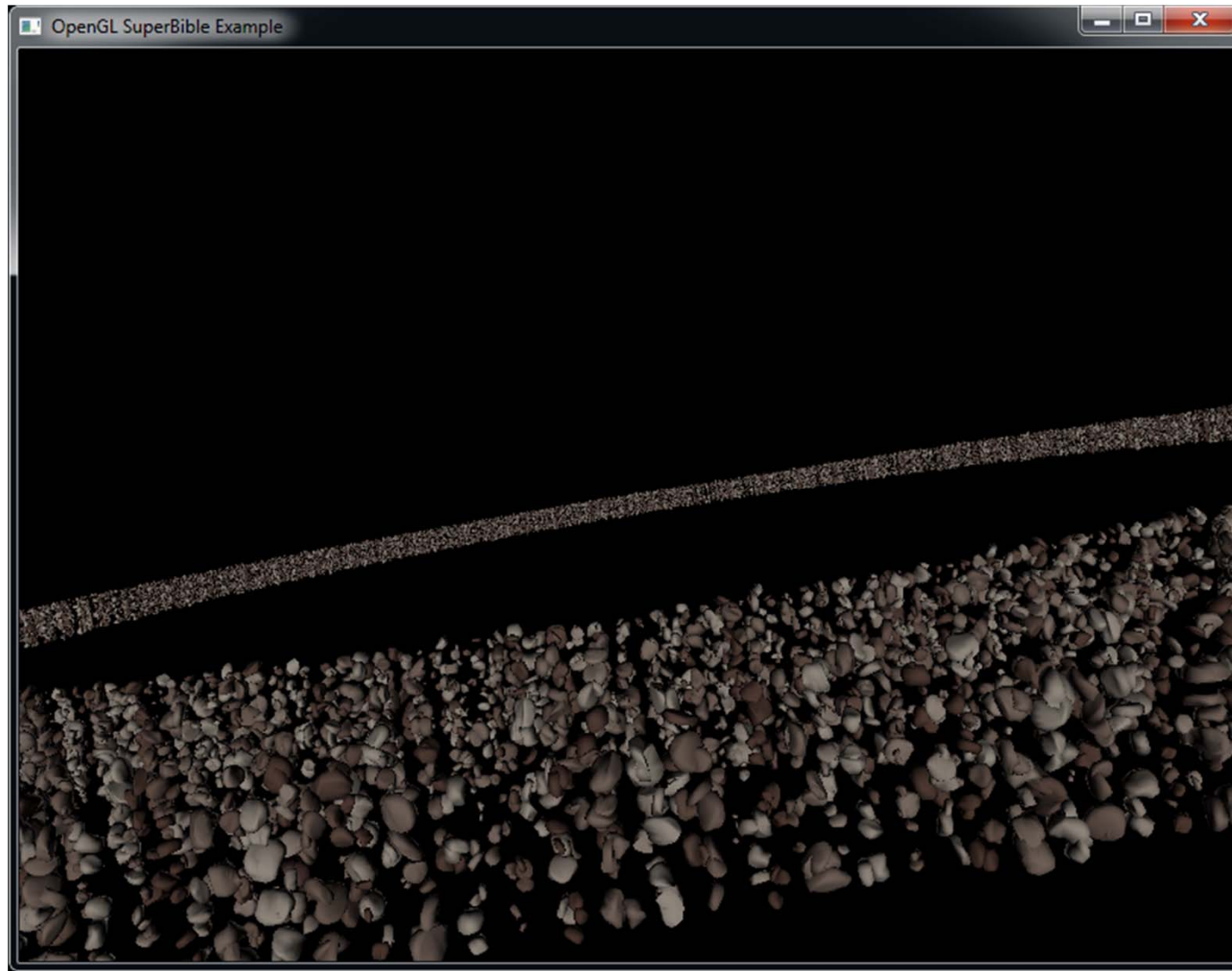


Figure 7.9: Result of asteroid rendering program

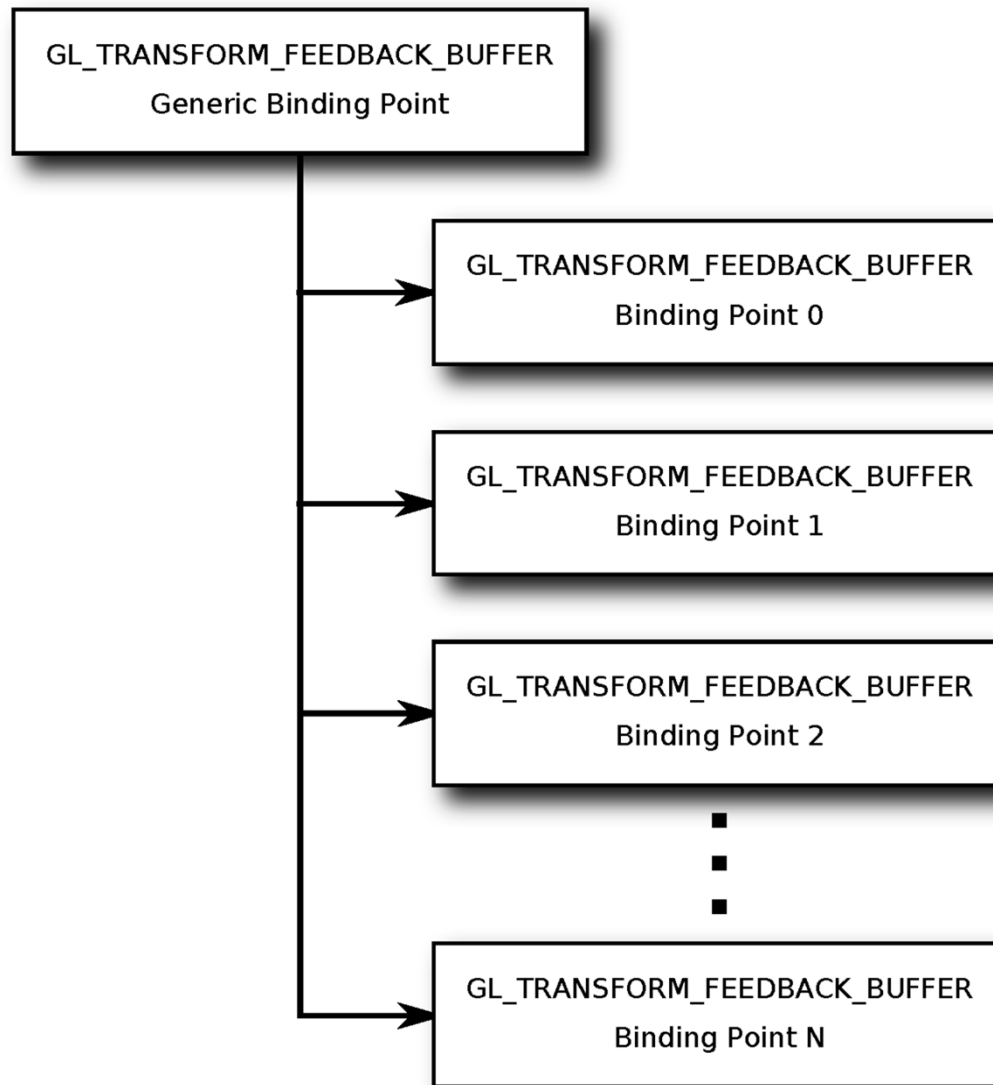


Figure 7.10: Relationship of transform feedback binding points

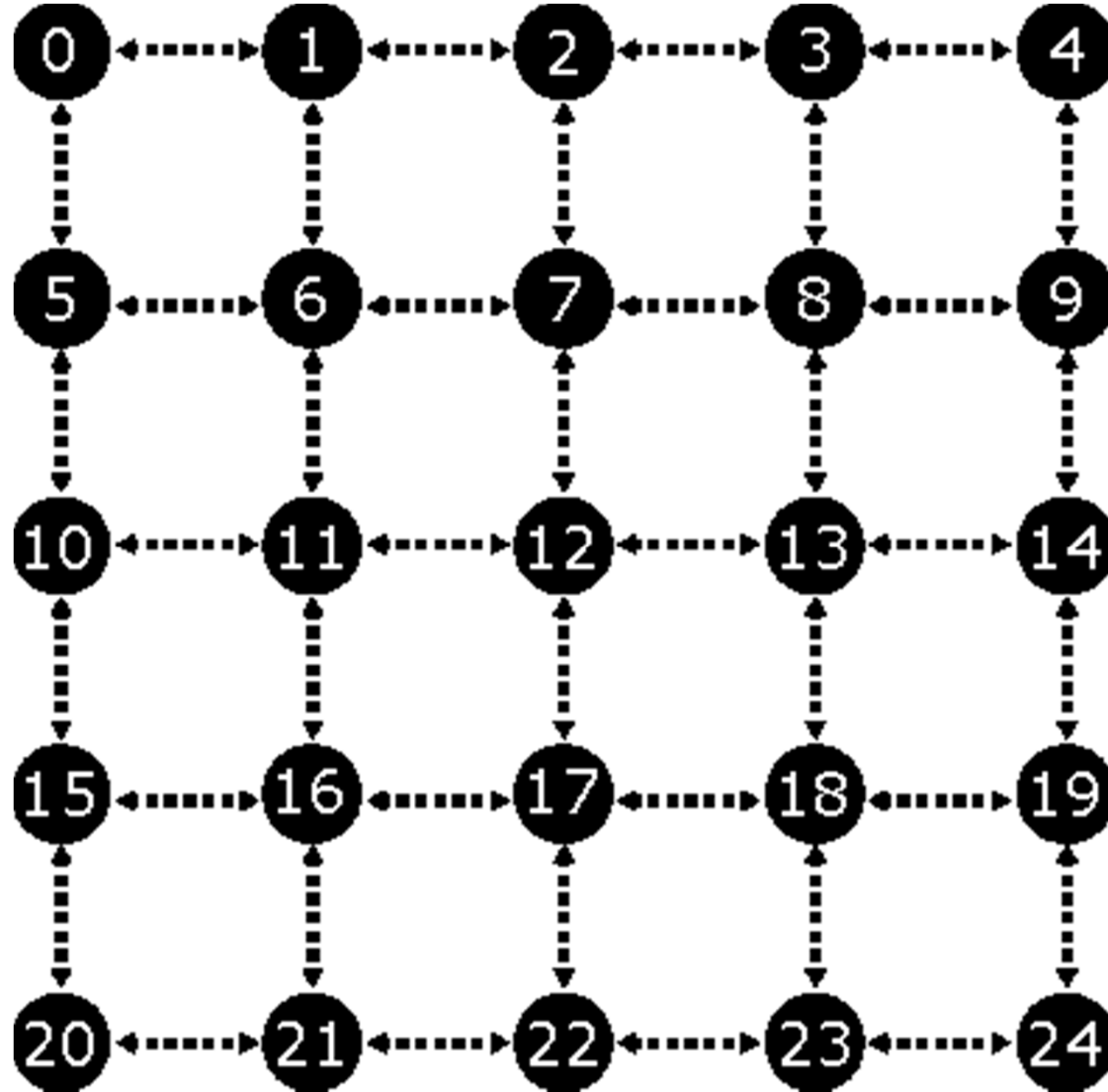


Figure 7.11: Connections of vertices in the spring mass system.

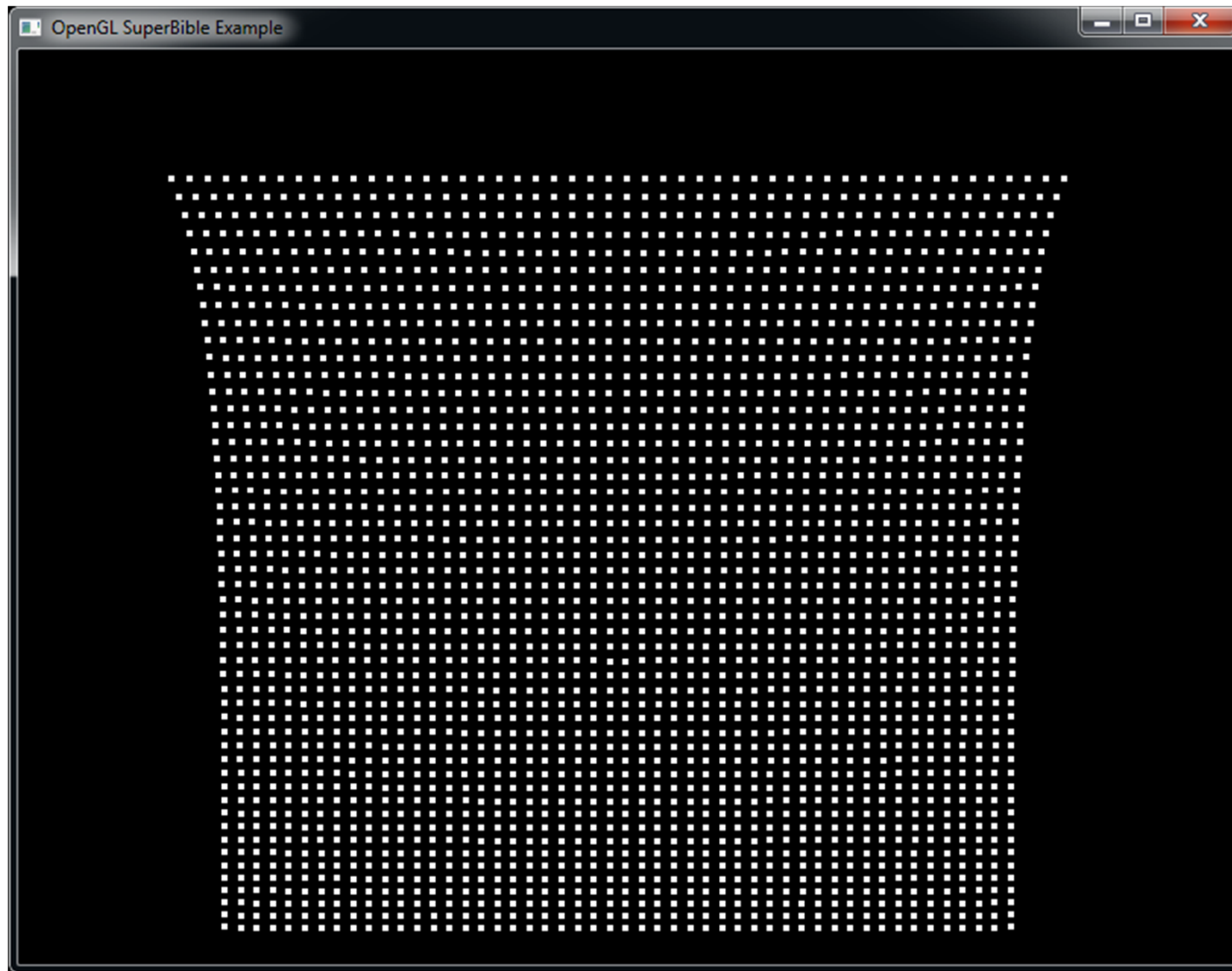


Figure 7.12: Simulation of points connected by springs

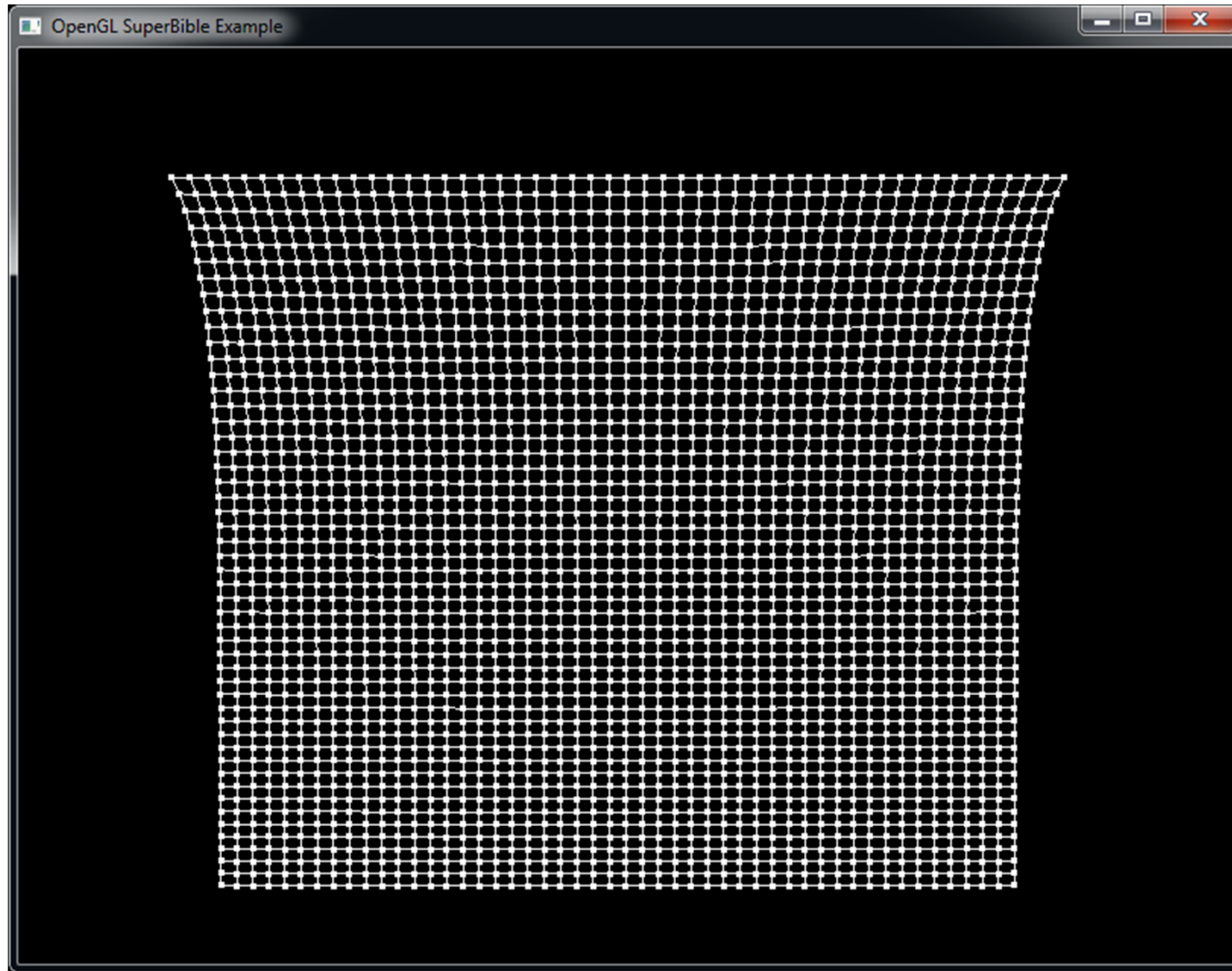


Figure 7.13: Visualizing springs in the spring mass system

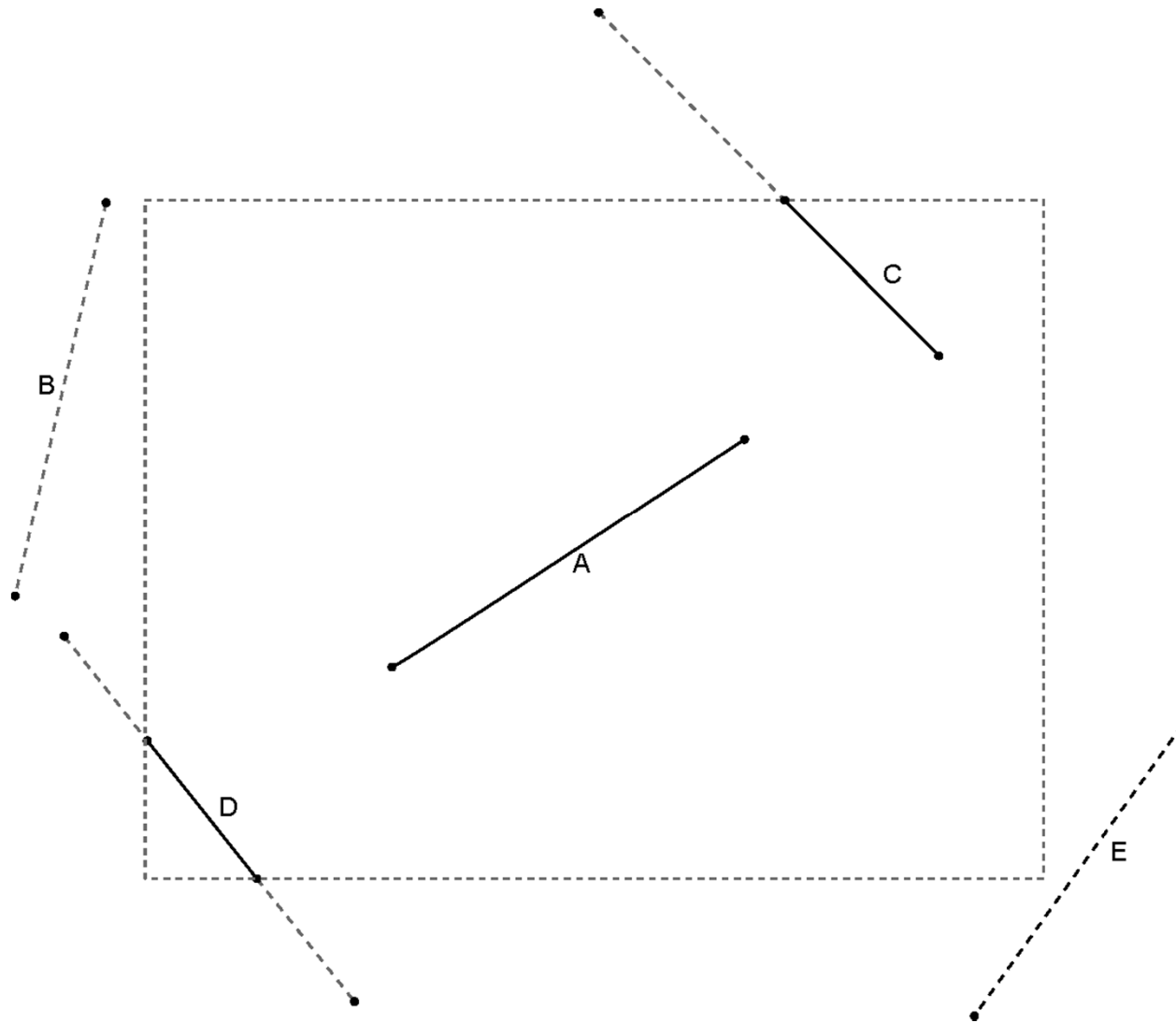


Figure 7.14: Clipping lines

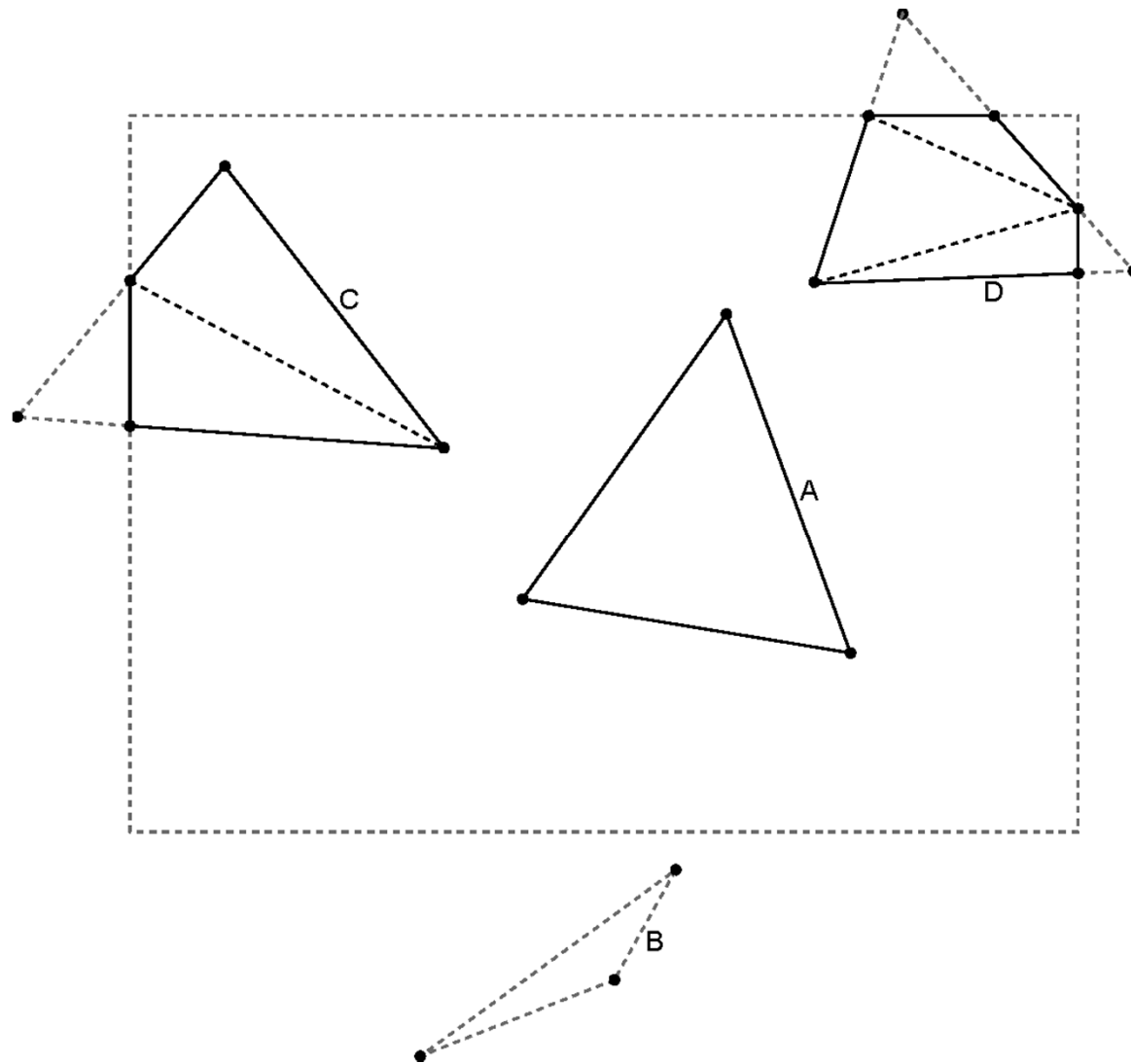


Figure 7.15: Clipping triangles

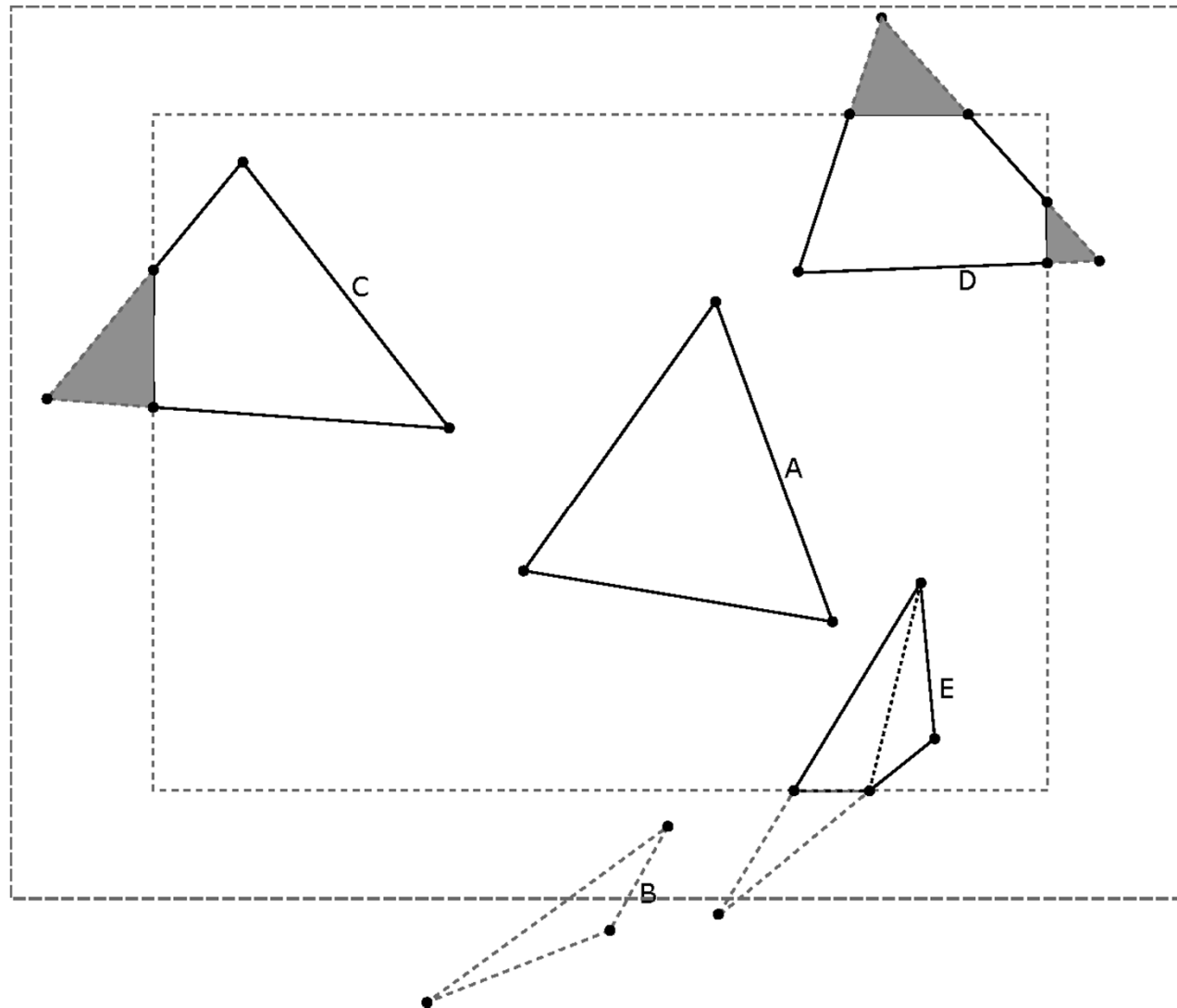


Figure 7.16: Clipping triangles using a guard band

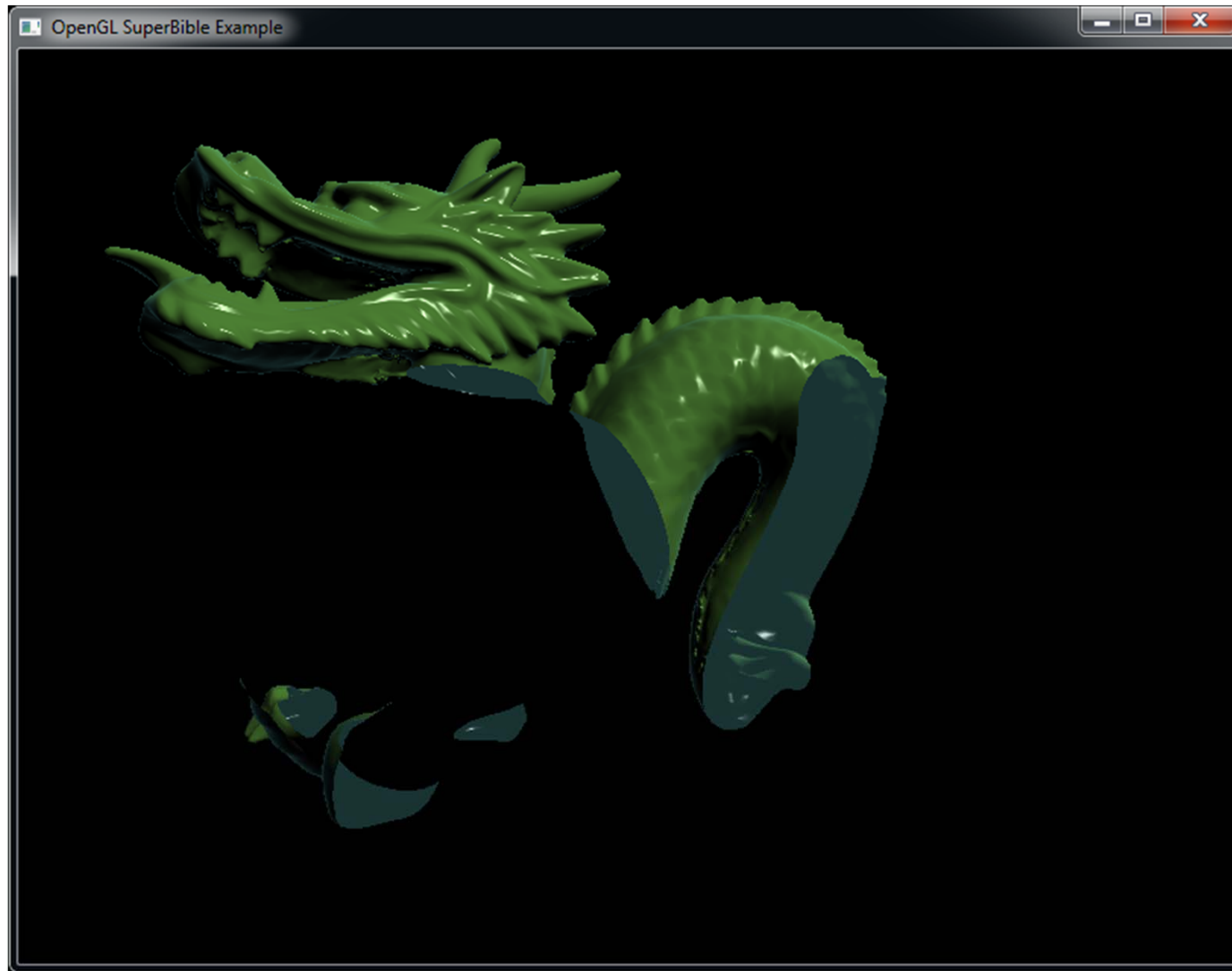


Figure 7.17: Rendering with user clip distances