

Figure 5.1: Binding buffers and uniform blocks to binding points

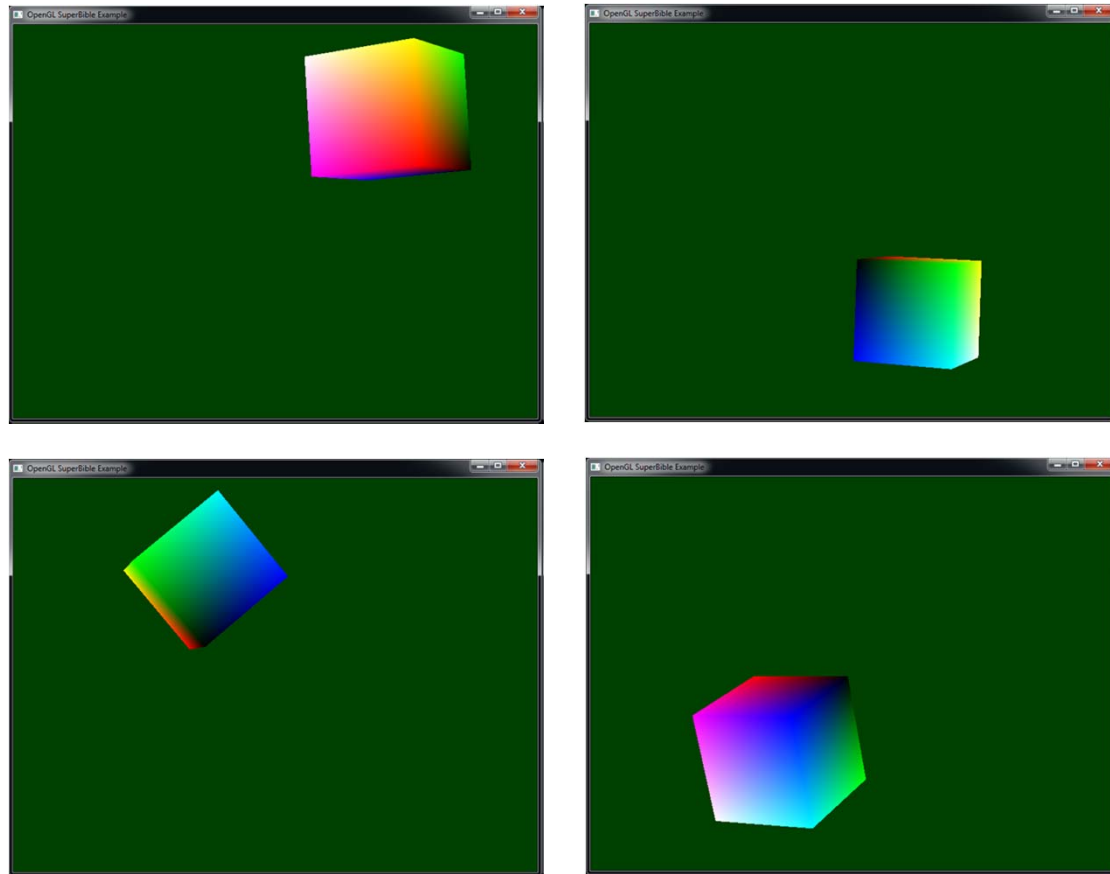


Figure 5.2: A few frames from the spinning cube application

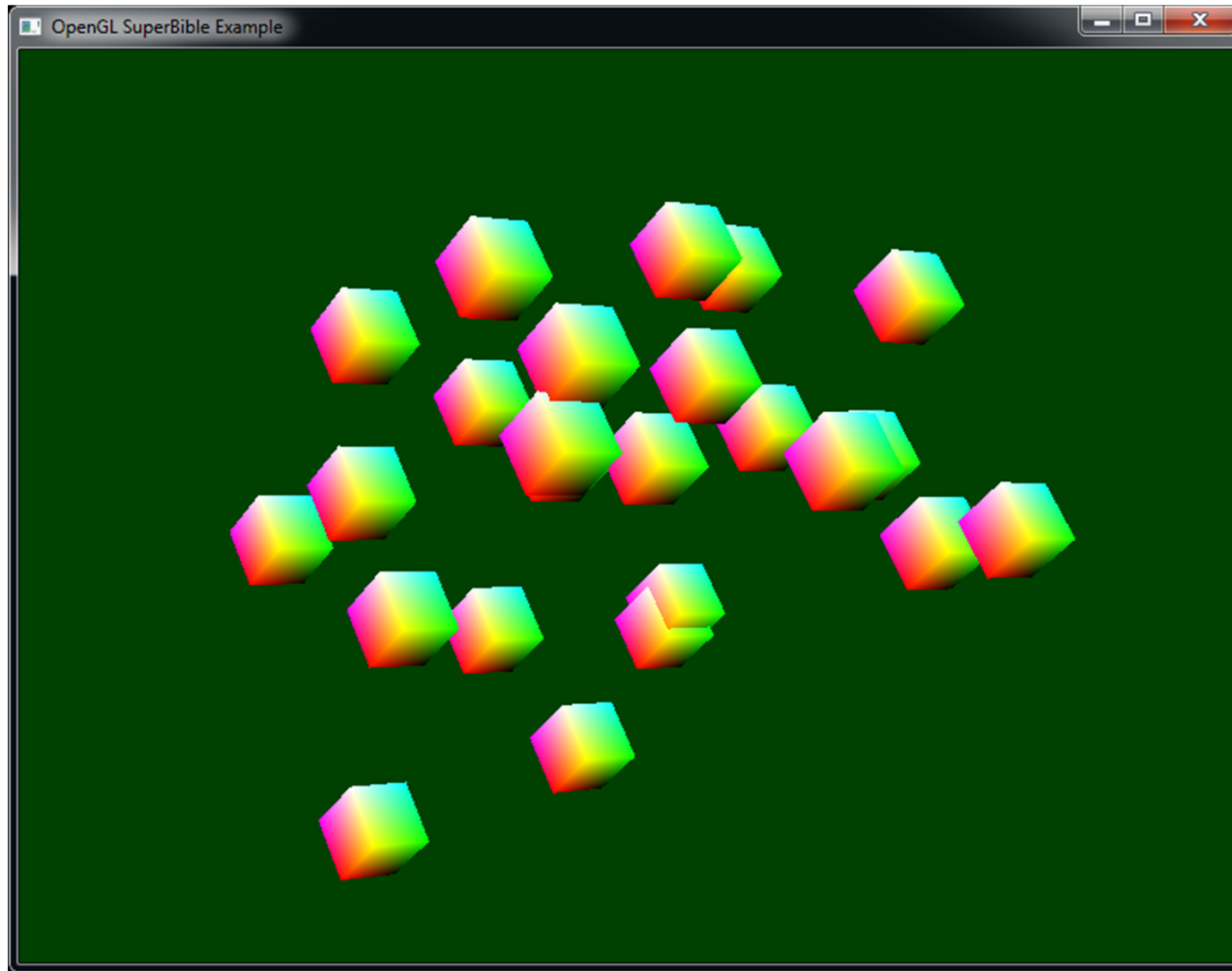


Figure 5.3: Many cubes!

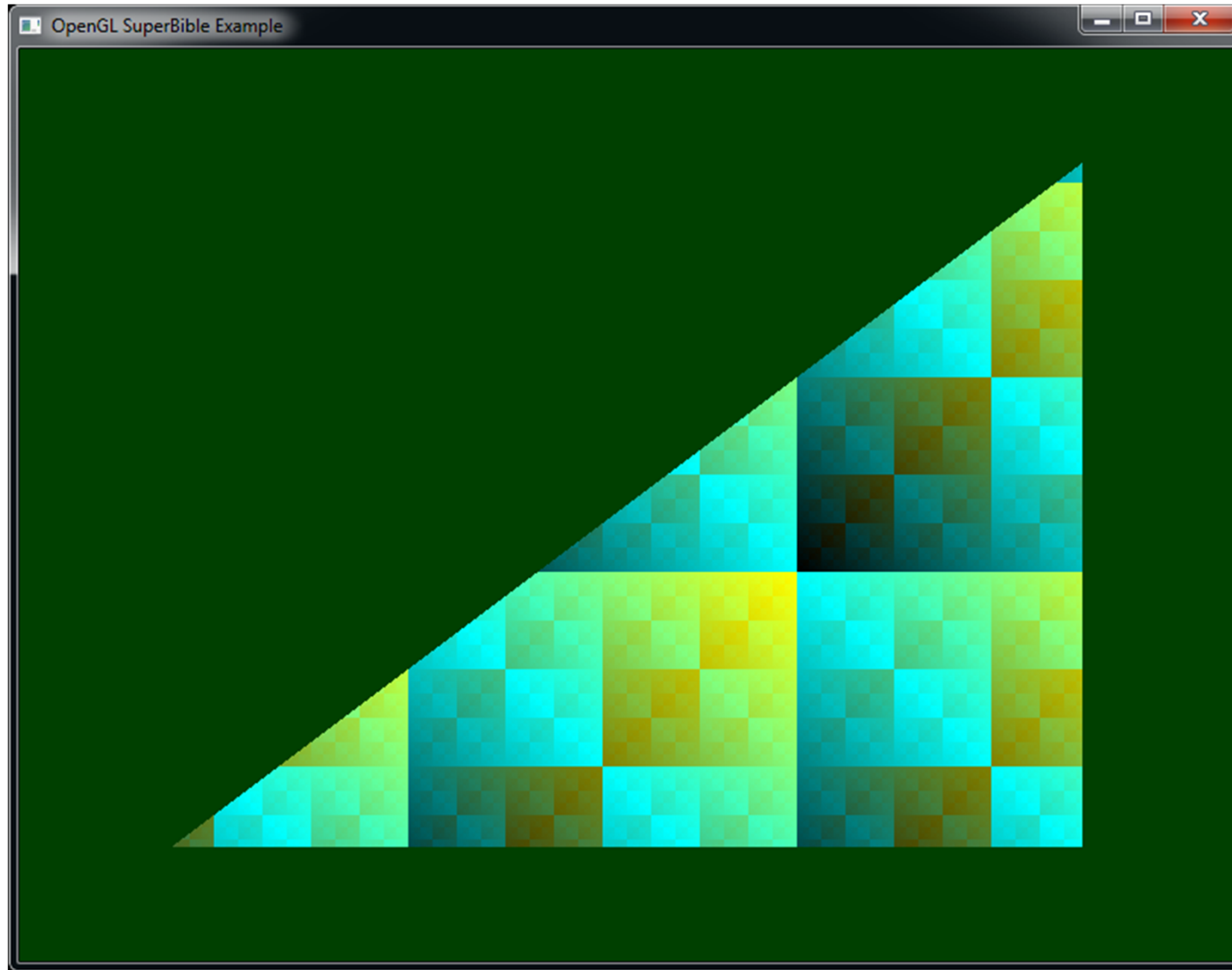


Figure 5.4: A simple textured triangle

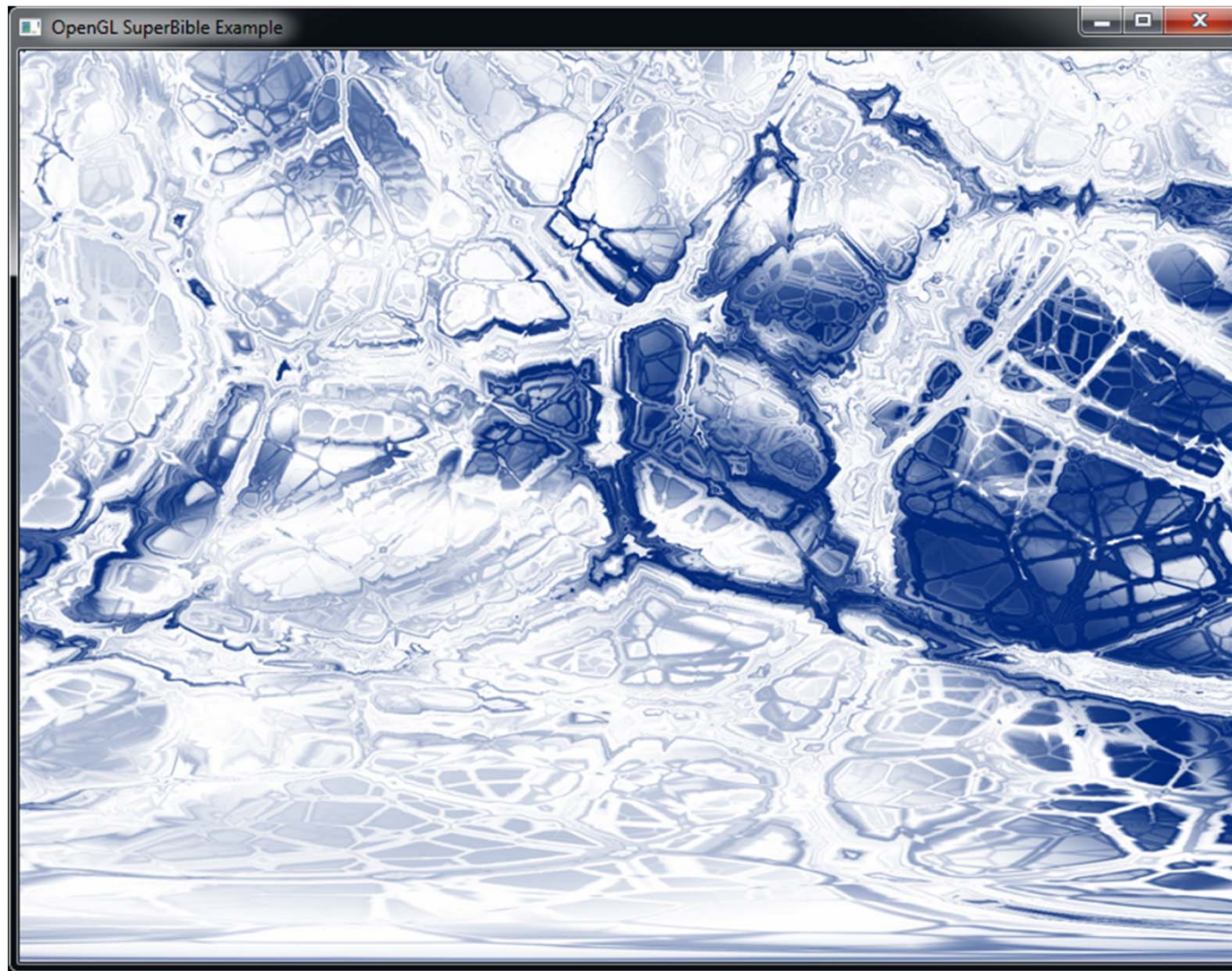


Figure 5.5: A full-screen texture loaded from a .KTX file

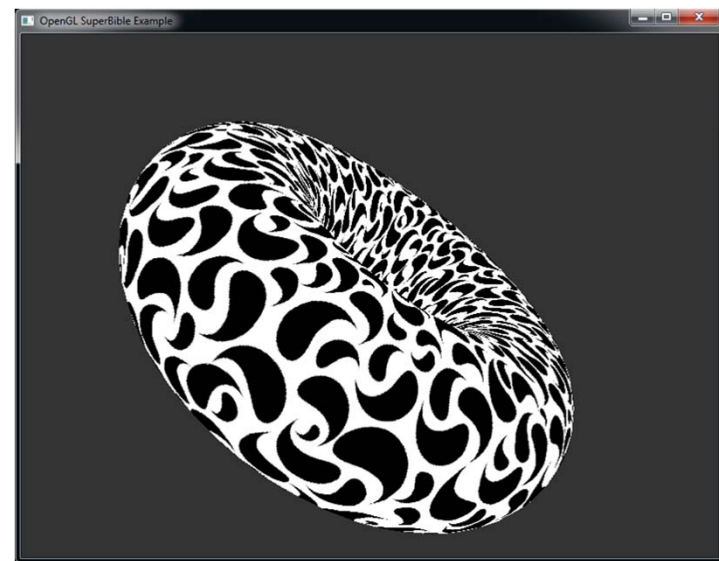
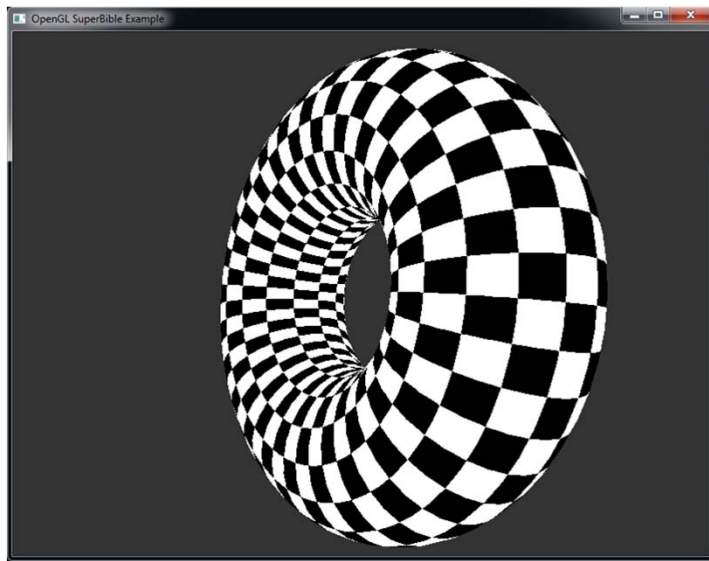


Figure 5.6: An object wrapped in simple textures

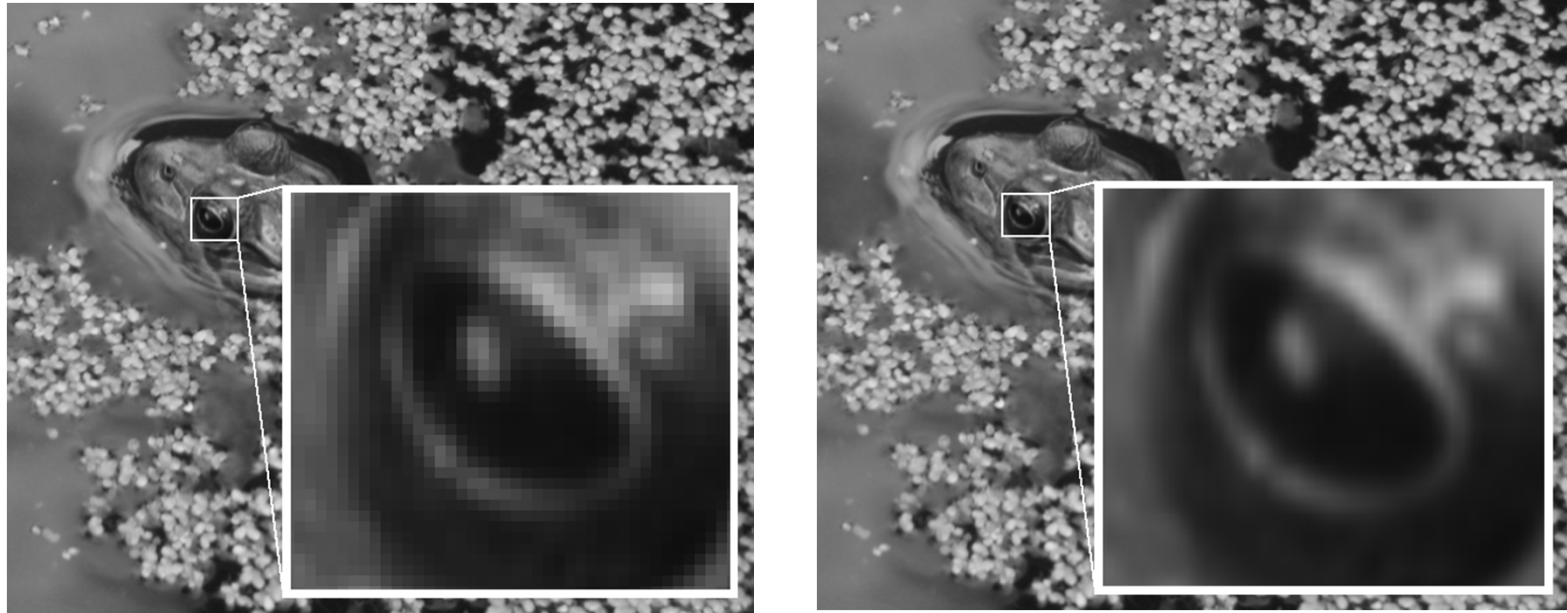


Figure 5.7: Texture filtering—nearest neighbor (left) and linear (right)



Figure 5.8: A series of mipmapped images

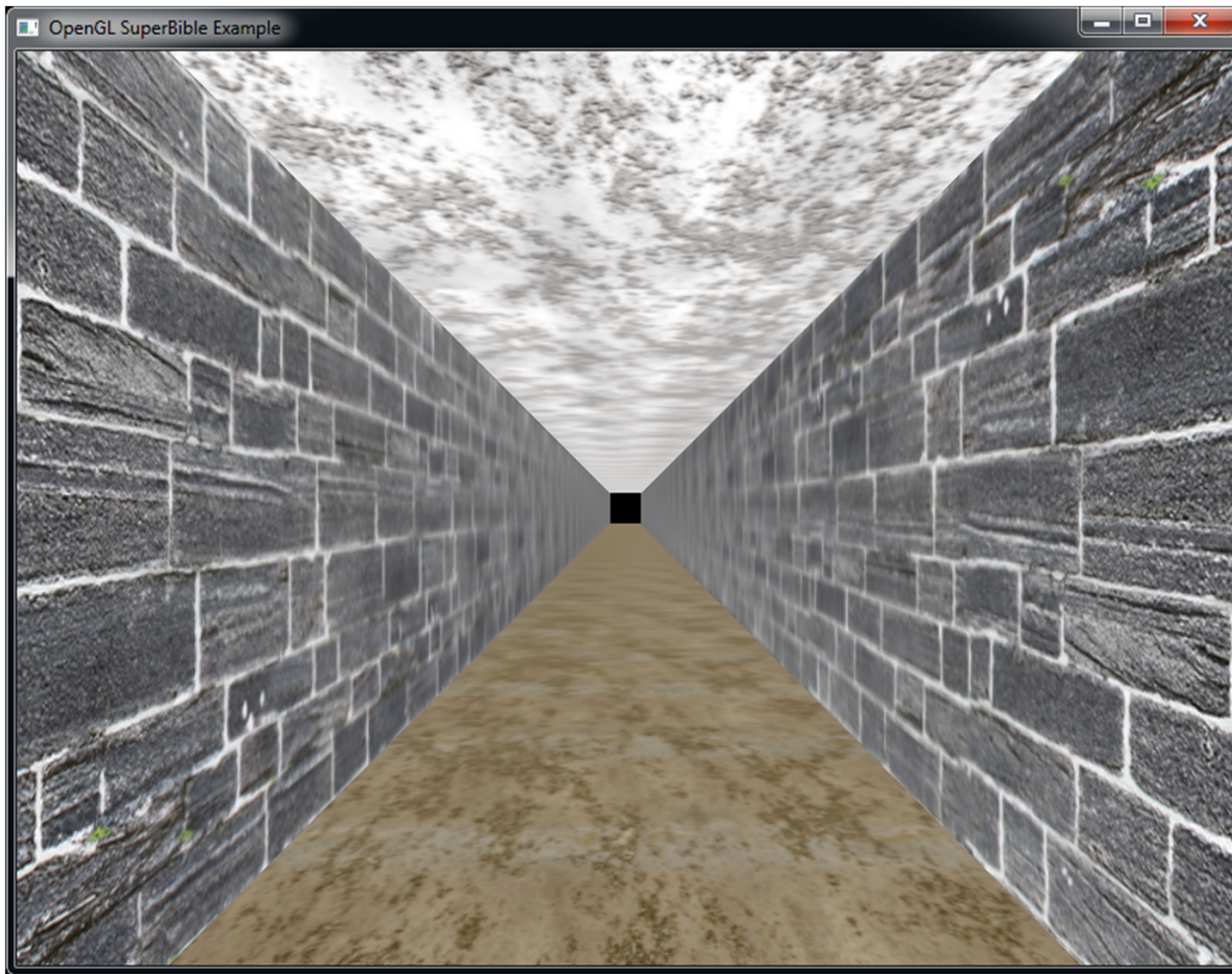


Figure 5.9: A tunnel rendered with three textures and mipmapping

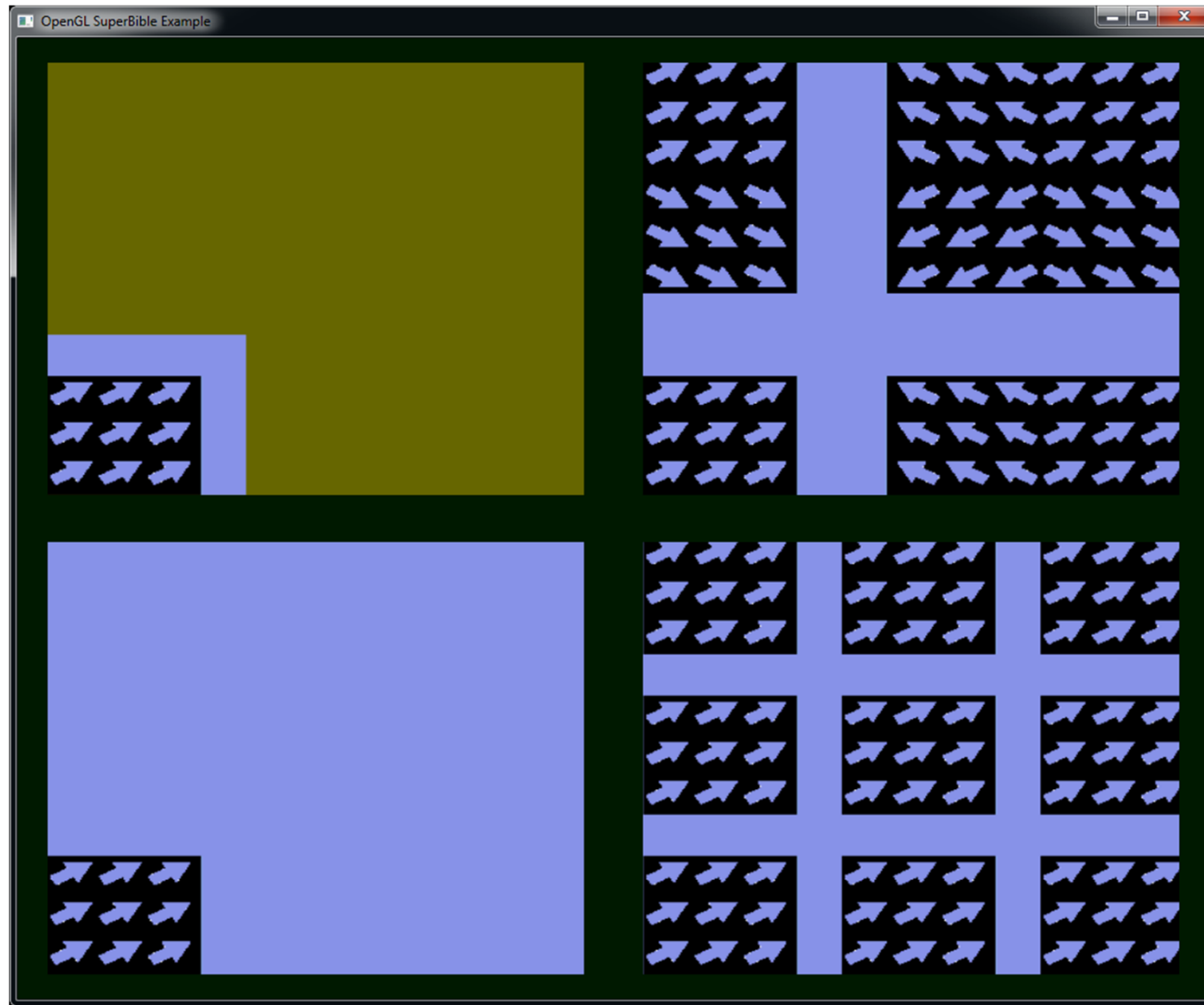


Figure 5.10: Example of texture coordinate wrapping modes

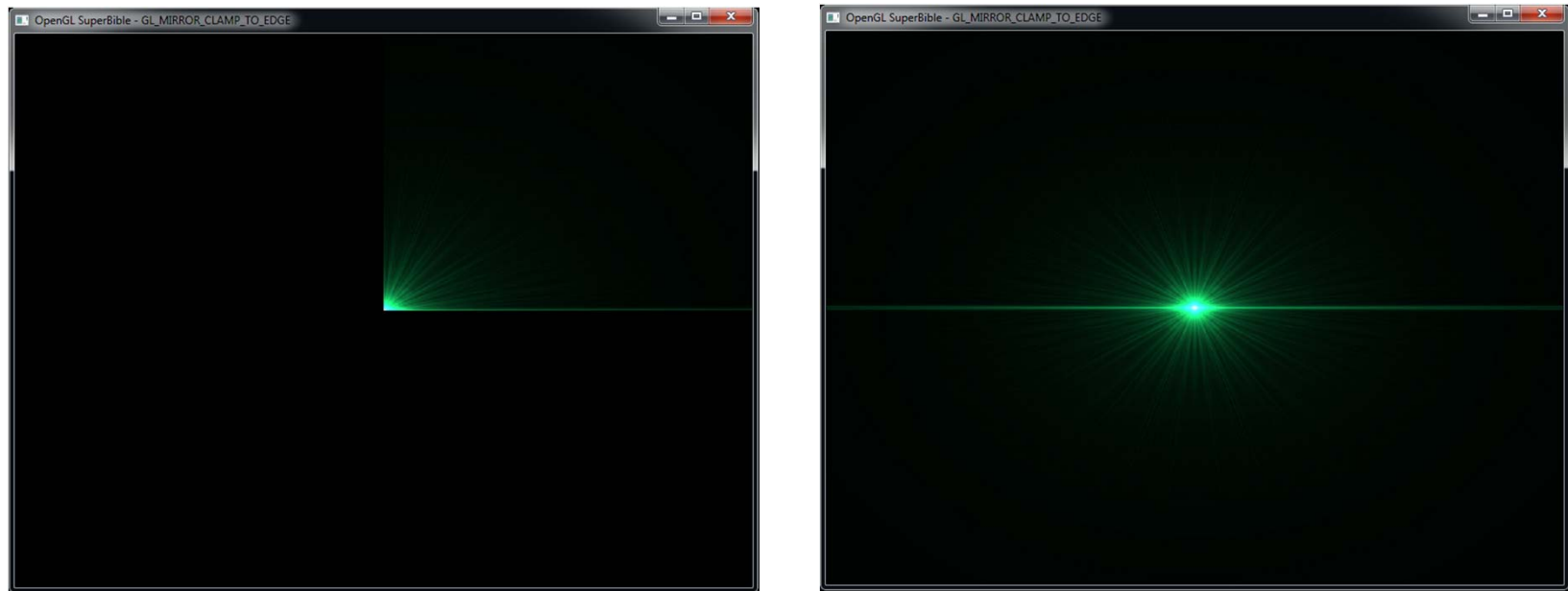


Figure 5.11: GL_MIRROR_CLAMP_TO_EDGE in action

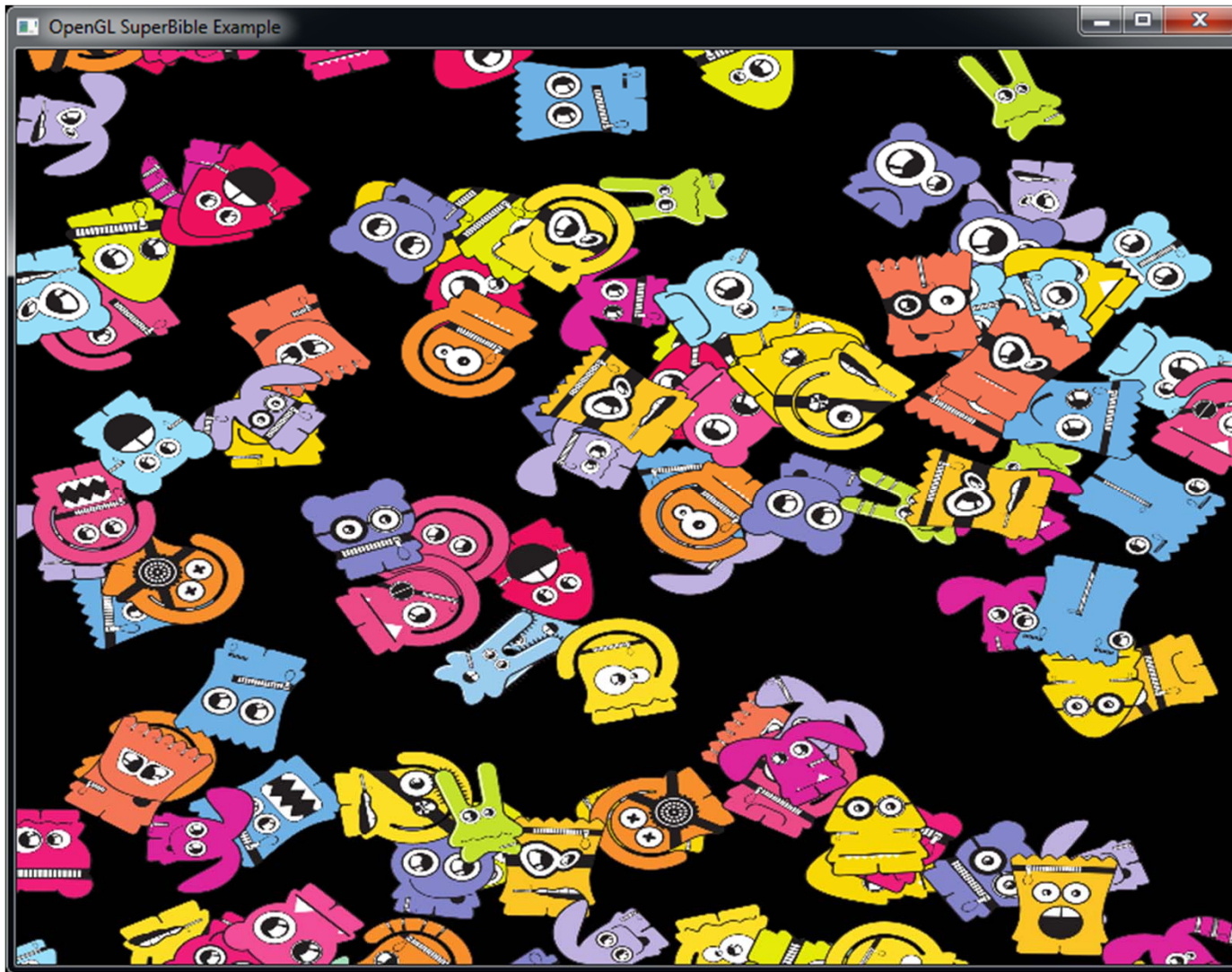


Figure 5.12: Output of the alien rain sample

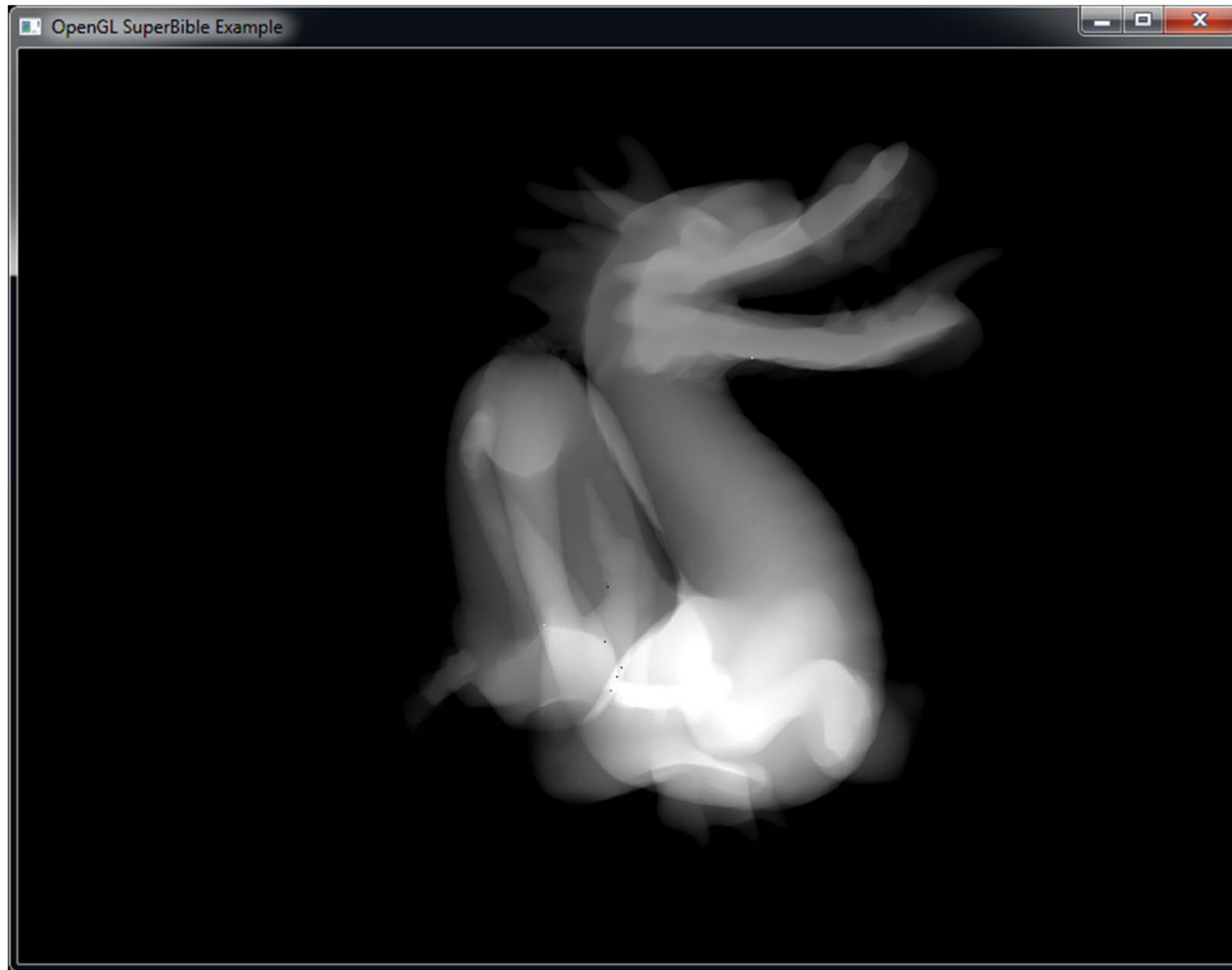


Figure 5.13: Resolved per-fragment linked lists