

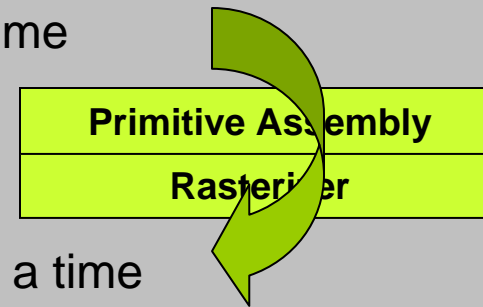
**With just a Vertex and Fragment shader,
“varying” means two different things**

V

“varying”: per-vertex, one at a time

F

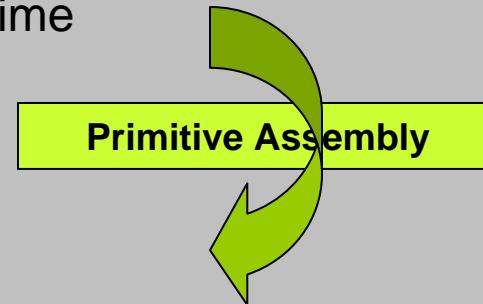
“varying”: per-fragment, one at a time



With a Vertex, Geometry, and Fragment shader, “varying” means four different things

V

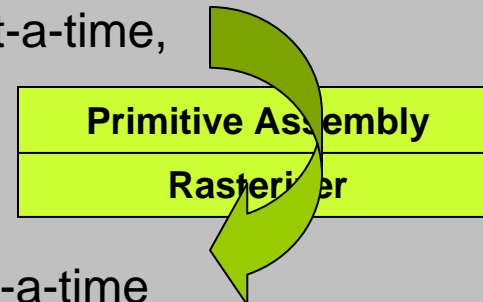
“varying”: per-vertex, one-at-a-time



G

“varying in []”: per-vertex, collected into an array

“varying out”: per-vertex, one-at-a-time,
latched by EmitVertex()



F

“varying”: per-fragment, one-at-a-time

Passing information from a Vertex Shader to a Fragment Shader can only happen via a Geometry Shader

