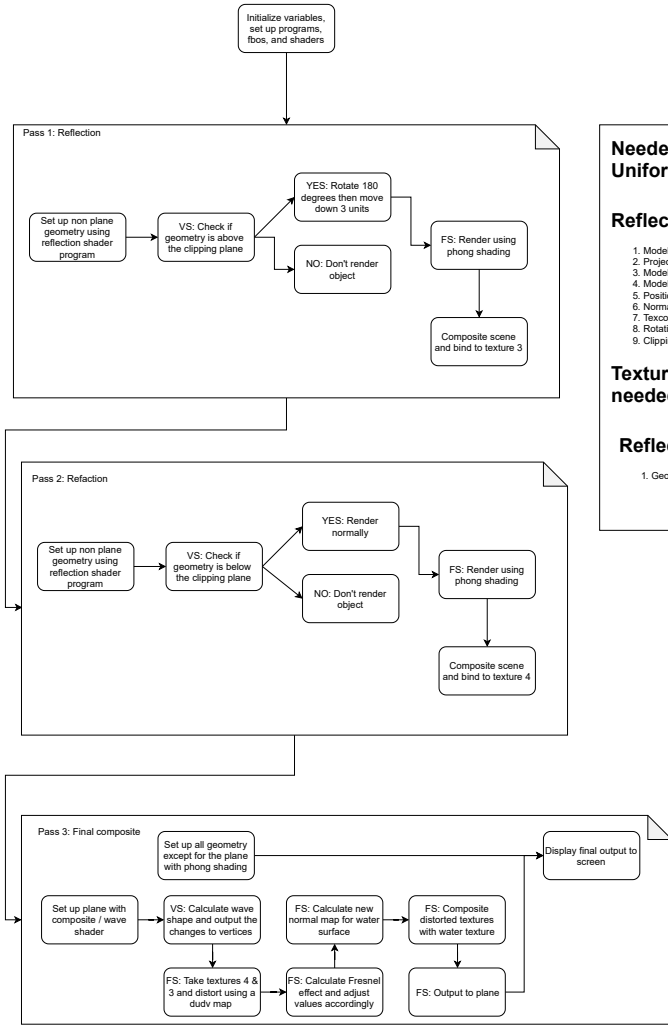


### Logic pipeline

The basic logical structure of the whole pipeline and the basic functions of each shader



Needed Uniforms		
Reflection	Refraction	Composite
1. Model view 2. Projection view 3. Model view normalized 4. Model 5. Position 6. Normal 7. Texcoord 8. Rotation theta 9. Clipping plane position	1. Model view 2. Projection view 3. Model view normalized 4. Model 5. Position 6. Normal 7. Texcoord 8. Clipping plane position	1. Model view 2. Projection view 3. Model view normalized 4. Position 5. Normal 6. Texcoord
Textures needed		
Reflection	Refraction	Composite
1. Geometry textures	1. Geometry textures	1. Reflection texture 2. Refraction texture 3. DuDv map texture 4. Water texture