(0.) Start application

(1.) Initialize window

(2.) Load GPU source code from hard drive
(vShader.glsl and fShader.glsl)
(3.) Create GPU the program

(4.) Create graphics objects

(5.) Create object arrays

(6.) Control the display using uniform variables

(7.) Start animation on display

Receive source code
Compile source code
Link binary code
Load the program into the text memory on GPU
Loaded object arrays into GPU global memory
Control variables

Vertex shader
Geometric transformations
- model view
- projection
Fragment shader (fragment shader)
- Shading using the I formula
Run the code on each S.P. with its local data