

Figure 3.1: Our first tessellated triangle

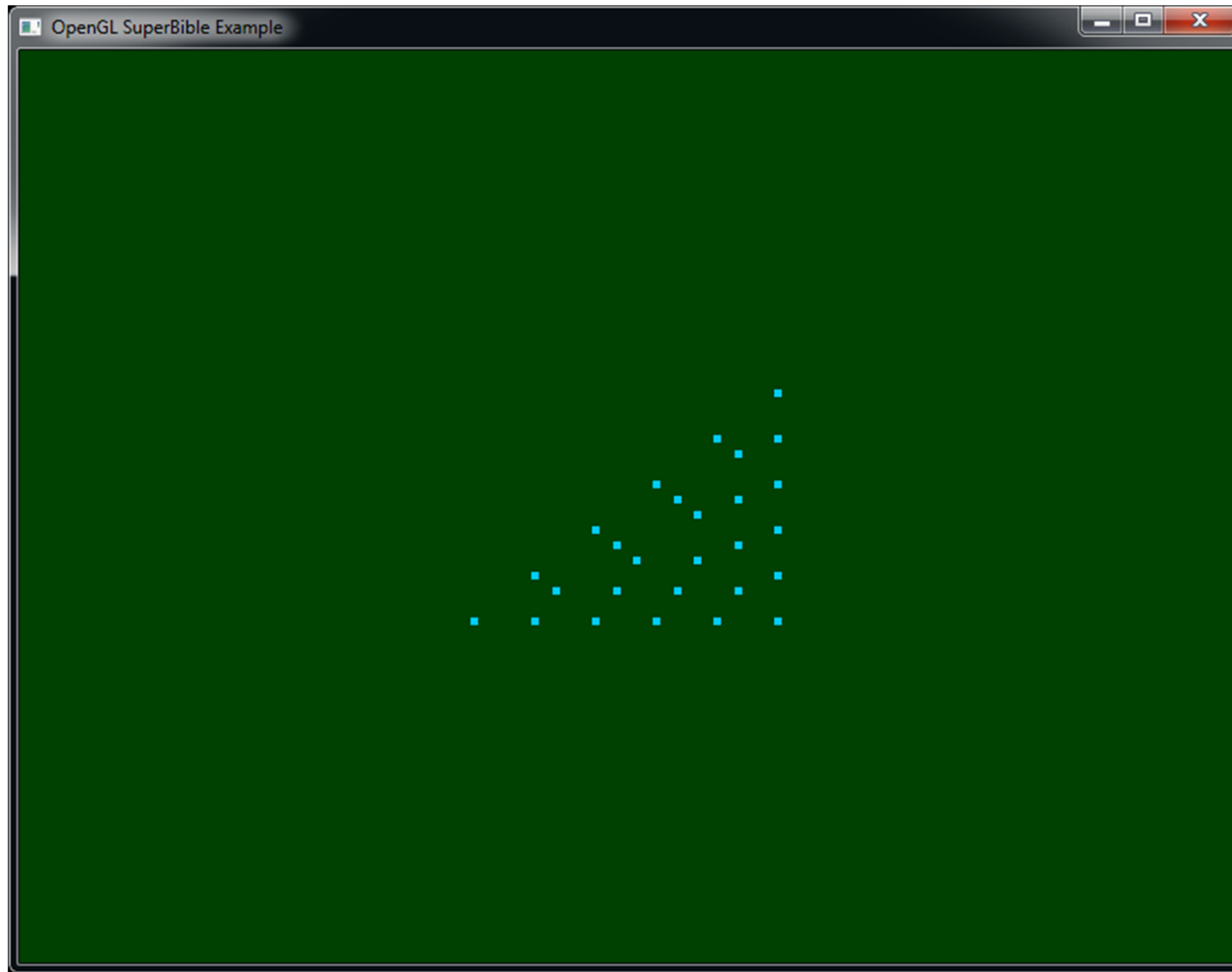


Figure 3.2: Tessellated triangle after adding a geometry shader

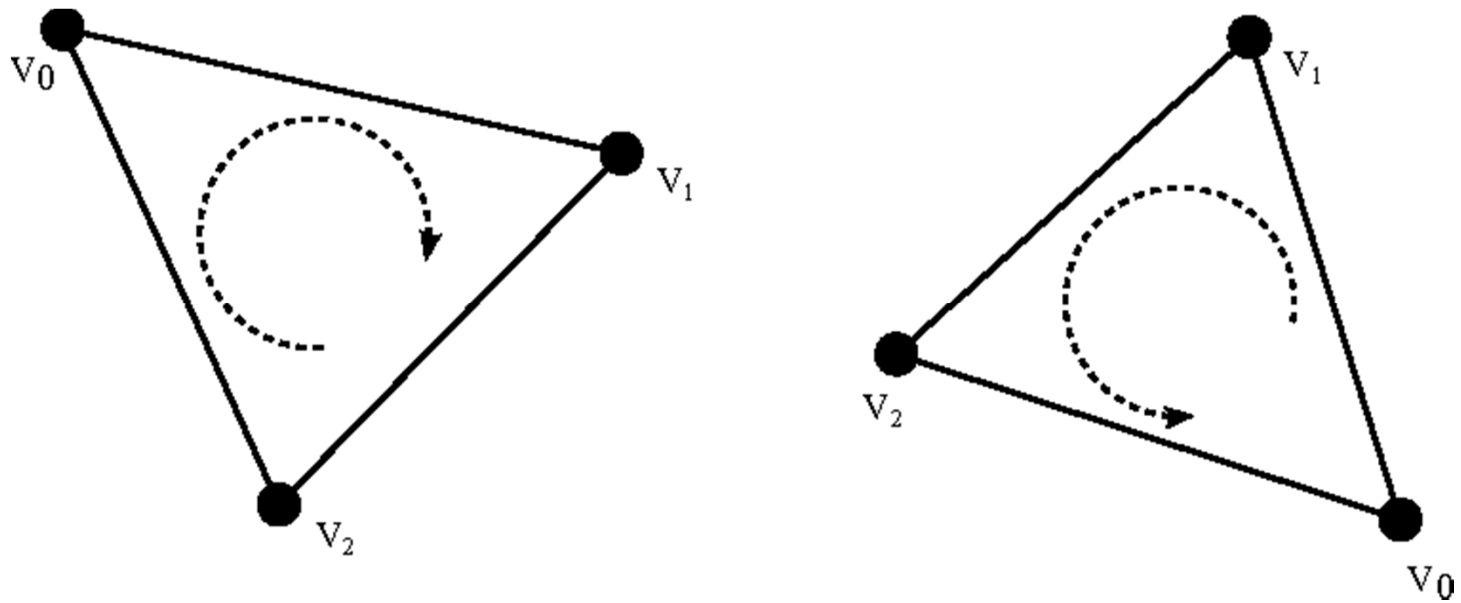


Figure 3.3: Clockwise (left) and counterclockwise (right) winding order

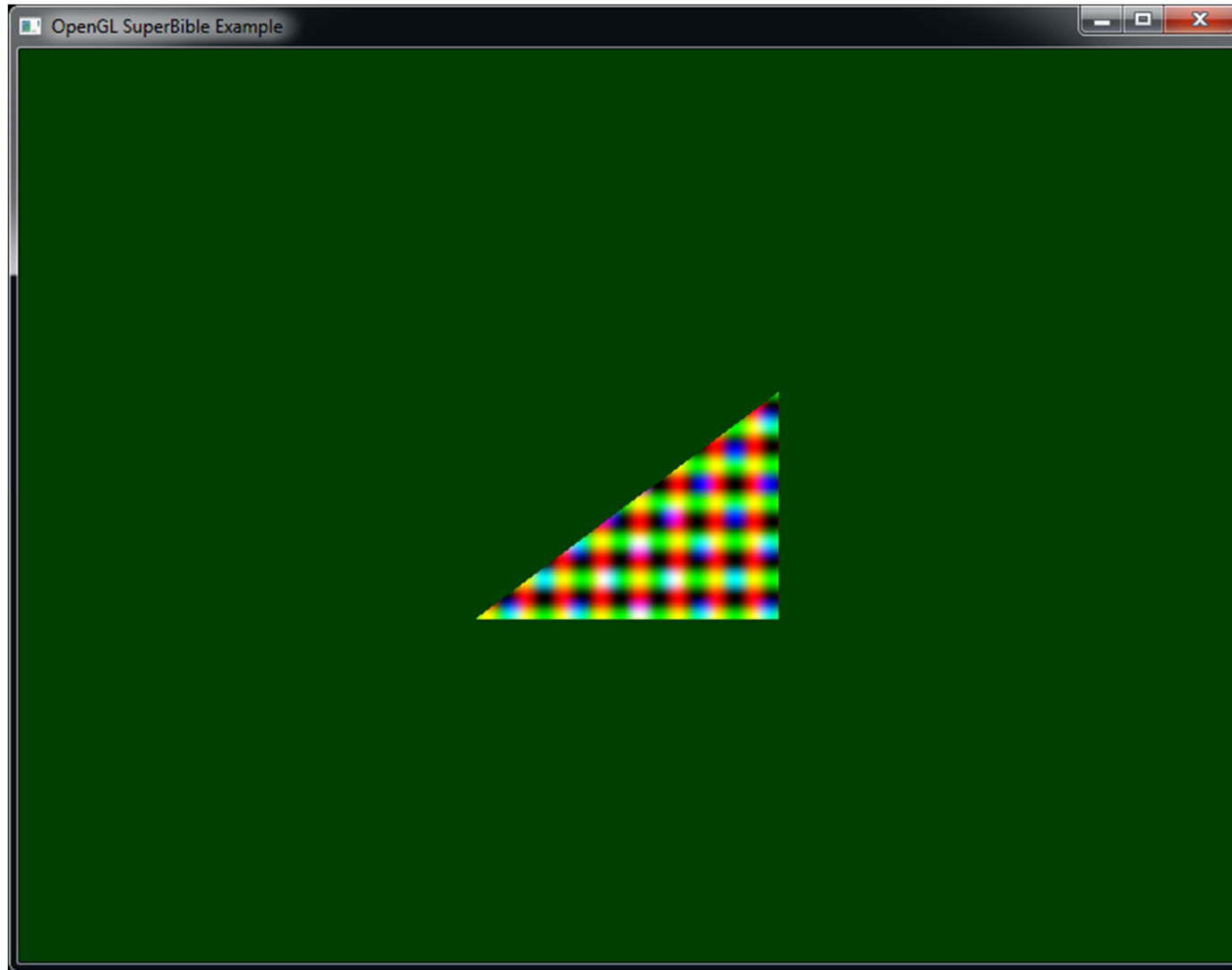


Figure 3.4: Result of Listing 3.10

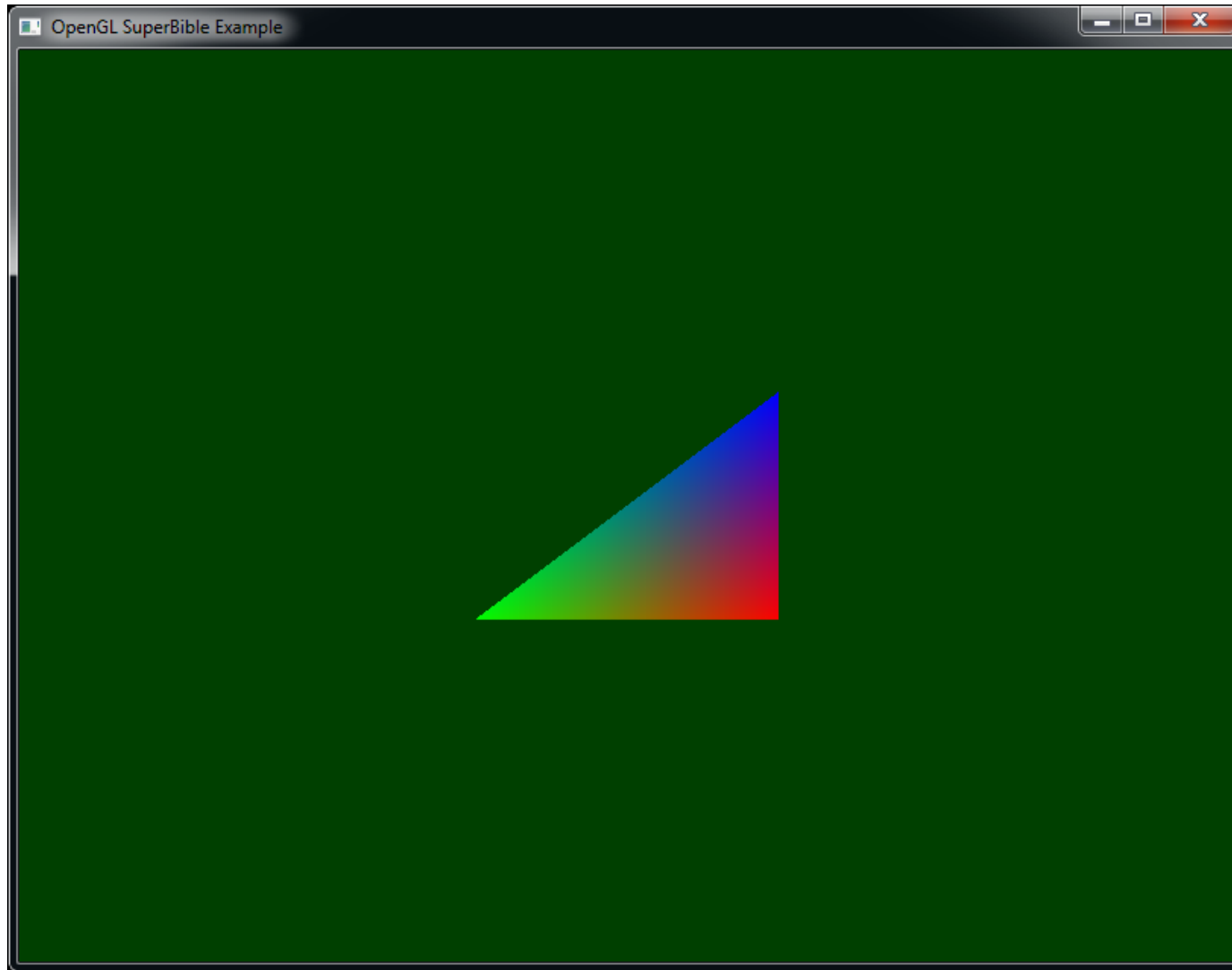


Figure 3.5: Result of Listing 3.12

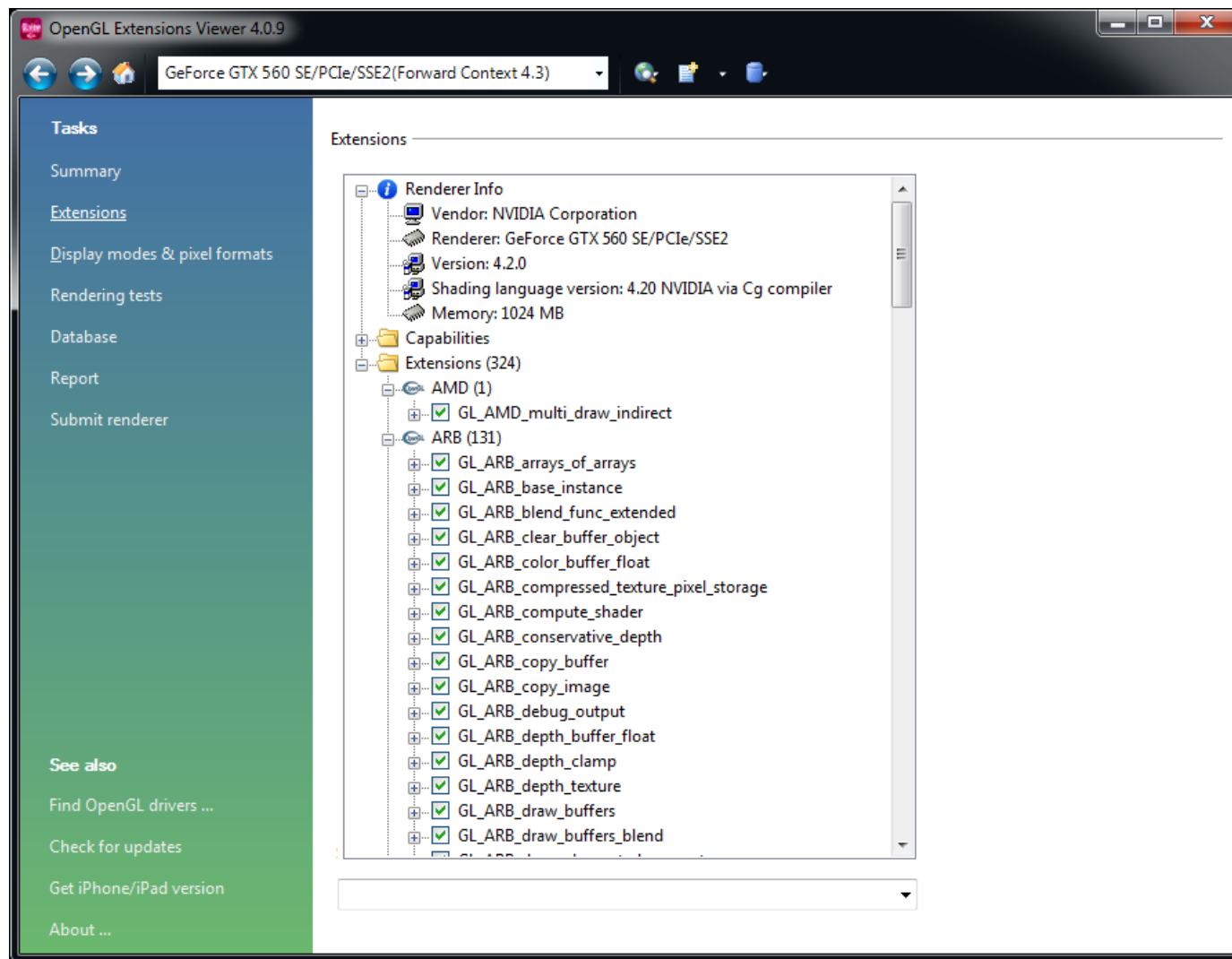


Figure 3.6: Realtech VR's OpenGL Extensions Viewer