

# Computer Graphics

## – Transform Feedback\* (Questions)

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# Possible Questions

What is the motivation behind transform feedback?

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To get the vertices back after, we processed them in a vertex shader

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Explain how to find sinks in a vectorfield by using transform feedback.

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Particles go along the vectorfield in the vertex shader

The output is handled by transform feedback and it is used as input for the same vertex shader in the next iteration

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To access a whole array in the vertex shader

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If we want to simulate the following experiment ... how would you do it, what are used for transform feedback and what is used for the shader storage buffer.