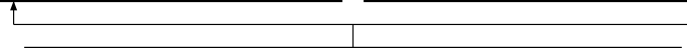


ACG::SceneGraph::GLSL::UniformPool::UniformBase

ACG::SceneGraph::GLSL::UniformPool::UniformBase



ACG::SceneGraph::GLSL::UniformPool::UniformBuf