Odds and Ends

Double buffering

Mesh representations

Vertex Arrays

TRI STRIPS / Quad Strips

Shader programming

See old notes

Vertex Shader

```
in vec4 vVertex;  
in vec4 

inputs: Attributes of the Vertex

- gl_Vertex
- gl_Color
- gl_Secondary Color
- gl_Normal
- gl_Multi Tex Coord

outputs:
- gl_Position

varying (will be interpolated)
- gl_Front Color / Back Color
- Secondary
- gl_Tex Coord```

You can define other Attributes Variables Uniforms
gl_Position = gl_ModelViewProjectionMatrix * gl_Vertex;

fragment shader

No Attributes (gl can't talk to a pixel!)

Varying - outputs of vertex shader, interpolated

Uniform

Inputs - can define your own varying/uniform
or use standard ones

Outputs

- gl_FragColor
- gl_FragDepth  <= if you want to pass W/Z
- gl_FragData  <= if you want to write to another buffer