

# Uniform variables

— shared by all shaders

1. add a uniform var to the Shader (GLSL)
2. get the uniform location (JS)
3. set the value before drawing (JS)

$$\begin{bmatrix} a & b & c & d \\ e & f & g & h \\ i & j & k & l \\ m & n & o & p \end{bmatrix}$$

Row major

$$[\underline{a b c d}, \underline{e f g h}, \underline{i j k}, \dots]$$

Col major

$$[\underline{a e i m}, \underline{b f j n}, \underline{c g k o}, \dots]$$