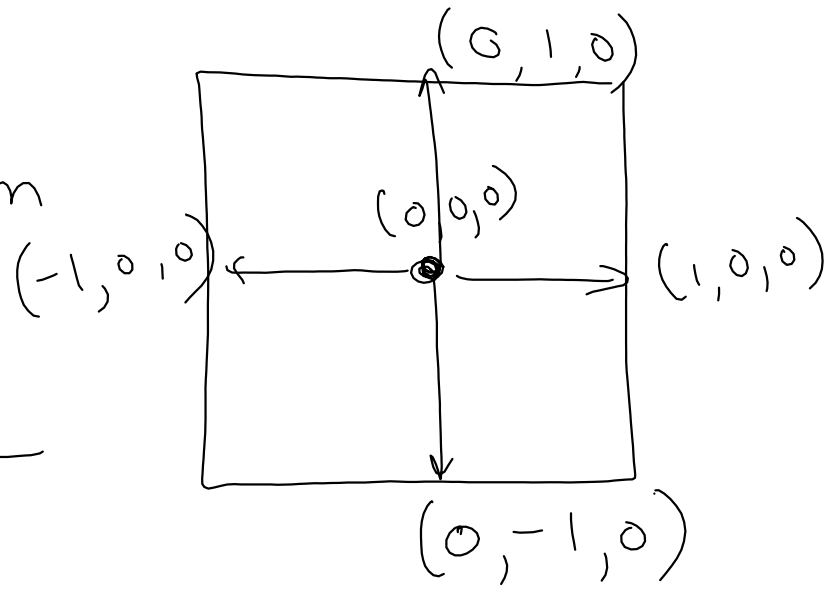


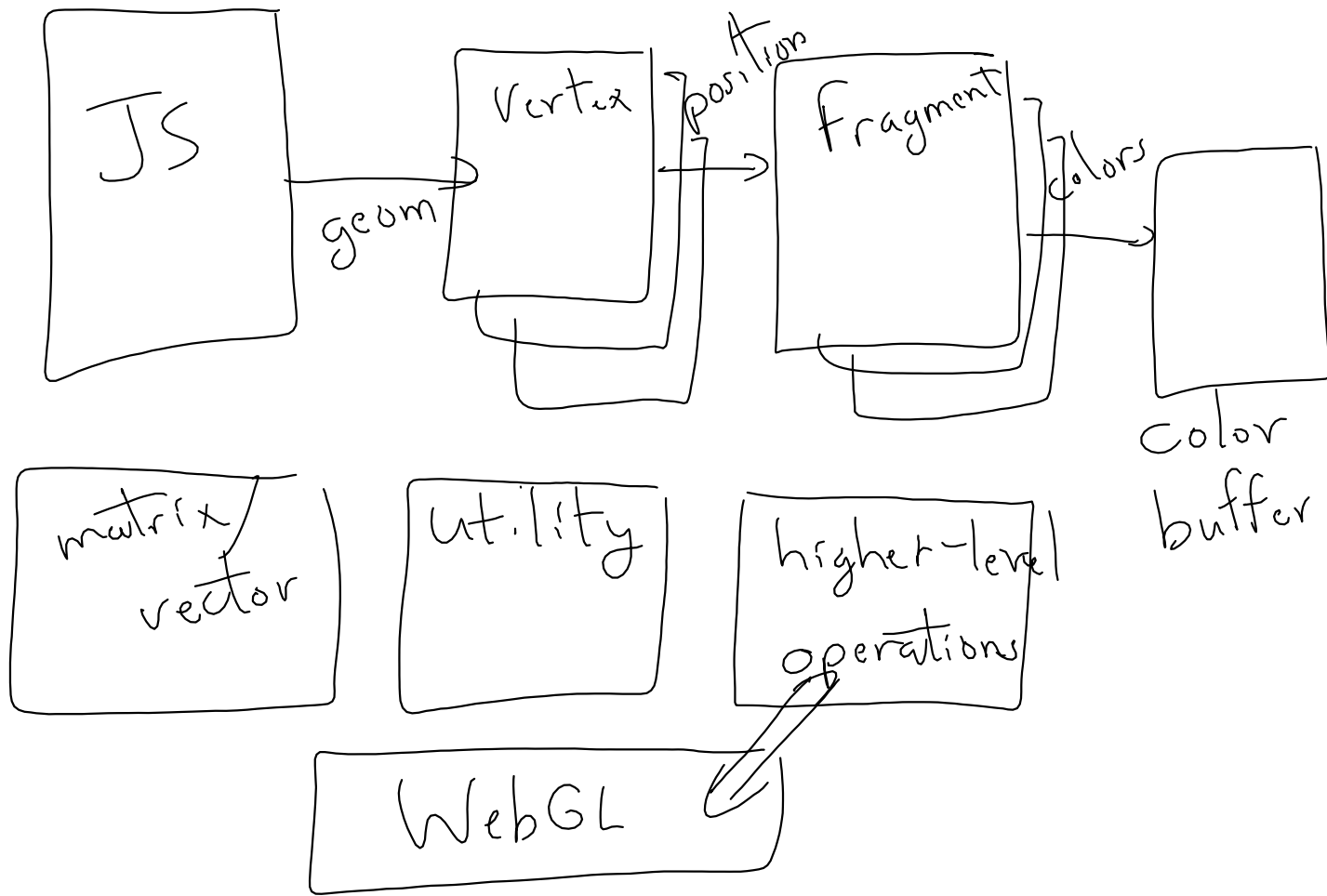
WebGL
HTML
JavaScript

GLSL
vertex shader
fragment shader
like pixels
position, color,
texture

Coordinate system



Colors : rgba
0..1.0



attributes -

data sent from program
into shader

uniform - same for all shaders
read only in shader

