Relatório do Projeto

Computação Gráfica e Interfaces

Electric Fields

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DOCENTE – T1 & P2:

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```glsl
attribute vec4 vPosition
```

Receives the position of both the grid vertices and the charges, for the vertex shader 1 and the vertex shader 2, respectively.

```glsl
uniform vec2 tableDimension
```

Receives the current dimension of our table in the form of a vec2, i.e., receives the table width and table height.

```glsl
uniform vec3 uPosition[MAX_CHARGES]
```

Receives a vec3 array containing the coordinates of the placed charges.

```glsl
varying float charge
```

Receives the a value regarding the type of charge (positive or negative), it being -1 or +1.

```glsl
varying float fColor
```

Receives a vec4 indicating the color and opacity in order to colorize our grid.