

COMP3320 Introduction to OpenGL

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Based on the work provided at www.learnopengl.com

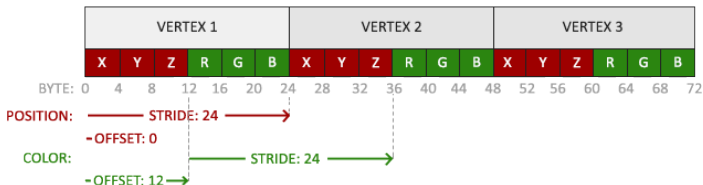
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Vertex Attributes

- ▶ Allows us to specify auxiliary data for each vertex
- ▶ Colour, texture coordinates, etc.
- ▶ An example specifying vertex colour information

```
float vertices[] = {  
    // positions          // colors  
    0.5f, -0.5f, 0.0f,   1.0f, 0.0f, 0.0f,  
    -0.5f, -0.5f, 0.0f,  0.0f, 1.0f, 0.0f,  
    0.0f,  0.5f, 0.0f,   0.0f, 0.0f, 1.0f };
```

- ▶ Must specify offset and stride for `glVertexAttribPointer`



Vertex Attributes

Result should look like this

