

## Buffers

aVertCoord[12]

aTextureCoord[12]

## Vertex Shader

```
attribute vec2 aVertCoord;  
attribute vec2 aTextureCoord;  
uniform vec2 uResolution;  
varying vec2 vTextureCoord;  
void main() {  
    gl_Position = normalise(aVertCoord, uResolution);  
    vTextureCoord = aTextureCoord;  
}
```

## Uniforms

varyings

Fragment  
Shader

gl\_Position

