Describing data 1 Feb

Copy data to GPU

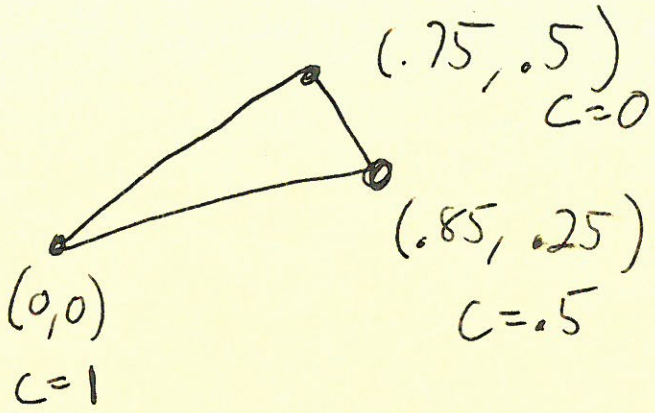
```
glBufferData(
    GLenum target,   // buffer to bind to
    GLsizeptr size,  // amount of data in bytes
    cost GLvoid* data,  // data to transfer
    GLenum usage)  //
```

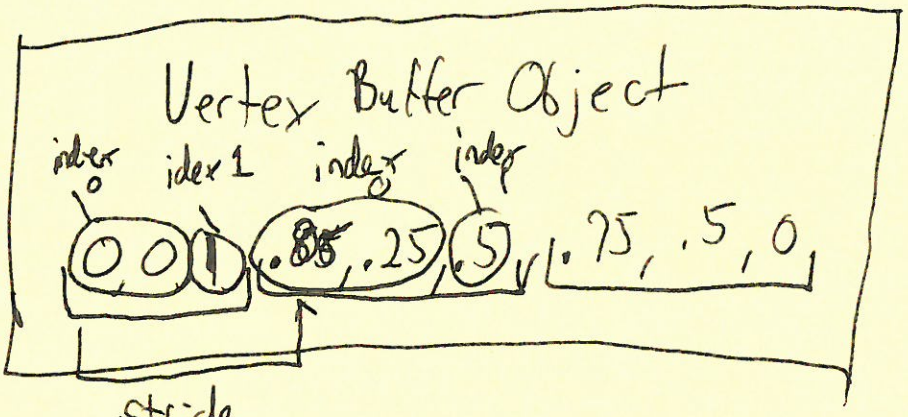
↳ GL_STATIC_DRAW - no change
GL_DYNAMIC_DRAW - alot but not always
GL_STREAM_DRAW - change every draw

Eg Δ canges alot but not always

```
int num_verts = 6;
float* verts;

verts = new float[num_verts];
// fill verts
glBufferData( GL_ARRAY_BUFFER,
    6*sizeof(float), verts,
    GL_DYNAMIC_DRAW)
```





index: 0
count: 2
type: float
normalized: true
stride: 3 * sizeof(float)
start: 0 * sizeof(float) ~~(GLvoid*)~~ cast to (void*)

index: 1
count: 3
type: float
normalized: ~~true~~
stride: 3 * sizeof(float)
start: (void *)(~~2~~ * sizeof(float))