Shaders

Uniformes

shader.frag

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| --- |
| #version 330 core  out vec4 FragColor;  uniform vec4 ourColor;  void main() {  FragColor = ourColor;  } |

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| --- |
| protected override void OnRenderFrame(FrameEventArgs args) {  base.OnRenderFrame(args);  GL.Clear(ClearBufferMask.ColorBufferBit);  GL.UseProgram(shaderProgram);  float timeValue = (float)GLFW.GetTime();  float greenValue = ((float)Math.Sin(timeValue) / 2.0f) + 0.5f;  int vertexColorLocation = GL.GetUniformLocation(shaderProgram, "ourColor");  GL.Uniform4(vertexColorLocation, 0.0f, greenValue, 0.0f, 1.0f);  GL.BindVertexArray(VAO);  //GL.DrawArrays(PrimitiveType.Triangles, 0, 3);  GL.DrawElements(PrimitiveType.Triangles, indices.Length, DrawElementsType.UnsignedInt, 0);  GL.BindVertexArray(0);  SwapBuffers();  } |

Link: <https://opentk.net/learn/chapter1/video/4-shaders.mp4>