

Questions for Alex:

1. What does function `initVertexBuffers(gl)` do?

You can pass texture coordinates to the vertex shader using the same approach you have been using the pass other vertex data to the vertex shader, by combining vertex coordinates and vertex data into a single buffer.

2. What is `gl.clearColor()` used for?

Specify the clear color for a drawing area in (rgba) format.

Questions for Pedro:

1. What ways are there to render the canvas?

I'm not sure if there are other ways but for this class, we add a canvas in the HTML file with a specified ID, width, and height. Then, in the javascript file, we get the canvas by looking up its ID, lastly, we use `getWebGLContext(canvas)` and assign that to `var gl`. Now we can perform operations such as `gl.drawArrays()` to draw something on the canvas.

2. What does `gl.bindBuffer()` do?

As the name implies, this binds the buffer object we created in the javascript file to the buffer object the WebGL system. It is one of the steps in passing data to a vertex shader.