

# Input Buffers

0.1 0.1 0.2 0.3 0.1 0.3 ..

0 1 2 0 2 3 3 4 5 3 5 6 ..

1 0 0 -1 0 0 0 1 0 0.5 ..

0.5 0.7 0.23 0.55 0.34 ..

VAO

# Vertex Shader

**in vec3** vertex;

**in vec3** normal;

**in vec4** colour;