Vertex Buffer Objects

0.4	0.3	0.6	1.0	0.4	0.1	0.5	1.0	0.6	0.3	0.6	1.0	0.4	0.7	0.4	1.0

-1.2	-1.2	0.0	0.0	1.0	0.0	2.5	-2.7	0.2	0.7	0.7	0.0	4.3	3.8	0.1	1.0	0.0	0.0	-1.2	2.2	0.1	1.0	0.0	0.0

Vertex Array Object

ID	Enabled	Components	Type	Normalised	Stride	Pointer
0	No	0	NONE	No	0	NULL
1	No	0	NONE	No	0	NULL
2	No	0	NONE	No	0	NULL
3	No	0	NONE	No	0	NULL
4	No	0	NONE	No	0	NULL
5	No	0	NONE	No	0	NULL
6	No	0	NONE	No	0	NULL
7	No	0	NONE	No	0	NULL
8	No	0	NONE	No	0	NULL
9	No	0	NONE	No	0	NULL
10	No	0	NONE	No	0	NULL
11	No	0	NONE	No	0	NULL
12	No	0	NONE	No	0	NULL
13	No	0	NONE	No	0	NULL
14	No	0	NONE	No	0	NULL
15	No	0	NONE	No	0	NULL
Index Buffer Pointer:						NULL

Vertex Shader

```glsl
in layout(location=0) vec3 vertex;
in layout(location=1) vec3 vertexNormal;
in layout(location=2) vec4 vertexColour;
```