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	3	FLOAT	No	24	Buffer#1 + 0
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

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