

VBO's

Vertex Shader

Fragment Shader

Buffer 0

Buffer 1

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

```
out layout(location=0) vec3 outVertexNormal;  
out layout(location=2) vec4 outVertexColour;
```

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

Vertex Attributes (defined in VAO)