



Vertex Shader


```
#version 450

layout(location = 0) out vec3 fragColor;

vec2 positions[3] = vec2[](
    vec2(0.0, -0.5),
    vec2(0.5, 0.5),
    vec2(-0.5, 0.5)
);

vec3 colors[3] = vec3[](
    vec3(1.0, 0.0, 0.0),
    vec3(0.0, 1.0, 0.0),
    vec3(0.0, 0.0, 1.0)
);

void main() {
    gl_Position = vec4(positions[gl_VertexIndex], 0.0, 1.0);
    fragColor = colors[gl_VertexIndex];
}
```

- *Sooner or later, will have to switch to VertexBuffers* 

Fragment Shader

```
#version 450

layout (location = 0) in vec3 fragColor;

layout (location = 0) out vec4 outColor;

void main() {
    outColor = vec4(fragColor, 1.0);
}
```

Compiling & Loading

```
glslangValidator -V triangle.vert -o triangle.vert.spv
glslangValidator -V triangle.frag -o triangle.frag.spv
```

- *GitHub*  [LoadSPIRVShaderModule\(\)](#)

Stay Tuned. Adding more in this Chapter 