Simple Shader/Attribute exercise
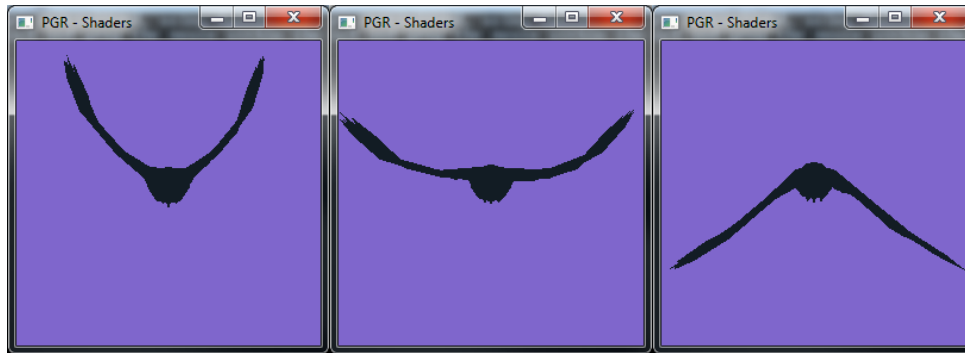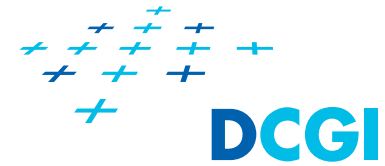
PGR/BI-PGR

Before you begin
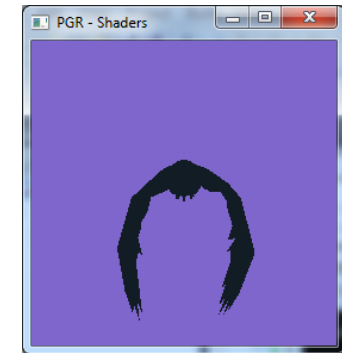
- Take a quick look on a "key frame" animation
  - Time is continuous domain – we cannot store "all" possible positions
  - We can store several "key" positions and interpolate
- http://en.wikipedia.org/wiki/Key_frame
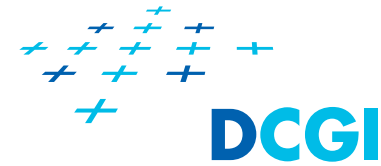- http://en.wikipedia.org/wiki/Interpolate

Our animation

time

Task 3

- Check out the output of the prepared application
    - There is no interpolation, we use only one of the key frames
    - The animation looks really "choppy" and unnarutal

a) Declare new shader input variable **aNextPosition**

b) Use the **aNextPosition** and **aPosition** variables and interpolate between them (use the uniform variable **t**; **mix()** can do the job)

c) Retrieve the **aNextPosition** location and enable the attribute array
    - You can use the existing code dealing with the aPosition variable as an example – the procedure is analogous

d) Use the **state.nextFrame** variable to index vertices for the **aNextFrame** shader attribute