1. Vertex Array object
   1. Holding information about how to send data per vertex
   2. <http://stackoverflow.com/questions/21652546/what-is-the-role-of-glbindvertexarrays-vs-glbindbuffer-and-what-is-their-relatio>
   3. <http://www.zwqxin.com/archives/opengl/vao-and-vbo-stuff.html>
   4. <http://ogldev.atspace.co.uk/www/tutorial32/tutorial32.html>
2. Vertex buffer Object
   1. Storage information of vertices (glBufferData)
3. Question?
   1. Is vao and vbo one to one? I think is not. Because vao could say for Ming, how to sent data per vertex, For hao, how to sent data per vertex. There is no conclusion
4. Matrix through vertex attrib
   1. Not changing among one instance drawing. So vertex division is 1
   2. Attrib largest size is vec4 So there will be 4 vertex attrib pointer. Each one to one row.
   3. Attrib location pos1= pos0 +1;