

## VERTEX SHADER

What assumptions are made before calling the shader?

glShaderSource -> glCompileShader->glCreateShader

What assumptions are made after calling the shader?

glCreateShader ->glAttachShader->glCreateProgram

->glLinkProgram->glUseProgram

How does your algorithm work?

Bring in 20000 VertexId. Store the mouse position x,y in x,y.

Perform sin (number of ID) and cos (number of ID) in vec4 and add the mouse position each.

Then add the vec4 to the gl\_Position.

It also set the size of points for gl\_PointSize.

Red,green,Blue turned into a time variable.

Vertex URL

<https://www.vertexshaderart.com/art/P5PC55YtuMYdAYrM8/revision/yRMG9dvTdjoaXmDMe>

## FRAGMENT SHADER

What assumptions are made before calling the shader?

glShaderSource -> glCompileShader->glCreateShader

What assumptions are made after calling the shader?

glCreateShader ->glAttachShader->glCreateProgram

->glLinkProgram->glUseProgram

How does your algorithm work?