New Data Types - Matrices

- `{ε d}mat{2 3 4}{ε x2 x3 x4}`
- Examples:
  - `mat2` (= `mat2x2`): float, 2 columns, 2 rows
  - `dmat3` (= `dmat3x3`): double, 3 columns, 3 rows
  - `mat3x4`: float, 3 columns, 4 rows
- Matrices (on default) are **column-major** (but can be changed)
- Accessors:

```
mat3x4 matrix;
vec3 col1 = matrix[0];  // First column
float val1 = matrix[2][1]; // Third column, second row
float val2 = matrix[2].x; // val2 == val1
```

- Arithmetic operations behave as expected
  - `matαxβ * vecβ   = vecβ`
  - `matαxβ * matαxβ = matαxβ`
  - `vecα * matβxδ` compile error

Textures

- Textures
  - 1D, 2D, 3D images associated with a sampling function
  - Linear sampling, (bi- / tri-)linear interpolation, anisotropic interpolation,
- In GLSL: opaque type `sampler1D`, `sampler2D`, `sampler3D` (among others)
- Access using built-in functions:
  - `vec4 texture(sampler1D texture, float texture_coordinate);`
  - `vec4 texture(sampler2D texture, vec2  texture_coordinate);`
  - `vec4 texture(sampler3D texture, vec3  texture_coordinate);`