NEW DATA TYPES - VECTORS

- {ε b d i u}vec{2 3 4}

- 'bool' 'double' 'integer' 'unsigned integer'

- {2 3 4}: number of components

- Examples

  - vec2: two float components

  - dvec4: four double components

  - …

```
vec4 pos = vec4(1, 2, 3, 4);
```

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New Data Types - Vectors

- Swizzling
  - Implemented in hardware -> almost free
- Three identical variants of accessing components as long as sets are not mixed
  - `xyzw`
  - `rgba`
  - `stpq`

```
vec4 pos = vec4(1, 2, 3, 4);
float c1 = pos.x;
float c2 = pos.w;
vec2  c3 = pos.xy;
vec2  c4 = pos.xz;
vec4  c5 = pos.wyzx;
vec4  c6 = pos.zzxx;
```

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