

# CS488 Tutorial

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## Shaders

- Vertex shader shades the vertexes and also does the position of the vertexes, passes the out color to the fragment shader. Colors on the vertex shader are gradients between the points in the triangles
- fragment shader colors each pixel and applies the operations inside of the main functions
- There is a depth buffer which stores the depth of each object on the screen. If the depth is less, then that number is kept in the buffer, only objects (pixels) stored in the buffer are drawn to the screen
- Uniform materials/colors color the entire thing??? May have to double check that
- the vertexes are in counter clockwise ordering, this is important for where the normal is