

### Human GPU #0007 – Do you love GPU?

Hey human, long time no see you...can you draw for me 4 triangles?

In GLSL there are some built-in functions, like `max`, which returns the larger of the two arguments.

#### Buffers

```
{  
  "buffer1": [  
    -6, 3, 0, -8, -4, 5,  
    0, -8, -4, 5, -1, 4,  
    -1, 4, 0, -8, 2, 5,  
    0, -8, 2, 5, 5, 4  
  ]  
}
```

#### Attributes

```
{  
  "position": { "buffer": "buffer1", "size": 2 }  
}
```

#### Vertex shader

```
attribute vec2 position;  
  
void main() {  
  gl_Position = vec4(position / 10.0, 0.0, 1.0);  
  gl_Position.y = max(-0.5, gl_Position.y);  
}
```

