Human GPU #0002 – Position attribute

Wow man...you took AAAAGEEES to draw that first triangle...hopefully you will draw faster this time.

This time our attribute read two values at the time from our buffer, so it's a `vec2`. Attributes can be of type `float, vec2, vec3, vec4`.

Even if you have a human brain, you can easily understand that float = 1 value, vec2 = 2 values, vec3 = 3 values...

Just so you know, in our exercises we're going to use GLSL ES version 1.0 that ships with WebGL 1.0.

I have added some annotation that should help you understand how attribute works.

Now go, and draw me a triangle! Quick! Quick!

Buffers

```
{
  "data": [-0.5, -0.5, 0.0, 0.5, 0.5, -0.5]
}
```

Attributes

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

Vertex shader

```
attribute vec2 position;

void main() {
  gl_Position = vec4(position, 0.0, 1.0);
}
```