

Human GPU #0004 – vecfour?

Heeehe human goodmorning. How are you?
I want to mess up your brain a little bit,
Now go and draw one triangle!

Buffers

```
{  
  "data": [  
    1.0, -0.5, 1.0, 0.1,  
    1.0, -0.3, 1.0, 0.0,  
    -0.5, 0.0, 4.0, 0.0  
  ]  
}
```

Attributes

```
{  
  "d": { "buffer": "data", "size": 4 }  
}
```

Vertex shader

```
attribute vec4 d;  
  
void main() {  
  gl_Position = vec4(vec3(0.0), 1.0);  
  gl_Position.x = d.y - d.w;  
  gl_Position.y = (d.x * d.z) / 2.0;  
}
```

