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

```glsl
attribute vec2 position;

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

(-1, 1)   (1, 1)

(0, 0)

(-1, -1)   (1, -1)