

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);
}
```

