## Human GPU #0017 - UV? Varyings are cool, don't you agree? Ever heard of UV and UV maps? Here's a little taste of them! Draw two triangle and colour them!

```
Attributes

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

```
Uniforms

{
    "uRed": [1.0, 0.0, 0.0],
    "uBlack": [0.0, 0.0, 0.0],
    "uBlue": [0.0, 0.0, 1.0]
}
```

```
vertex shader

attribute vec2 position;
attribute vec2 uv;
varying vec2 vUv;

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

```
precision highp float;
varying vec2 vUv;
uniform vec3 uRed;
uniform vec3 uBlack;
uniform vec3 uBlue;

void main() {
  vec3 color = uRed;
  if (vUv.x > 0.5) {
    color = uBlue;
  }
  if (vUv.x > 0.75) {
    color = uBlack;
  }
  if (vUv.x > 0.75) {
    color = uBlack;
  }
```

