

### Human GPU #0009 – Uniforms

Huuuuumaaaan, today we are introducing uniforms!  
As you can see we have a new "box" called Uniforms.

Those are just constants that can be easily read in the shader via ``uniform $type $name;``, where ``$type`` is usually ``float, vec* or mat*``.

Uniforms are the best and fastest way to receive small bits of data in our shaders.

Show me what you got! Draw me 2 triangles

### Buffers

```
{  
  "data": [  
    -4, 4,  
    -7, -3,  
    -2, 3,  
    -2, 3,  
    -1, -2,  
    0, 3  
  ]  
}
```

### Attributes

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

### Uniforms

```
{  
  "scale": 2.0  
}
```

### Vertex shader

```
attribute vec2 position;  
uniform float scale;  
  
void main() {  
  vec2 pos = position / 10.0;  
  pos *= scale;  
  pos += vec2(.5, 0.0);  
  gl_Position = vec4(pos, 0.0, 1.0);  
}
```

