

Human GPU #0005 – multiple attributes

Heya human, of course you can have multiple attributes and buffers, like in this example.

It's up to our app how to structure and deliver data to our vertices.

Now draw me a triangle, human!

Buffers

```
{  
  "buffer1": [-0.4, -0.4, 0.4, 0.4, 0.5, -0.3],  
  "buffer2": [-0.4, 0.2, 0.0],  
  "buffer3": [1.0, 1.5, 0.5]  
}
```

Attributes

```
{  
  "position": { "buffer": "buffer1", "size": 2 },  
  "offset": { "buffer": "buffer2", "size": 1 },  
  "scale": { "buffer": "buffer3", "size": 1 }  
}
```

Vertex shader

```
attribute vec2 position;  
attribute vec2 offset;  
attribute float scale;  
  
void main() {  
  vec2 p = vec2(position);  
  p += offset;  
  p *= scale;  
  
  gl_Position = vec4(p, 0.0, 1.0);  
}
```

