

Human GPU #0008 – Less memory is good

Goodmorning human, how things are going so far?

Already tired of being a GPU? ahHAhahHAha

As you probably noticed in #0007, when drawing a shape using only triangles, a lot of point in space are overlapping and repeated.

I want to introduce you the "index elements drawing", it's an optimisation that tries to reduce the size of your buffers.

When you see this special buffer called '_index', means that, before reading from the buffer, you need to use the `'_index'` as lookup table.

Added some annotation to make you understand, aahh...poor humans.

Give it a try and draw 4 triangles.

Buffers

```
{  
  "buffer1": [  
    -0.1, -0.3,  
    -0.6, 0.3,  
    -0.4, 0.5,  
    -0.1, 0.1,  
    0.7, 0.8,  
    0.9, 0.6  
  ],  
  "_index": [  
    0, 1, 2,  
    0, 2, 3,  
    0, 3, 4,  
    0, 4, 5  
  ]  
}
```

Attributes

```
{  
  "position": { "buffer": "buffer1", "size": 2 }  
}
```

Vertex shader

```
attribute vec2 position;  
  
void main() {  
  gl_Position = vec4(position, 0.0, 1.0);  
}
```

