Human GPU #0011 – GLSL

What's up bro?
new little task for you.

As you probably noticed GLSL language is very similar to "C"
and it has all the common things you can expect from a C-like
languages. (`for, while, if, else`)

Also, you'll see that is common for other humans like you to
name attributes and uniforms with their type as prefix, like
`aVariable` or `uVariable`...humans are so werid man...

Draw me a triangle for me?

Buffers

```
{
  "data": [
    -0.1, -0.1, -0.2, 0.2, 0.1, 0.2
  ]
}
```

Attributes

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

Uniforms

```
{
  "uOffset": [0.1, -0.2]
}
```

Vertex shader

```glsl
attribute vec2 aPosition;
uniform vec2 uOffset;

const float multiplier = 2.0;

vec2 getPosition() {
  vec2 p = aPosition;

  for (int i = 0; i < 2; i++) {
    p *= multiplier;
  }

  p += uOffset;

  return p;
}

void main() {
  vec2 pos = getPosition();

  gl_Position = vec4(pos, 0.0, 1.0);
}
```