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?


```
Attributes

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

```
Uniforms

{
  "u0ffset": [0.1, -0.2]
}
```

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); }</pre>

