Human GPU #0009 – Uniforms

Huuuuumaaan, 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

Vertex shader

```glsl
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);
}
```

Buffers

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

Attributes

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

Uniforms

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