

### Human GPU #0004 – Vecfour?

Heeehe human goodmorning. How are you?  
I want to mess up your brain a little bit...

In GLSL you can create your own functions, like the `vec2 position` in this case.

Now go and draw one triangle!

### Buffers

```
{  
  "data": [  
    1.0, -0.5, 1.0, 0.1,  
    1.0, -0.3, 1.0, 0.0,  
    -0.5, 0.0, 4.0, 0.0  
  ]  
}
```

### Attributes

```
{  
  "d": { "buffer": "data", "size": 4 }  
}
```

### Vertex shader

```
attribute vec4 d;  
  
vec2 position() {  
  return vec2(  
    d.y - d.w,  
    (d.x * d.z) / 2.0  
  );  
}  
  
void main() {  
  gl_Position = vec4(vec3(0.0), 1.0);  
  gl_Position.xy = position();  
}
```

