

WebGL 1 to WebGL 2

Assignment Project Exam Help

<https://powcoder.com>

Add WeChat powcoder

In main program

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- In Web-util.js ask for context “webgl2” instead of “webgl”
Add WeChat powcoder
- When defining objects use: Vertex Array Objects

In shaders

- For all shaders, first line must be “#version 300 es” NO SPACES!!
E.g.

```
<script id="fragment-shader" type="x-shader/x-fragment">#version 300 es
```

- In vertex shader: [Assignment Project Exam Help](https://powcoder.com)
attribute —> in <https://powcoder.com>
varying —> out [Add WeChat powcoder](#)
- In fragment shader:
varying —> in
gl_FragColor —> user defined variable at “location 0”
layout(location=0) out vec4 fragColor;
texture2D() —> texture() // system knows what kind of texture