

Atributos

Posición

(0.0, 0.0, 0.0)
(0.0, 0.0, 1.0)
(0.0, 1.0, 0.0)
(0.0, 1.0, 1.0)
(3.2, 2.1, 0.8)
(9.3, 0.2, 1.4)
(0.3, 5.2, 0.0)
(1.1, 3.8, 7.4)
...
(1.3, 4.6, 5.3)

Color

(1.0, 1.0, 0.0)
(0.4, 0.0, 0.7)
(0.0, 1.0, 1.0)
(0.5, 0.1, 0.2)
(0.7, 0.3, 0.9)
(0.6, 0.9, 0.1)
(0.3, 0.0, 0.0)
(0.8, 0.1, 0.1)
...
(1.0, 1.0, 0.8)

Shader de vértices

```
attribute vec3 aVertexPosition;
```

```
attribute vec3 aVertexColor;
```

```
uniform mat4 uMVMMatrix;
```

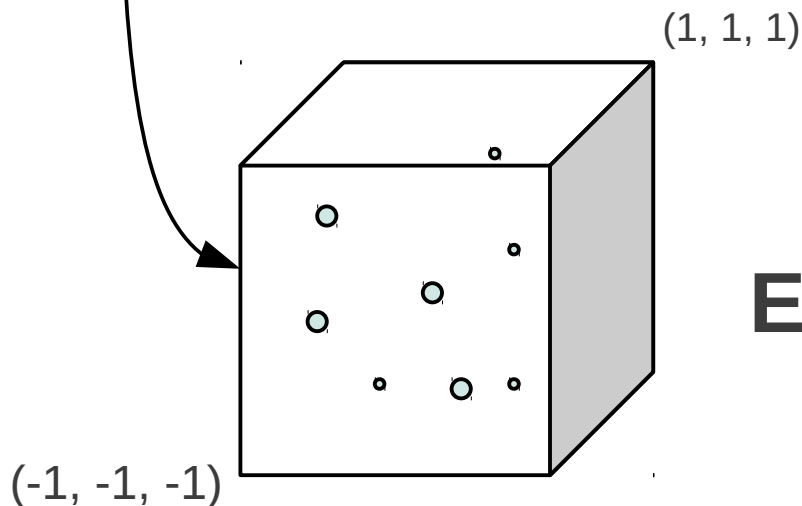
```
uniform mat4 uPMatrix;
```

```
void main(void)
```

```
{
```

```
    gl_Position = uPMatrix * uMVMMatrix * vec4(aVertexPosition, 1.0);
```

```
}
```



Espacio de clipping