



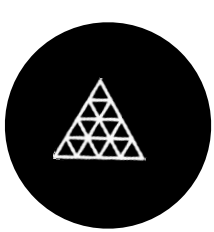


Since you know the context, let's get started.

@Me sent me the geometry, so I'll use that to write the programs for vertex and fragment shaders. Can you please compile them for me?



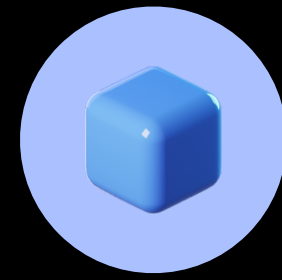
Yup done! Also the geometry is stored in buffer objects.  
Compiled the shaders and linked them to the buffer  
objects for you.



Can you also talk to Mr. CPU & GPU, and ask them to draw the triangle. They only ever listen to you 🙄



threejs, WebGL, CPU, GPU, You



# Rendering a 3D Scene on the Browser

threejs, WebGL, CPU, GPU, You

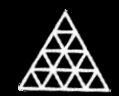


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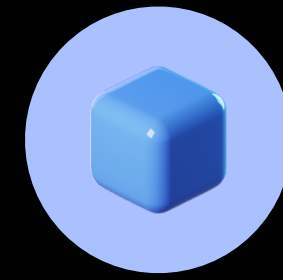


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threejs, WebGL, CPU, GPU, You