

Drawing a  with WebGL

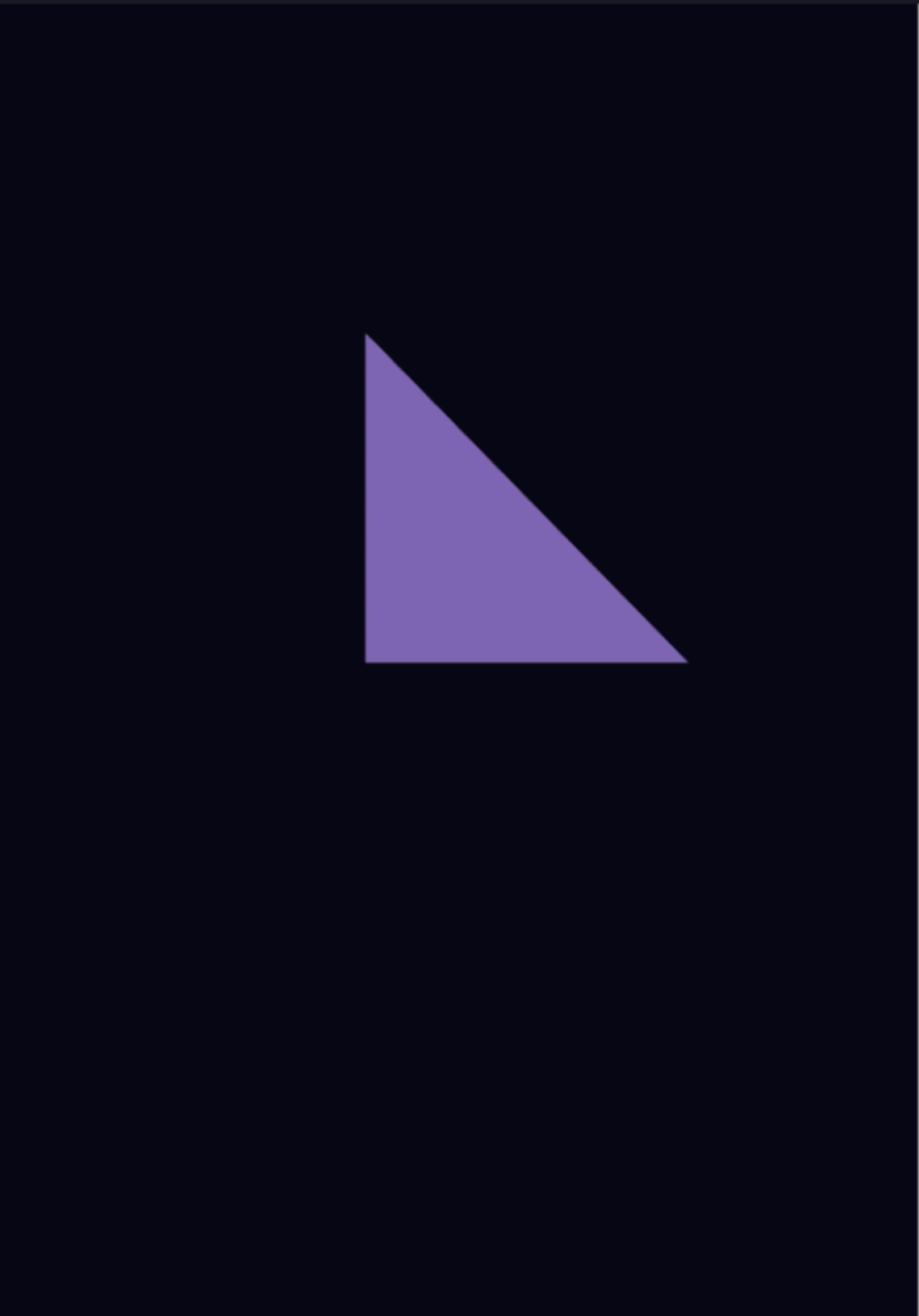


```
1 import './styles.css';
2
3 // Vertex shaders manipulate coordinates in a 3D space
4 const vertexShaderSource = `#version 300 es
5   in vec4 a_position;
6   void main() {
7     gl_Position = a_position;
8   }
9 `;
10
11 // Fragment shaders define RGBA colors for each pixel being processed
12 const fragmentShaderSource = `#version 300 es
13   precision highp float;
14   out vec4 outColor;
15   void main() {
16     // similar to rgba() but values vary from 0 to 1
17     outColor = vec4(0.5, 0.4, 0.7, 1);
18   }
19 `;
20
21 function createShader(gl, type, source) {
22   const shader = gl.createShader(type);
23   gl.shaderSource(shader, source);
24   gl.compileShader(shader);
25   const success = gl.getShaderParameter(shader, gl.COMPILE_STATUS);
26   if (success) {
27     return shader;
28   }
29   gl.deleteShader(shader);
30 }
31
32 function createProgram(gl, vertexShader, fragmentShader) {
33   const program = gl.createProgram();
34   gl.attachShader(program, vertexShader);
35   gl.attachShader(program, fragmentShader);
36   gl.linkProgram(program);
37
38   const success = gl.getProgramParameter(program, gl.LINK_STATUS);
```



Browser

Tests

<https://9rw4bf.csb.app/>

Console 0

Problems 0