

Shriram-BalajiFree

concurrent-react-loves-3d / Drawing a triangle in WebGL

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JS index.js x {} Default Settings

1import './styles.css';

2

3// Vertex shaders manipulate coordinates in a 3D space

4const vertexShaderSource = `#version 300 es

5in vec4 a_position;

6void main() {

7gl_Position = a_position;

8}

9`;

10

11// Fragment shaders define RGBA colors for each pixel being processed

12const fragmentShaderSource = `#version 300 es

13precision highp float;

14out vec4 outColor;

15void main() {

16// similar to rgba() but values vary from 0 to 1

17outColor = vec4(0.5, 0.4, 0.7, 1);

18}

19`;

20

21function createShader(gl, type, source) {

22const shader = gl.createShader(type);

23gl.shaderSource(shader, source);

24gl.compileShader(shader);

25const success = gl.getShaderParameter(shader, gl.COMPILE_STATUS);

26if (success) {

27return shader;

28}

29gl.deleteShader(shader);

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32function createProgram(gl, vertexShader, fragmentShader) {

33const program = gl.createProgram();

34gl.attachShader(program, vertexShader);

35gl.attachShader(program, fragmentShader);


36gl.linkProgram(program);

37

38const success = gl.getProgramParameter(program, gl.LINK_STATUS);

BrowserTests

https://9rw4bf.csb.app/



Console0Problems0

Ln 7, Col 30 (78 selected) Spaces: 2 UTF-8 LF JavaScript

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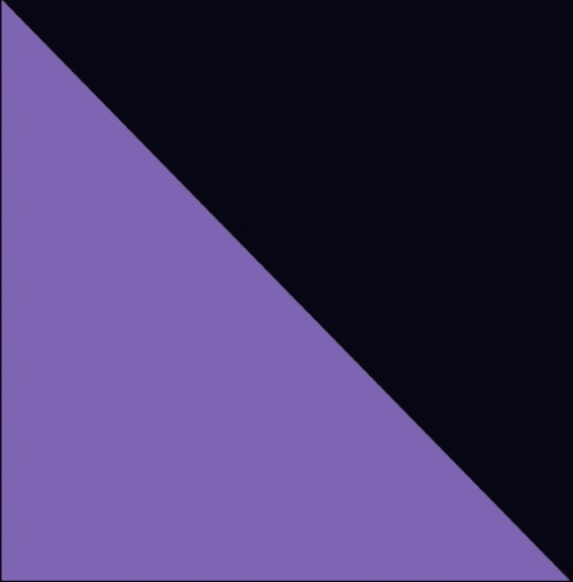
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