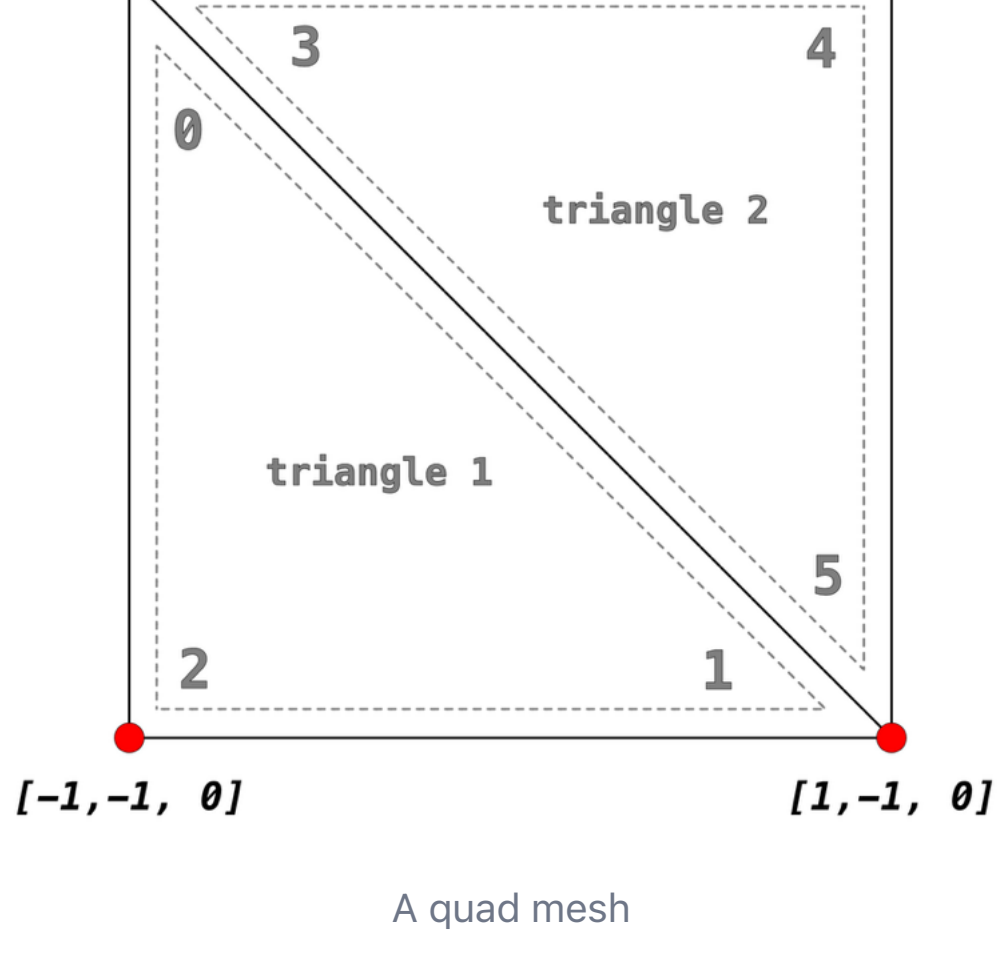


4 The Vertex Function

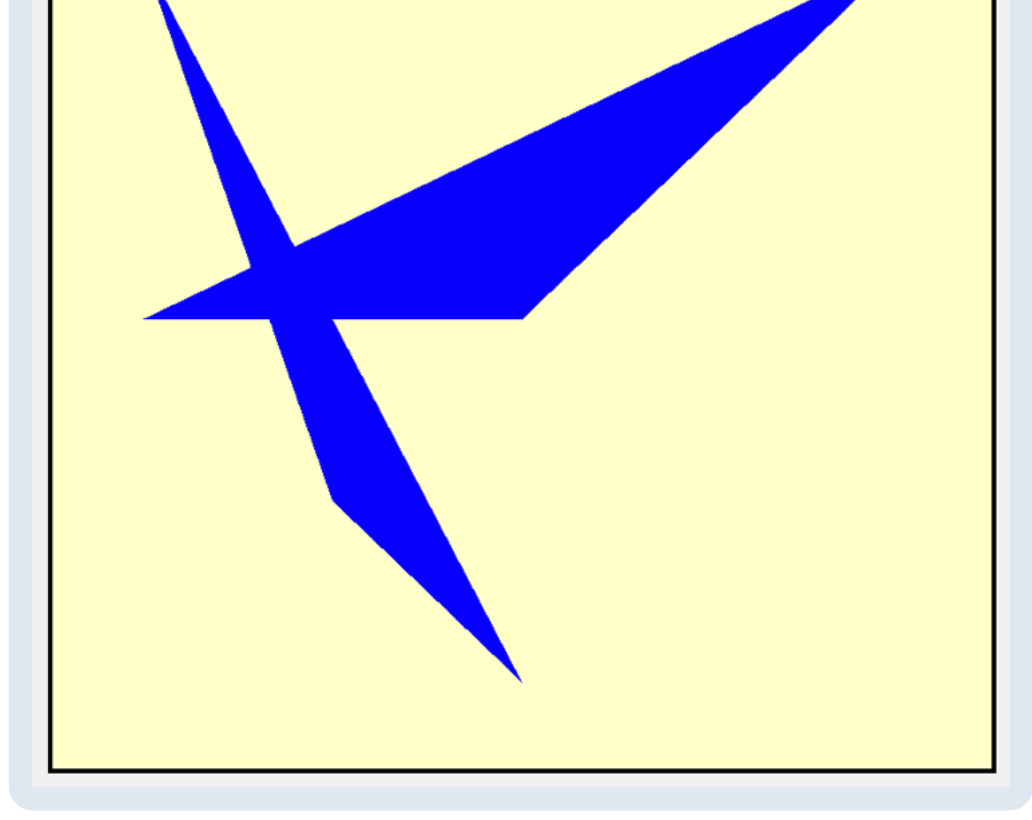
Shader Functions

The Starter Project

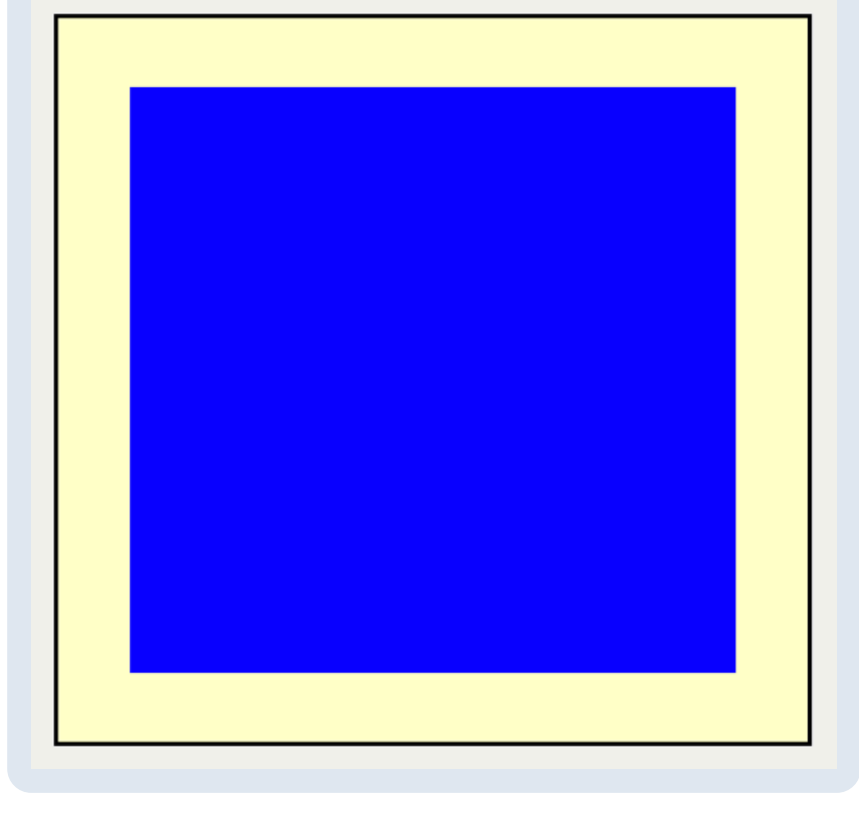
Rendering a Quad



A quad mesh

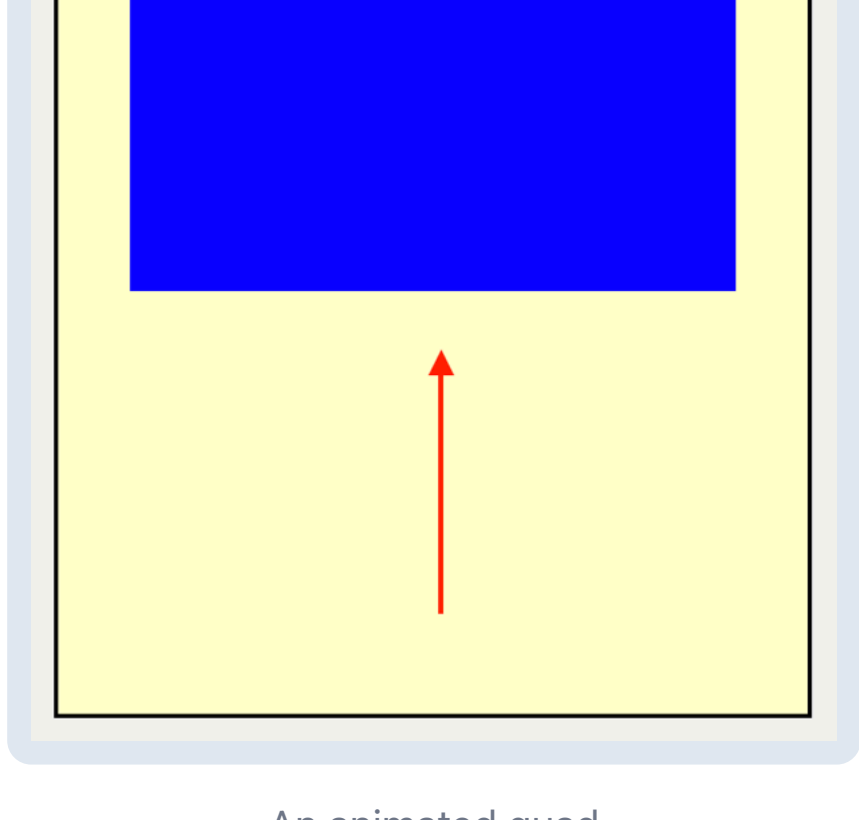


A rendering error



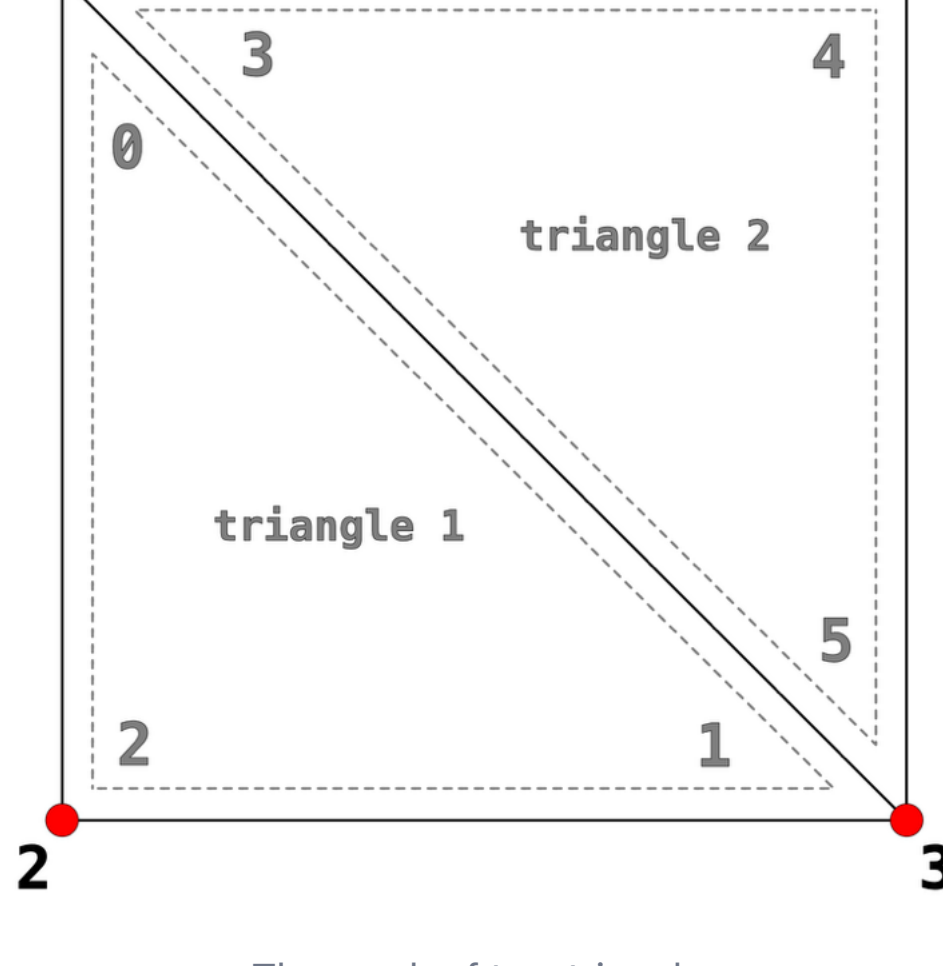
The rendering error corrected

Calculating Positions

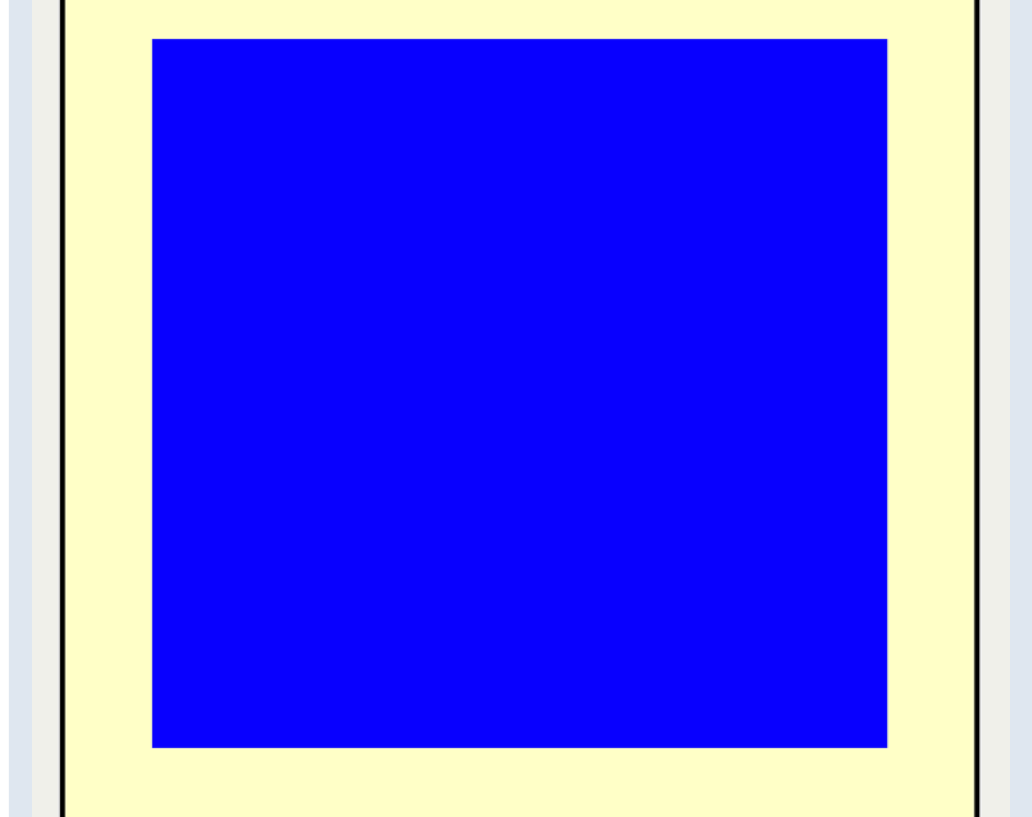


An animated quad

More Efficient Rendering



The mesh of two triangles

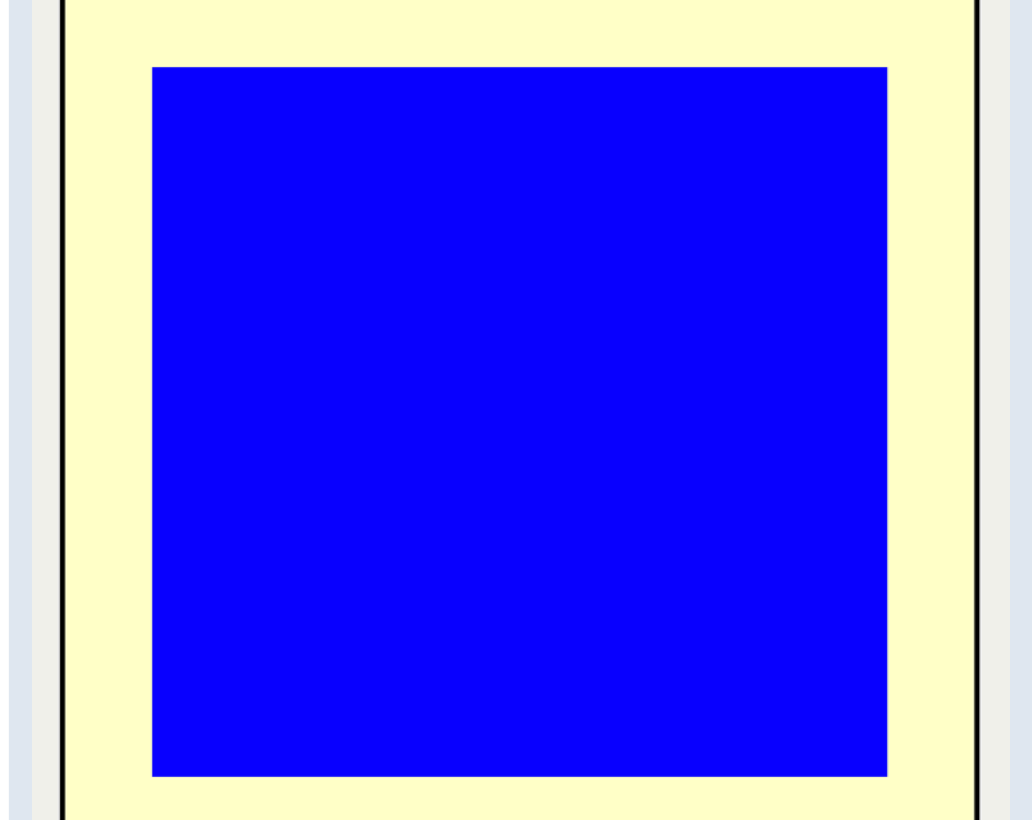


Indexed mesh

Vertex Descriptors

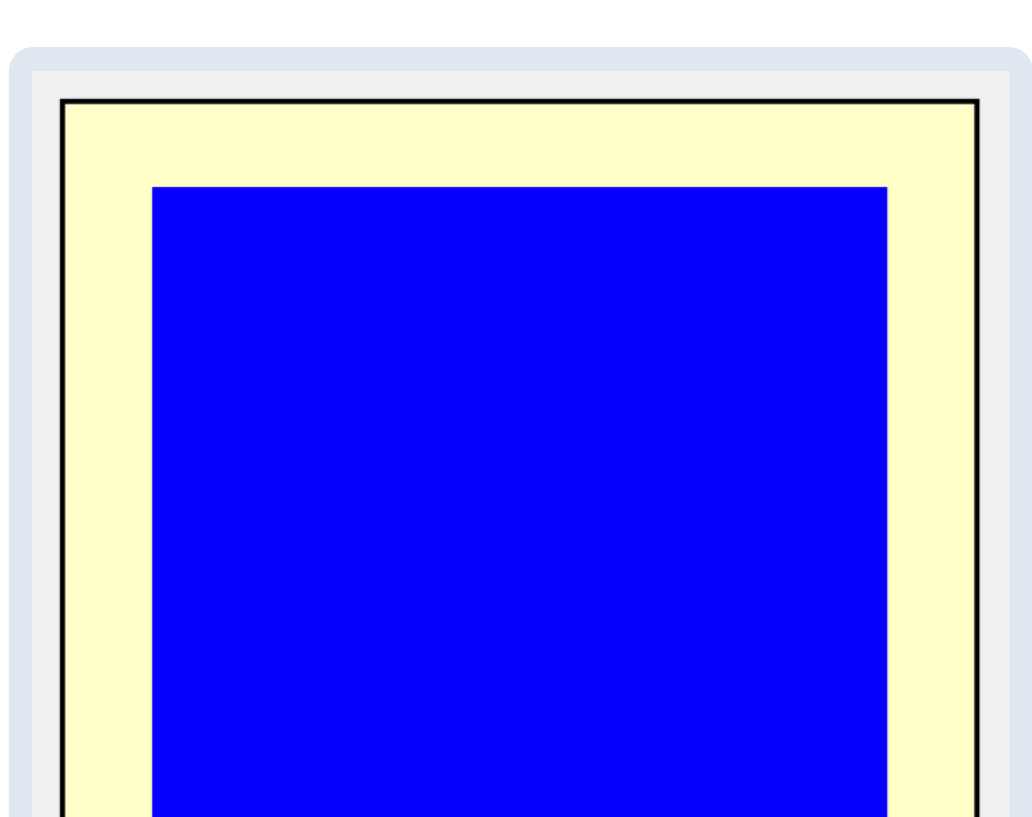
-1	1	0	1	1	0	-1	-1	0	1	-1	0
STRIDE:			36 bytes			36 bytes			36 bytes		
Position			Position			Position			Position		

Vertex buffer layout

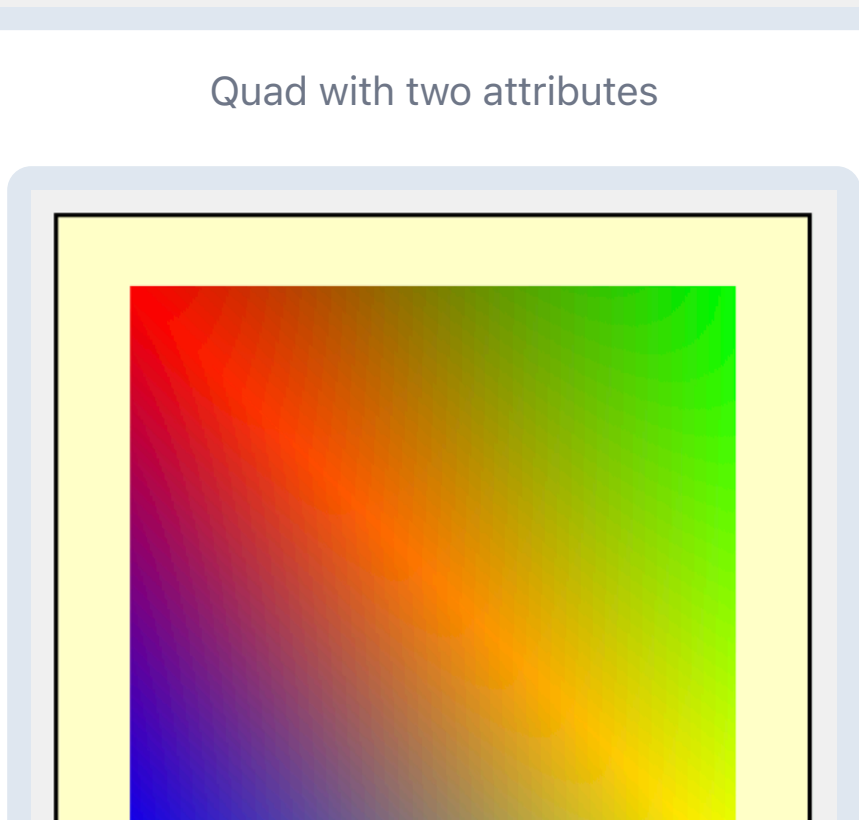


Rendering using a vertex descriptor

Adding Another Vertex Attribute

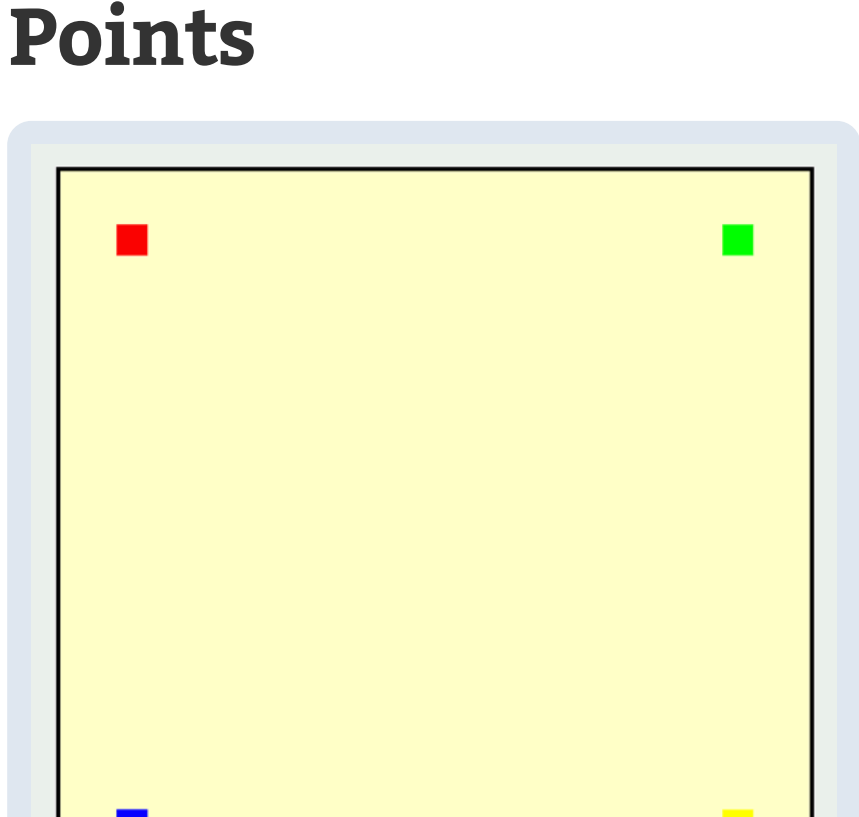


Quad with two attributes



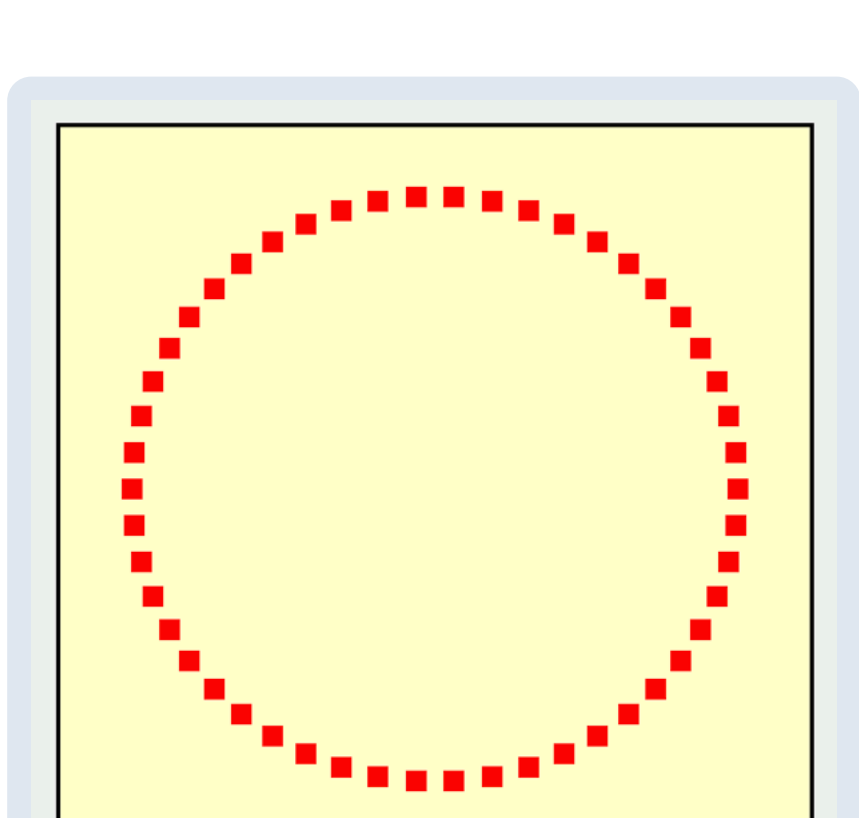
Interpolated vertex colors

Rendering Points



Rendering points

Challenge



Points in a circle