Computer Graphics Assignment

**1a)** Attribute=Is a global variable that can vary between vertex to vertex

Uniform=Is a global variable that can vary between each different pixel

Varying=Used for data that is interpolated between a vertex shader and a fragment shader.

**1b)** single array

**1c)** scene graph

**1di)** Rotate by angle around the y axis and then translate 1 along the x axis,3 up the y axis and -5 on the z axis (Check order)

**1dii)** Set rotates sets the matrix to the identity before rotating while translate rotates from however it is already rotated. i.e. if it was already rotated by 40 degrees and was rotated a further 20 using rotate it would be like doing setRotate 60.