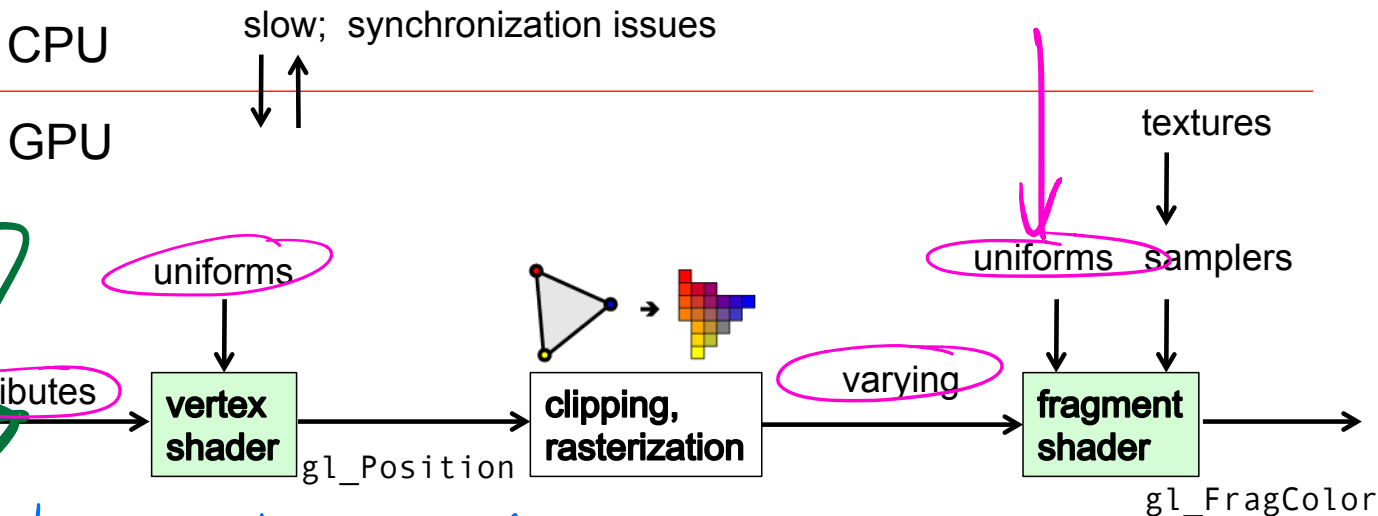




Shader Overview



attributes: properties associated with vertices
e.g. position, normal, uv

uniforms: global variables that can be changed
for each rendered object
e.g. modelview matrix, proj matrix, texture map, object colour

varyings: values to be interpolated across triangle, to pass to fragment shader.