

## Lab 2

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- data structures
  - only need `Float32Array` (or similar) for javascript arrays passed to VBOs
    - z coordinates, colors for #4 can be just javascript arrays
  - javascript arrays can be arranged however convenient
    - e.g. array of arrays for coordinates, colors instead of 1D array
      - can use `flatten` prior to creating a `Float32Array` if needed
- `gl.uniform3f` and `gl.uniform3fv`
  - the second form allows the three floats to be specified as an array