WebGL and GLSL

It's not about 3D - it's about efficient access to hardware
It's not about Javascript - evolution of OpenGL

Review Pipeline
  Where do we program
  Variable types
  Data on the graphics card

Key concepts: variables, shaders, buffers, textures, framebuffer
  - attributes
  - varying
  - uniform

Get data to shaders
  "magic variables" - far fewer in OpenGL now
  No vertex inputs
  Vertex outputs (fragment inputs) ⇔ for rasterizer

Fragment inputs
Fragment outputs

GLSL ideas
  anti-alias
  procedural texture
  dependent reads
  parallax hack