Wants to draw 2D

\begin{align*}
&\text{Vertex Array} \\
&\begin{bmatrix}
0 & 10 & 15 & 20 & 30 & 2.5 \\
0 & 1 & 2 & 3 & 4 & 5
\end{bmatrix}
\end{align*}

Draw 1st D

Draw arrays \{(TR, 0, 3)\}

Draw \{(TA, 0, 0)\}

Draw 2nd D

Draw arrays \{(TA, 3, 3)\}
1. How to change appearance?

A1. Create a color array (we've seen this)

Vertex shader can do whatever it wants with it.