

リスト 3.3	colorMap.vert
<pre>varying vec3 P; varying vec3 N; void main(void) { P = vec3(gl_ModelViewMatrix * gl_Vertex); N = normalize(gl_NormalMatrix * gl_Normal).xyz; gl_TexCoord[0] = gl_MultiTexCoord0; gl_Position = ftransform(); }</pre>	