

リスト 8.3	「SL_Snow2」のフラグメント・シェーダ「terrain.frag」
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```
varying vec3 P;
varying vec3 N;
uniform sampler2D tex;
uniform float time;

void main(void)
{
    vec3 L = normalize(gl_LightSource[0].position.xyz - P);
    N = normalize(N);

    vec4 ambient = gl_FrontLightProduct[0].ambient;
    float dotNL = dot(N, L); // max(0.0, dot(N, L));
    vec4 diffuse = gl_FrontLightProduct[0].diffuse * max(0.0, dotNL);
    vec3 V = normalize(-P);
    vec3 H = normalize(L + V);
    float powNH = pow(max(dot(N, H), 0.0), gl_FrontMaterial.shininess);
    if(dotNL <= 0.0) powNH = 0.0;
    vec4 specular = gl_FrontLightProduct[0].specular * powNH;
    // テクスチャの色
    vec4 texColor;
    if(gl_TexCoord[0].t > gl_TexCoord[0].s + 1.0 - 0.02 * time)
        texColor = vec4(1.0, 1.0, 1.0, 1.0);
    else
        texColor = texture2D(tex, gl_TexCoord[0].st);
    gl_FragColor = (ambient + diffuse) * texColor + specular;
}
```