

リスト 8.1	terrain.vert
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<pre>varying vec3 P; varying vec3 N; void main(void) { vec4 p = normalize(gl_Vertex); vec3 n = normalize(gl_Normal); P = vec3(gl_ModelViewMatrix * gl_Vertex); N = normalize(gl_NormalMatrix * n); gl_TexCoord[0].s = sqrt(n.x * n.x + n.y * n.y); gl_TexCoord[0].t = clamp(p.z, 0.0, 1.0); gl_Position = ftransform(); }</pre>
