

リスト 2.5	Phong.frag
<pre> <b>varying vec3</b> P; //位置ベクトル <b>varying vec3</b> N; //法線ベクトル  <b>void</b> main(<b>void</b>) {     <b>vec3</b> L = normalize(gl_LightSource[0].position.xyz - P);     N = normalize(N);      <b>vec4</b> ambient = gl_FrontLightProduct[0].ambient;     <b>float</b> dotNL = dot(N, L);     <b>vec4</b> diffuse = gl_FrontLightProduct[0].diffuse * max(0.0, dotNL);     <b>vec3</b> V = normalize(-P);     <b>vec3</b> H = normalize(L + V);     <b>float</b> powNH = pow(max(dot(N, H), 0.0), gl_FrontMaterial.shininess);     <b>if</b>(dotNL &lt;= 0.0) powNH = 0.0;     <b>vec4</b> specular = gl_FrontLightProduct[0].specular * powNH;     //統合     gl_FragColor = ambient + diffuse + specular; } </pre>	