

リスト 6.13	displacement1.vert
<pre> varying vec3 P; varying vec3 N; varying vec3 T; varying vec3 B; attribute vec3 tangent; uniform sampler2D normalMap; uniform float inv; uniform float fDisp; void main(void) { if(inv == 1.0)//凹凸反転なし gl_Vertex.xyz += fDisp * gl_Normal.xyz * (texture2D(normalMap, gl_MultiTexCoord0.xy).b - 1.0); else gl_Vertex.xyz += fDisp * gl_Normal.xyz * (texture2D(normalMap, gl_MultiTexCoord0.xy).b); P = (gl_ModelViewMatrix * gl_Vertex).xyz; N = normalize(gl_NormalMatrix * gl_Normal).xyz; T = normalize(gl_NormalMatrix * tangent).xyz; B = cross(N, T); gl_TexCoord[0] = gl_MultiTexCoord0; gl_Position = ftransform() ; } </pre>	