

リスト 9.7	bubble2.vert
<pre> uniform mat4 ViewTranspose; varying vec3 P, N; varying vec4 Reflect; uniform float time; void main(void) { gl_Vertex.x += 0.1 * sin(2.0 * 3.141592 * gl_Vertex.z + 2.0 * time); P = vec3(gl_ModelViewMatrix * gl_Vertex); N = normalize(gl_NormalMatrix * gl_Normal); vec3 incident = normalize(P); //視線(入射)ベクトル vec3 reflect0 = reflect(incident, N); //反射ベクトル Reflect = ViewTranspose * vec4(reflect0, 0.0); gl_Position = ftransform(); } </pre>	