

リスト 5.2	projection.vert
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<pre>varying vec3 P; varying vec3 N; void main(void) { P = vec3(gl_ModelViewMatrix * gl_Vertex); N = normalize(gl_NormalMatrix * gl_Normal); gl_TexCoord[0] = gl_TextureMatrix[0] * gl_Vertex; gl_Position = ftransform(); }</pre>
