

リスト 2.4	Phong.vert
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<pre><b>varying vec3</b> P; <b>varying vec3</b> N;  <b>void</b> main(<b>void</b>) {     P = <b>vec3</b>(gl_ModelViewMatrix * gl_Vertex);     N = normalize(gl_NormalMatrix * gl_Normal);     gl_Position = ftransform(); }</pre>
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