

リスト7.8	noise3D1C.vert
<pre> varying vec3 P; varying vec3 N; varying vec3 objPos; uniform float scale;//テクスチャの倍率 uniform int coord;//座標系の選択 void main(void) { P = vec3(gl_ModelViewMatrix * gl_Vertex); N = normalize(gl_NormalMatrix * gl_Normal).xyz; objPos = gl_Vertex.xyz; if(coord == 0) gl_TexCoord[0] = (gl_Vertex+vec4(0.5, 0.5, 0.5, 0.0)) * scale; else gl_TexCoord[0] = vec4(P, 0.0) * scale;//視点座標系 gl_Position = ftransform(); } </pre>	