

リスト 6.6	reflectBump.vert
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```
varying vec3 P;  
varying vec3 N;  
varying vec3 T;  
varying vec3 B;  
attribute vec3 tangent;  
varying vec4 Reflect;  
  
void main(void)  
{  
    P = vec3(gl_ModelViewMatrix * gl_Vertex);  
    N = normalize(gl_NormalMatrix * gl_Normal);  
    T = normalize(gl_NormalMatrix * tangent);  
    B = cross(N, T); // 従法線ベクトル  
    gl_TexCoord[0] = gl_MultiTexCoord0;  
    gl_Position = ftransform();  
}
```