

```
1: #version 150
2:
3: in  vec4 vPosition;
4: in  vec4 vColor;
5: out vec4 color;
6:
7: uniform mat4 model_view;
8: uniform mat4 projection;
9:
10: void main()
11: {
12:     gl_Position = projection * model_view * vPosition;
13:     color = vColor;
14: }
```

```
1: #version 150
2:
3: in  vec4 color;
4: out vec4 fColor;
5:
6: void main()
7: {
8:     fColor = color;
9: }
10:
```