

```
1: #version 150
2:
3: in  vec4 vPosition;
4: out vec4 color;
5:
6: uniform vec4 vColor;
7:
8: uniform mat4 model_view;
9: uniform mat4 projection;
10:
11: void main()
12: {
13:     gl_Position = projection * model_view * vPosition;
14:     color = vColor;
15: }
```