<!DOCTYPE html>

<html>

<script id="vertex-shader" type="x-shader/x-vertex">

attribute vec4 vPosition;

void main() {

gl\_Position = vPosition;

gl\_PointSize = 0.5; // This is to make bigger dense fern

}

</script>

<script id="fragment-shader" type="x-shader/x-fragment">

precision mediump float;

uniform int colorIndex;

void main() {

if ( colorIndex == 0) // 2 index for 2 different green-ish color

gl\_FragColor = vec4(0.1, 0.8, 0.2, 1.0);

else

gl\_FragColor = vec4(0.1, 1, 0.4, 1.0);

}

</script>

<script type="text/javascript" src="../Common/webgl-utils.js"></script>

<script type="text/javascript" src="../Common/initShaders.js"></script>

<script type="text/javascript" src="../Common/MV.js"></script>

<script type="text/javascript" src="./fern.js"></script>

<body onload="main()">

<canvas id="gl-canvas" width="512" height="512">>

Oops ... your browser doesn't support the HTML canvas element

</canvas>

</body>

</html>