How to create the model-view-projection matrices using OpenTK:

```
//Specify the model matrix:
int uModelLocation = GL.GetUniformLocation(mShader.ShaderProgramID, "uModel");
Matrix4 matModel = Matrix4.CreateTranslation(0.2f, 0, 0);
GL.UniformMatrix4(uModelLocation, true, ref matModel);

//Specify model matrix:
int uViewLocation = GL.GetUniformLocation(mShader.ShaderProgramID, "uView");
Vector3 eye = new Vector3(1.2f, 2.0f, -5.0f);
Vector3 lookAt = new Vector3(0, 0, 0);
Vector3 up = new Vector3(0, 1, 0);
Matrix4 matView = Matrix4.LookAt(eye, lookAt, up);
GL.UniformMatrix4(uViewLocation, true, ref matView);

//specify projection matrix
int windowHeight = this.ClientRectangle.Height;
int windowWidth = this.ClientRectangle.Width;

float ratio = (float)windowWidth / (float)windowHeight;

int uProjectionLocation = GL.GetUniformLocation(mShader.ShaderProgramID, "uProjection");
Matrix4 matProj = Matrix4.CreatePerspectiveFieldOfView(0.8f, ratio, 0.01f, 10);
GL.UniformMatrix4(uProjectionLocation, true, ref matProj);
```