VRE::PointLightInfo + glm::vec4 mPosition + glm::vec4 mColor +mPointLights

VRE::UBO

- + glm::mat4 mProjectionMat
- + glm::mat4 mViewMat
- + glm::mat4 mInvViewMat
- + glm::vec4 mAmbientLightColor
- + int mActiveLightCount