

```
// Vertex shader:  
in vec4 position;  
in float dist;  
out vec4 fragPos;  
void main() {  
    fragPos = position;  
    gl_Position = position + dist;  
}
```

```
// Fragment shader:  
in vec4 fragPos;  
void main() {  
    gl_FragColor = abs(fragPos);  
}
```