**Shading in View Space**

**Shader Basics**

http://en.wikibooks.org/wiki/GLSL\_Programming/Blender/Debugging\_of\_Shaders

http://en.wikibooks.org/wiki/GLSL\_Programming/Blender/Shading\_in\_View\_Space

all objects are transformed into the view space.

First transformed into world space (with model transformation), then to view space (View transformation)

**Vertex Transformation**

http://en.wikibooks.org/wiki/GLSL\_Programming/Vertex\_Transformations