// vertex shader

#version 150

in vec2 in\_Position;

in vec3 in\_Color;

out vec3 ex\_Color;

void main(void) {

gl\_Position = vec4(in\_Position.x, in\_Position.y, 0.0, 1.0);

ex\_Color = in\_Color;

}

// geometry shader

#version 150

layout(triangles) in;

layout(triangle\_strip, max\_vertices = 3) out;

void main() {

for(int i = 0; i < gl\_in.length(); i++) {

gl\_Position = gl\_in[i].gl\_Position;

EmitVertex();

}

EndPrimitive();

}

// fragment shader

#version 150

precision highp float;

in vec3 ex\_Color;

out vec4 gl\_FragColor;

void main(void) {

gl\_FragColor = vec4(ex\_Color, 1.0);

}