Shader de vértices

```
uniform mat4 uMVMatrix;
uniform mat4 uPMatrix;

attribute vec3 aVertexPosition;

attribute vec3 aVertexColor;

varying vec3 vColor;

void main(void)
{
      vColor = aVertexColor;
      gl_Position = uPMatrix * uMVMatrix * vec4(aVertexPosition, 1.0);
}
```

Shader de fragmentos

```
uniform float ambientLight;

varying vec3 vColor;

void main(void)
{
      gl_FragColor = vec4(vColor * ambientLight, 1.0);
}
```