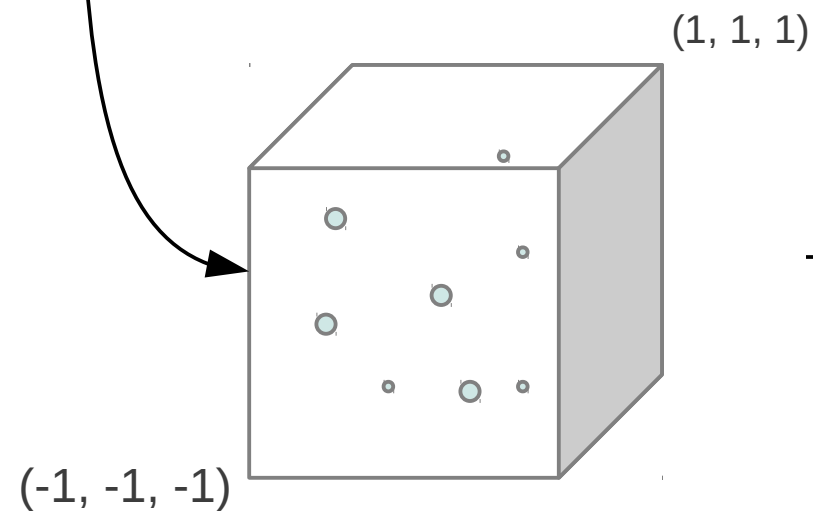


Shader de vértices

```
uniform mat4 uMVMMatrix;  
uniform mat4 uPMatrix;  
  
attribute vec3 aVertexPosition;  
attribute vec3 aVertexColor;  
  
varying vec3 vColor;  
  
void main(void)  
{  
    vColor = aVertexColor;  
    gl_Position = uPMatrix * uMVMMatrix * vec4(aVertexPosition, 1.0);  
}
```



Shader de fragmentos

```
uniform float ambientLight;  
  
varying vec3 vColor;  
  
void main(void)  
{  
    gl_FragColor = vec4(vColor * ambientLight, 1.0);  
}
```

