

```
    // For now, just pass through metadata and color
    out_Metadata = inMetadata[0];
    out_Color     = inColor[0];
    vec4 targetColour= vec4(1.0f,0.5f,0.0f,1.0f);

    out_Color= mix(inColor[0], targetColour, u_DeltaTime);
    // Emit into vertex stream
    EmitVertex();
    EndPrimitive();
}
break;
default:
    break;
```