

```
<!DOCTYPE html>
<html>

<title>HW03 KEY</title>
</head>

<body>
<button id="Morph">Toggle Morph
On-Off</button>

<canvas id="gl-canvas" width="512"
height="512"> </canvas>

<script id="vertex-shader"
type="x-shader/x-vertex">
#version 300 es

in vec4 iPosition;
in vec4 uPosition;

uniform float t;

void main()
{
    gl_Position.x = t*iPosition.x +
(1.0-t)*uPosition.x;
    gl_Position.y = t*iPosition.y +
(1.0-t)*uPosition.y;
```

```
        gl_Position.z = 0.0;
        gl_Position.w = 1.0;
    }
```

```
</script>
```

```
<script id="fragment-shader"
type="x-shader/x-fragment">
#version 300 es
```

```
precision mediump float;
```

```
uniform vec4 inColor;
out vec4 fColor;
```

```
void main()
{
    fColor = inColor;
}
```

```
</script>
```

```
<script
src="../../Common/initShaders.js"></script>
<script src="../../Common/MVnew.js"></script>
<script src="HW03.js"></script>
```

```
</body>
```

```
</html>
```