```
<!DOCTYPE html>
<html>
<title>HW03 KEY</title>
</head>
<body>
<button id="Morph">Toggle Morph
On-Off</button>
<canvas id="gl-canvas" width="512"</pre>
height="512"> </canvas>
<script id="vertex-shader"</pre>
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"</pre>
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>
```