

```
void main()
{
    vec4 np = position;
    np.x += sin( (np.y + time * 0.25) * 24.0)*0.02;
    np.y += sin( (np.x + time * 0.25) * 24.0)*0.02;
    np.x *= 1.05;|
    np.y *= 1.05;

    vec4 p = modelView * np;
    gl_Position = projection * p;
    coordVar = coord;
}
```

=

()

{ }

;

//

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