GLSL Exhibits

- **Cloud 1**
- Cloud 2
- Earth
- EnvMap
- Eroded
- Fire
- Fur
- Glass
- Gooch
- Granite
- Inferno
- Marble
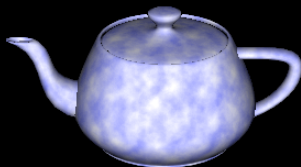- Plasma
- Toon
- Toyball
- Vertex Noise
- Wobble
- Wood 1
- Wood 2
- Wood Shader

A shader that uses a 3D noise texture to simulate a cloudy sky from chapter 12 of the Orange Book.