Animation Effects using the *glman* Timer Variable

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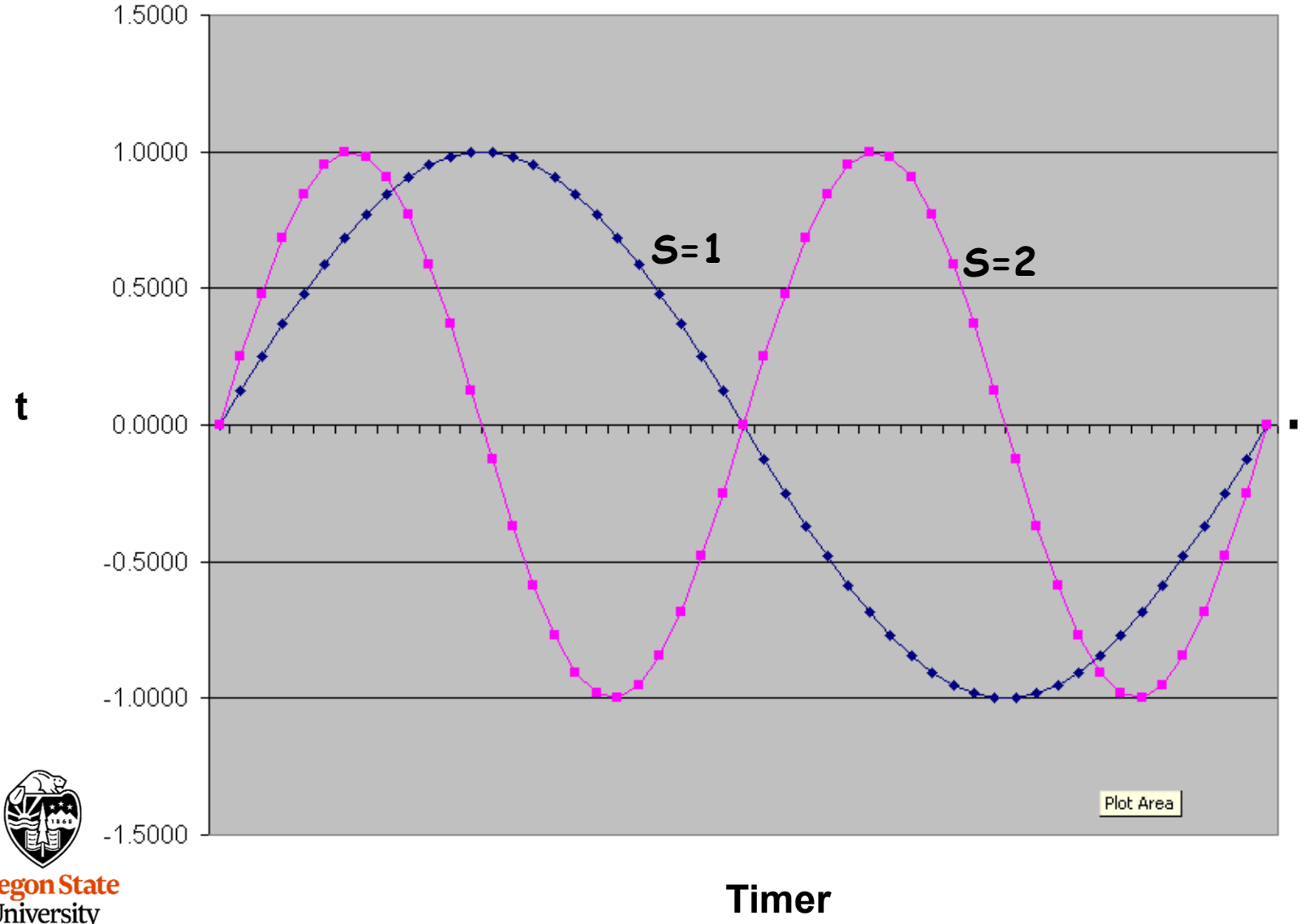
uniform float Timer; // goes from 0. → 1. in 10 seconds

Ramp 0.→1.	float t = Timer;
	float t = Timer*Timer;
	float t = Timer*Timer*Timer;
	float t = 3.*Timer^2 – 2.*Timer^3;
	float t = 10.*Timer^3 – 15.*Timer^4 + 6.*Timer^5

Ramp 0.→1. →0.	float t;
	if(Timer <= .5)
	  t = 2.*Timer;
	else
	  t = 2. * (1. – Timer);

Smooth oscillation -1. → 1. → -1.	float t = sin(2.*π*Timer);
Faster oscillation	float t = sin(2.*π*S*Timer);
Bigger oscillation	float t = Mag * sin(2.*π*S*Timer);
Smooth oscillation 0. → 1. → 0.	float t = .5 + .5*sin(2.*π*Timer);

float t = sin(2.*π*S*Timer);



Fun-With-Zero-To-One