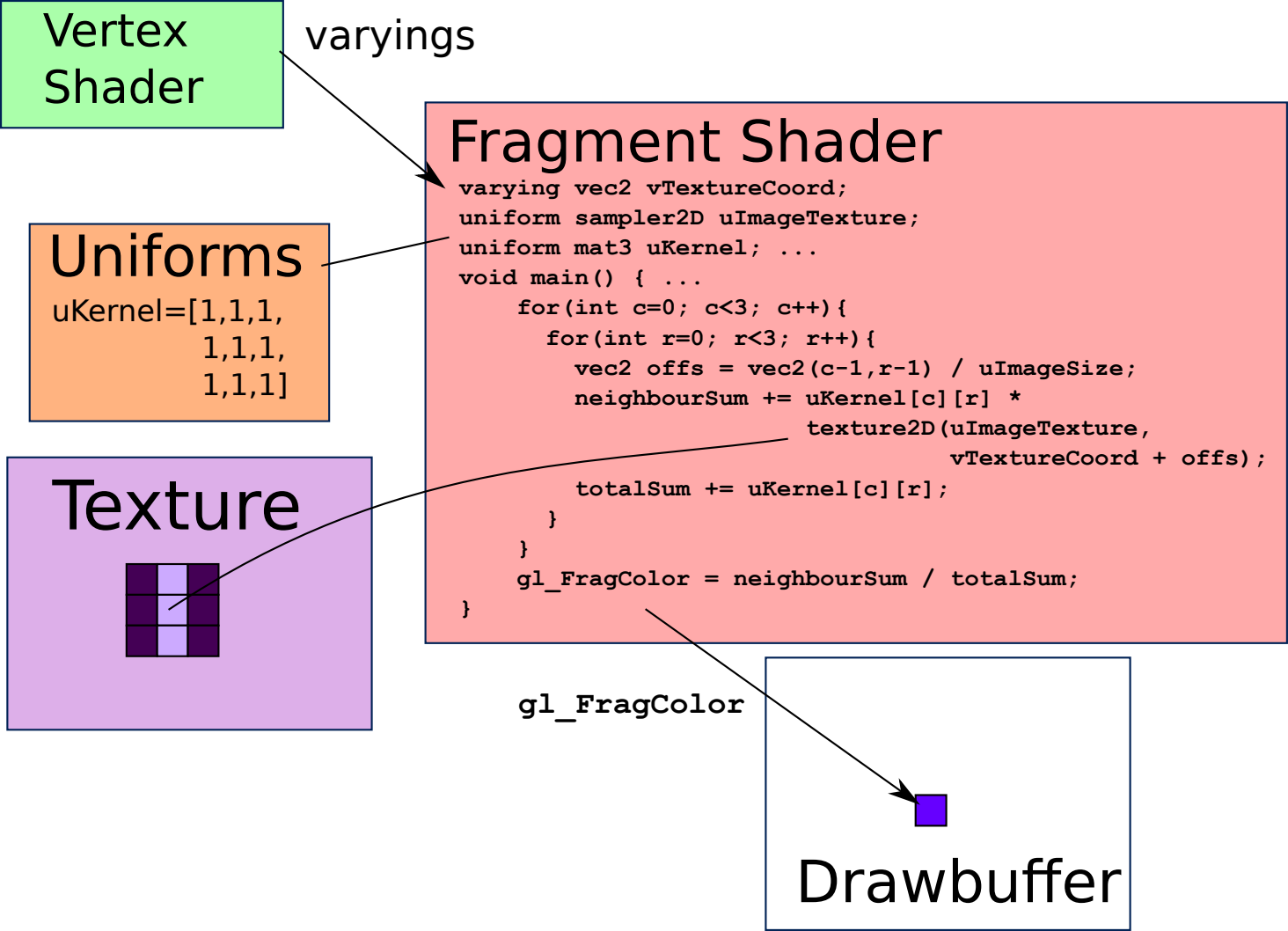
Vertex Shader
varyings
Fragment Shader
varying vec2 vTextureCoord;
uniform sampler2D uImageTexture;
uniform mat3 uKernel; ...
void main() { ...
for(int c=0; c<3; c++){
for(int r=0; r<3; r++){
vec2 offs = vec2(c-1,r-1) / uImageSize;
neighbourSum += uKernel[c][r] *
texture2D(uImageTexture,
vTextureCoord + offs);
totalSum += uKernel[c][r];
}
}
gl_FragColor = neighbourSum / totalSum;
}
Uniforms
uKernel=[1,1,1,
1,1,1,
1,1,1]
Texture
gl_FragColor
Drawbuffer