

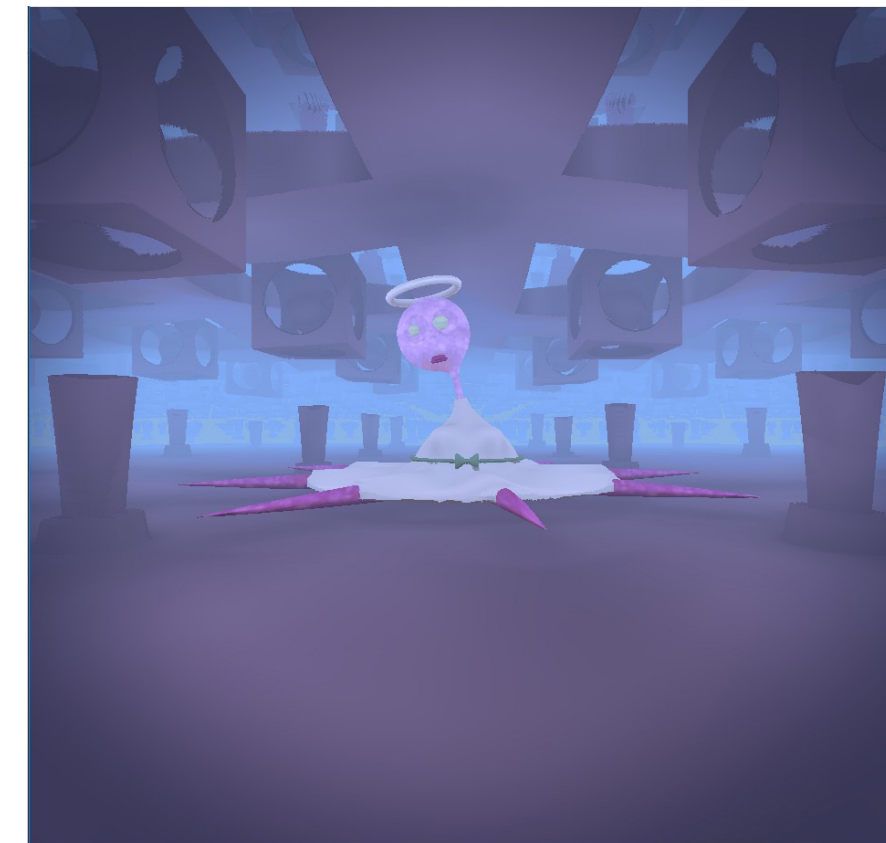
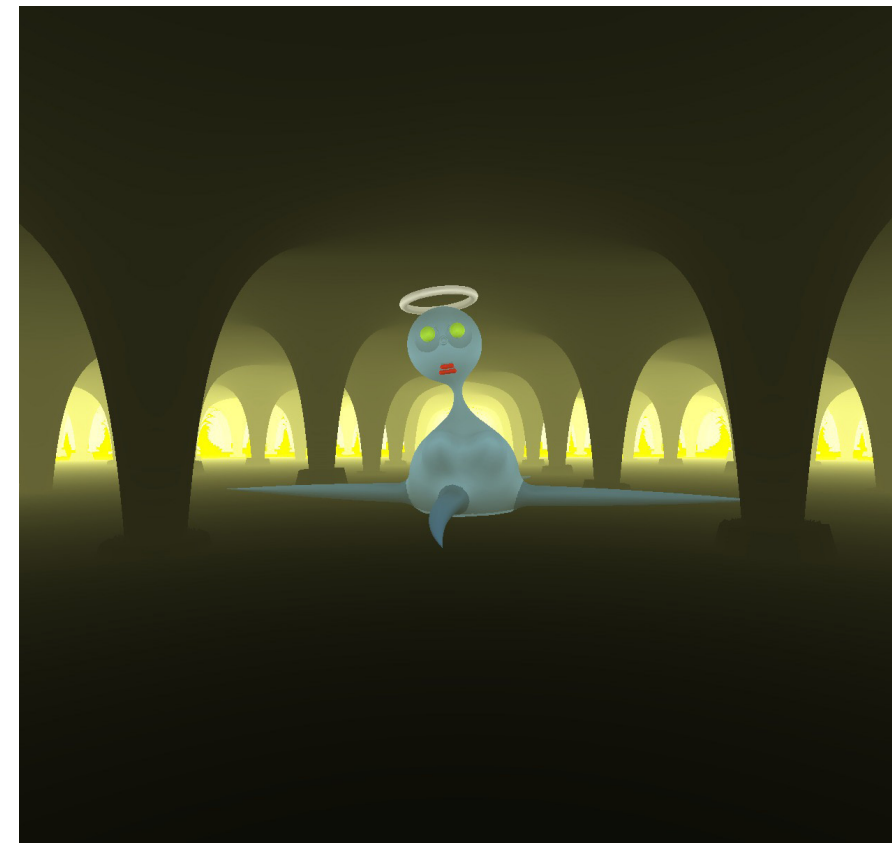
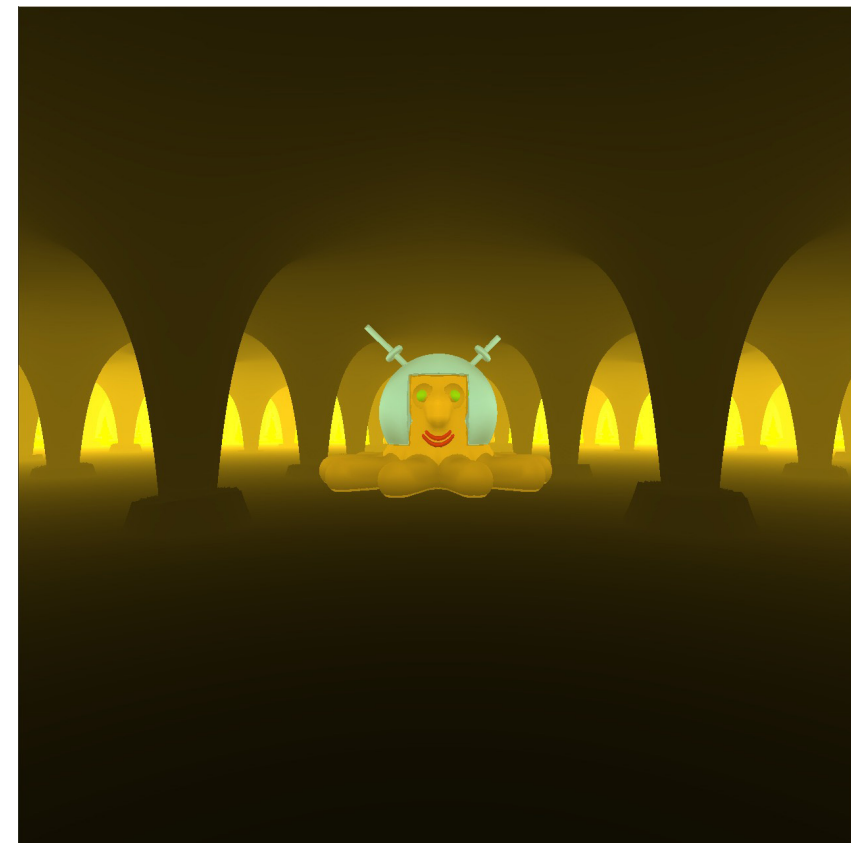
# BEST OF TASTEFUL TENTACLE ROMANCE

```
struct Octopus
{
    BodyBoobiesNeckHeadNoseEyes body;
    Tentacles tentacles;
    Eyeballs eyeballs;
    Lips lips;
    Halo halo;
    Shirt shirt;
    Dress dress;
    Jacket jacket;
    BeltRibbon beltRibbon;
    Monocle monocle;
    Wine wine;
    Table table;
    float dist;
    vec3 col;
};

#define FRIEDA false
#define FRIDOLIN true

// boobies FRIEDA
vec3 boobyPoint = bodyPos;
float moveboobs = dot(boobyPoint.yz, boobyPoint.yz) * 0.051 * (sin(3*iGlobalTime))+0.05;

if(isMale == FRIEDA)
```



```
//No additional noise for the heart -> looks too beautiful for this world
```

```
#ifndef YOSHI
    col.b += sin(iGlobalTime)*cos(iGlobalTime);
    col.r += sin(iGlobalTime);
    col.g += cos(iGlobalTime);
#endif
```

```
// Das ist meine Mupfel!
float distClam(vec3 point)
```

```
vec3 babyBubblePoint = point;
```

```
if(material.a < 1.0)
{
    //We need to go DEEPER!
```