# Shader Art Coding WS

Hello here, today you will learn and discover the art of creating very cool animation using only code!
Without more debate, let's get started!

Today, we'll work on the plateform shadertoy:
https://www.shadertoy.com/view/mtyGWy

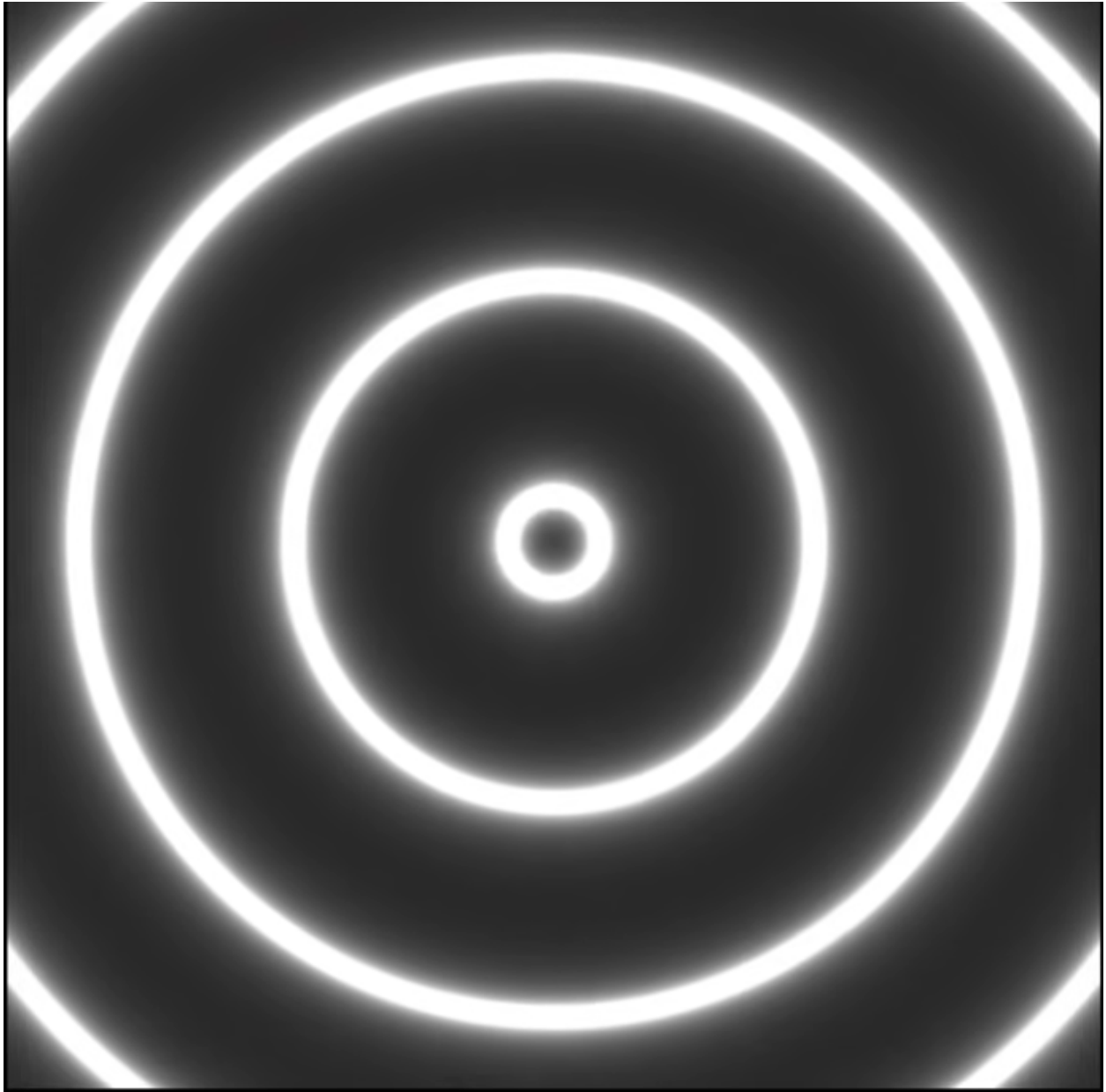try to go as far as possible through the exercises

**Exercice 1**: Creating an animated gradient
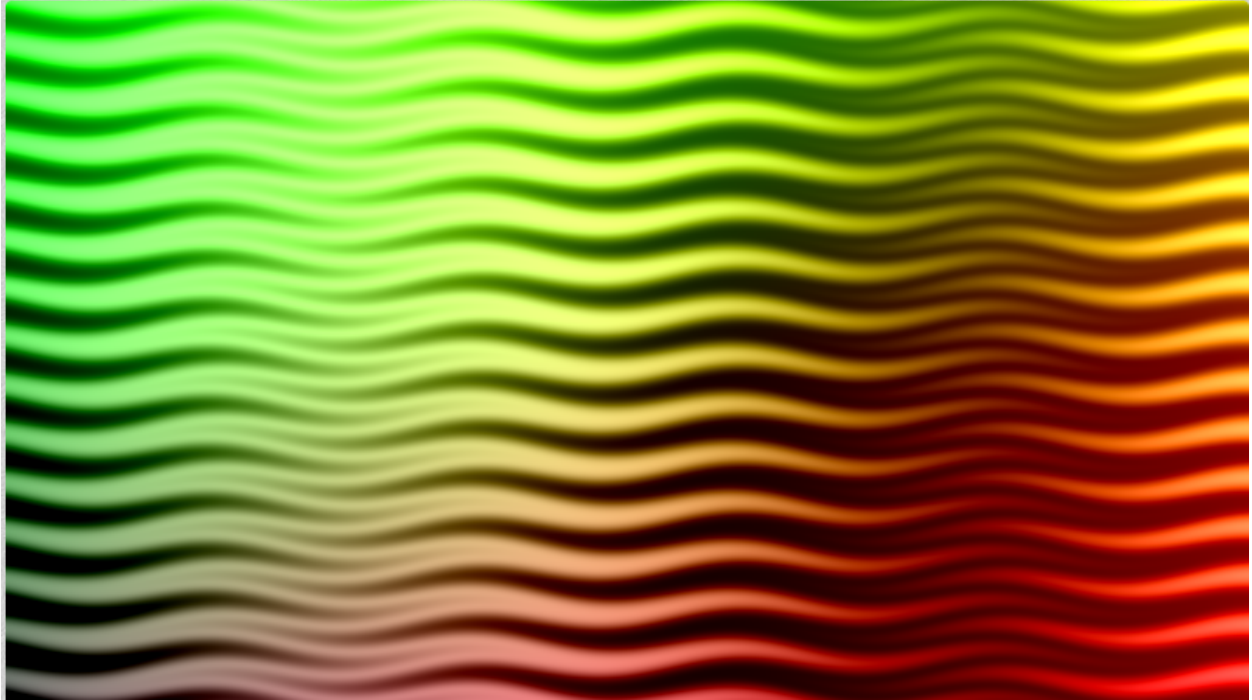


Try to make an animated gradient.

You're free to make a screen with only one color that smoothly fade to another or an effect more wavy (cf video showed)

**Exercice 2**: Wave propagation



Here you just have to propagate a wave from a starting point. Easy right ? 🙂

**Exercise 3**: Always more wave!!

Can you animated something like this ? 🤔 (yes it's getting hard I have to admit....
but it's almost the end!)

**Exercice 4**: Can you take the mouse input ?

I'll let you have some liberty from here 🙂

Try to create any animation base on the mouse input! be creative

**Exercice 5**: Free art

And for the end: You can do whatever you want from now on

Fractale ? Psychedelic ? Realistic ? start a brand new project to present at the end
of the session and let's all enjoy what we can do now