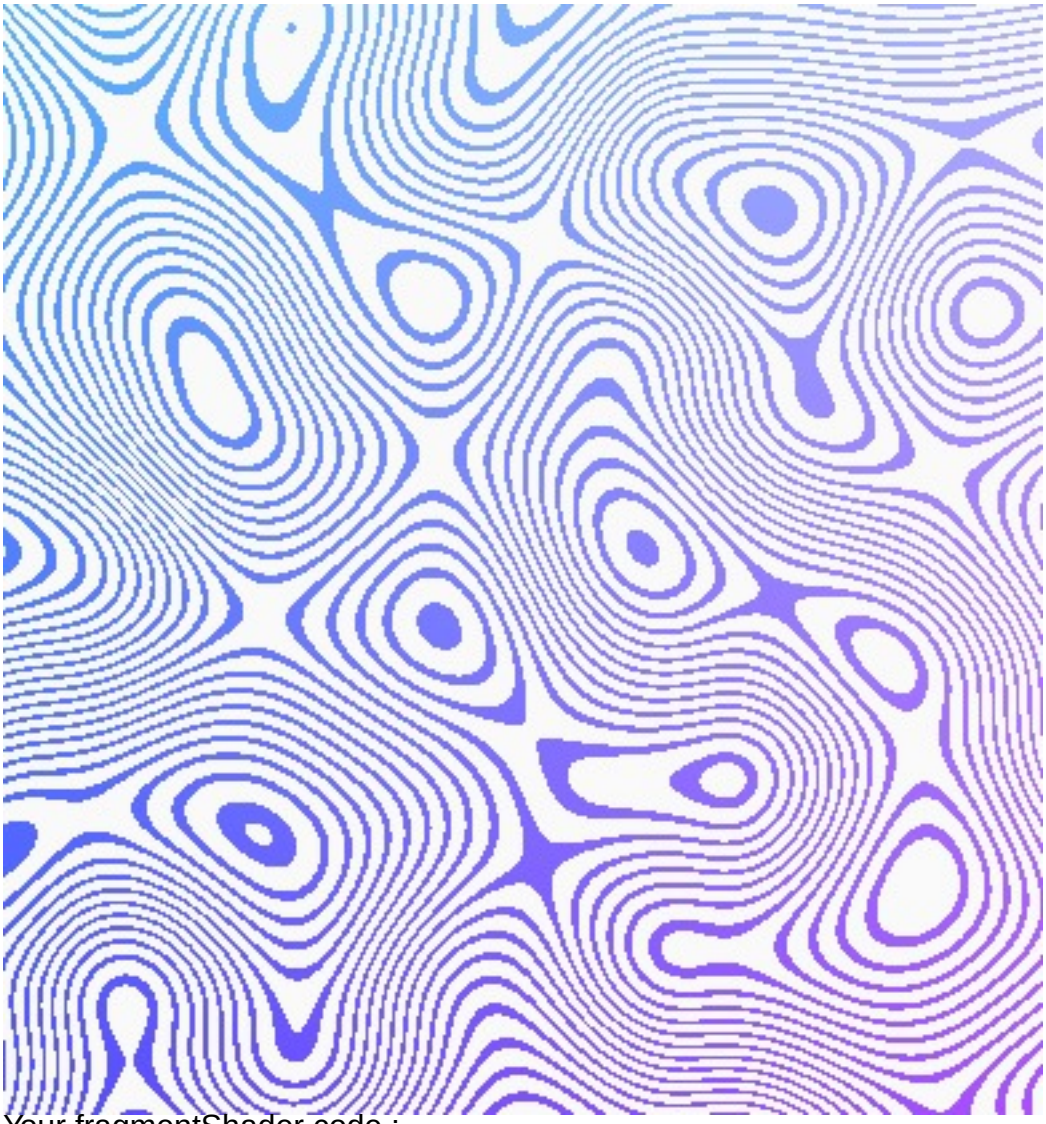
test id:5
by test



Your fragmentShader code :

```
varying vec2 vUv;

	//#region Classic Perlin 2D Noise by Stefan Gustavson
	//
	vec2 fade(vec2 t)
	{
	    return t*t*t*(t*(t*6.0-15.0)+10.0);
	}

	vec4 permute(vec4 x)
	{
	    return mod(((x*34.0)+1.0)*x, 289.0);
	}
```

```
        float cnoise(vec2 P)
        {
            vec4 Pi = floor(P.xyxy) + vec4(0.0, 0.0, 1.0, 1.0);
            vec4 Pf = fract(P.xyxy) - vec4(0.0, 0.0, 1.0, 1.0);
            Pi = mod(Pi, 289.0); // To avoid truncation effects in permutation
            vec4 ix = Pi.xzxz;
            vec4 iy = Pi.yyww;
            vec4 fx = Pf.xzxz;
            vec4 fy = Pf.yyww;
            vec4 i = permute(permute(ix) + iy);
            vec4 gx = 2.0 * fract(i * 0.0243902439) - 1.0; // 1/41 = 0.024...
            vec4 gy = abs(gx) - 0.5;
            vec4 tx = floor(gx + 0.5);
            gx = gx - tx;
            vec2 g00 = vec2(gx.x,gy.x);
            vec2 g10 = vec2(gx.y,gy.y);
            vec2 g01 = vec2(gx.z,gy.z);
            vec2 g11 = vec2(gx.w,gy.w);
            vec4 norm = 1.79284291400159 - 0.85373472095314 * vec4(dot(g00, g00),
dot(g01, g01), dot(g10, g10), dot(g11, g11));
            g00 *= norm.x;
            g01 *= norm.y;
            g10 *= norm.z;
            g11 *= norm.w;
            float n00 = dot(g00, vec2(fx.x, fy.x));
            float n10 = dot(g10, vec2(fx.y, fy.y));
            float n01 = dot(g01, vec2(fx.z, fy.z));
            float n11 = dot(g11, vec2(fx.w, fy.w));
            vec2 fade_xy = fade(Pf.xy);
            vec2 n_x = mix(vec2(n00, n01), vec2(n10, n11), fade_xy.x);
            float n_xy = mix(n_x.x, n_x.y, fade_xy.y);
            return 2.3 * n_xy;
        }
        //
        //#endregion

        void main()
        {
            float strength = step(50, sin(cnoise(vUv * 89) * 96));
            strength = clamp(strength, 0.0, 1.0);
            vec3 blackColor = vec3(0.98);
            vec3 uvColor = vec3(vUv, 1.0);
            vec3 mixedColor = mix(blackColor, uvColor, strength);
```

```
    gl_FragColor = vec4(vec3(mixedColor), 1.0);
}
```