Fract(x)

Mod(x,y)

Mix(a,b,t)

dFdf()

dFdy()

step(edge,x)

smoothstep (edge0,edge1,x)

Without mipmapping

GL\_NEAREST

GL\_LINREAR

With mipmapping

GL\_NEAREST\_MIPMAP\_ NEAREST

GL\_LINREAR\_MIPMAP\_ NEAREST

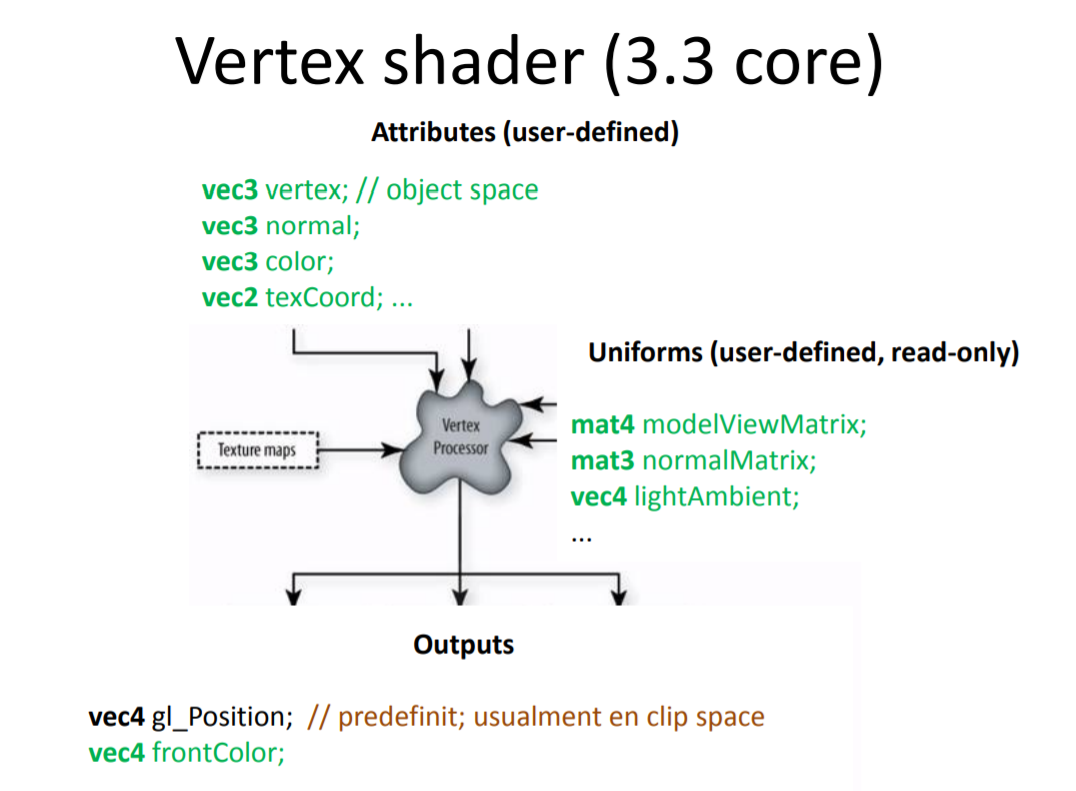
GL\_NEAREST\_MIPMAP\_ LINREAR

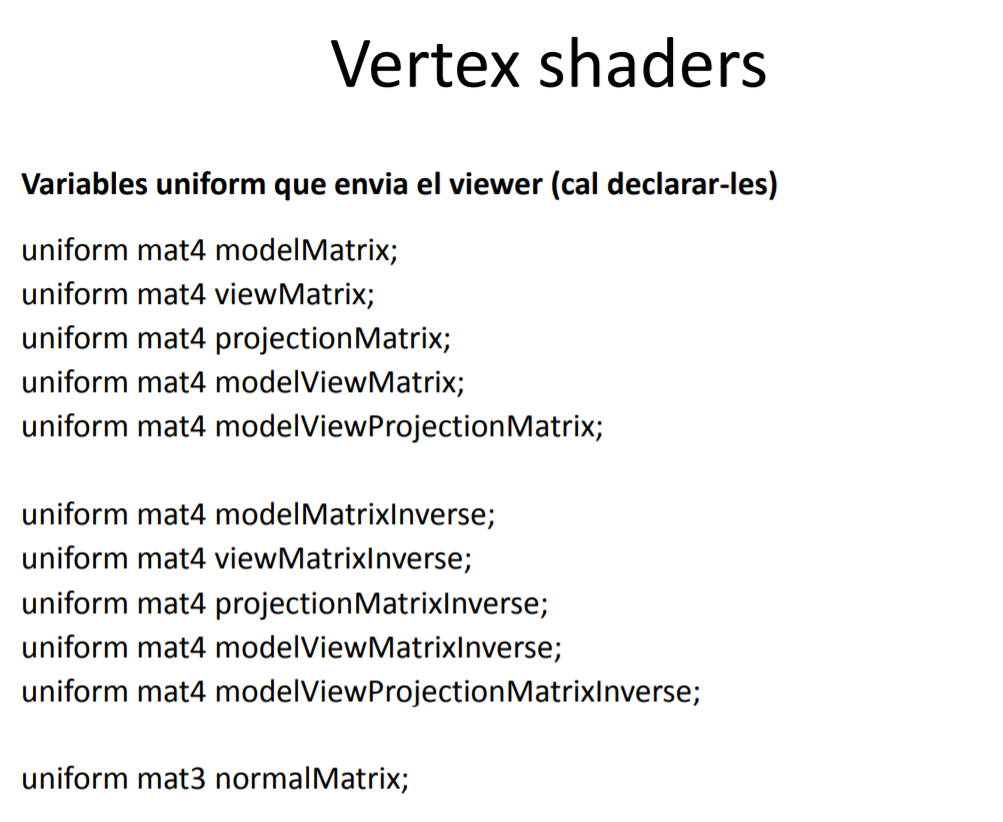
GL\_LINREAR\_MIPMAP\_ LINREAR

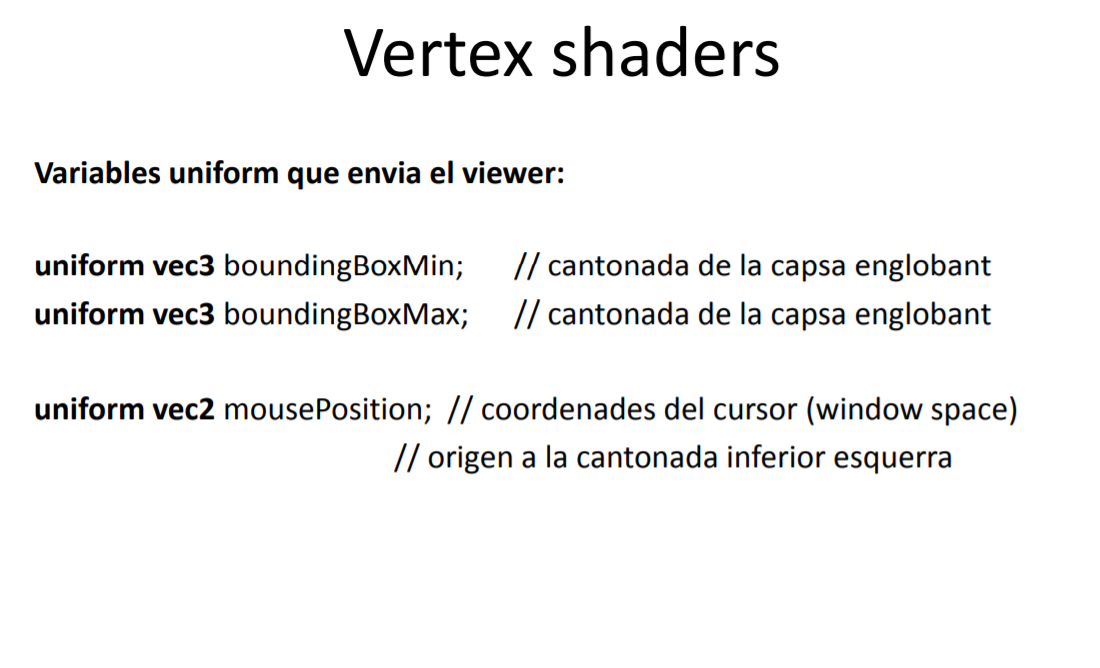
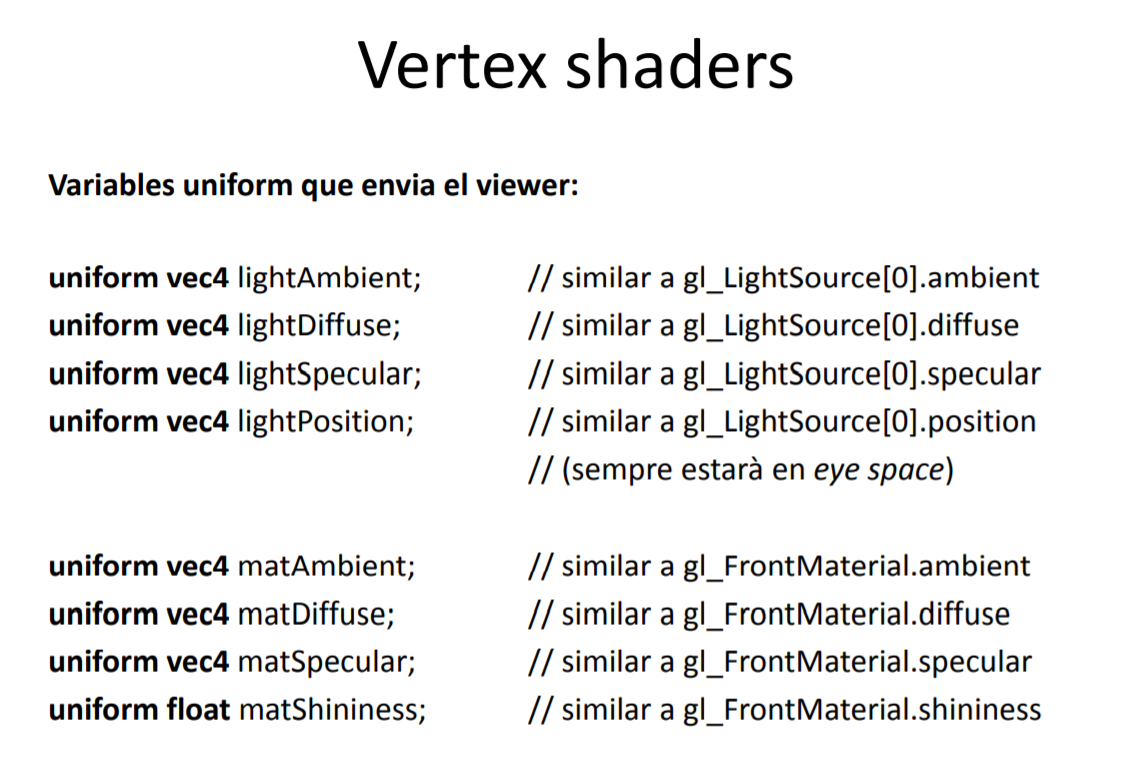
glTexParameterf(GL\_TEXTURE\_2D, GL\_TEXTURE\_WRAP\_S,mode)

mode -> GL\_REPEAT / GL\_CLAMP\_TO\_EDGE

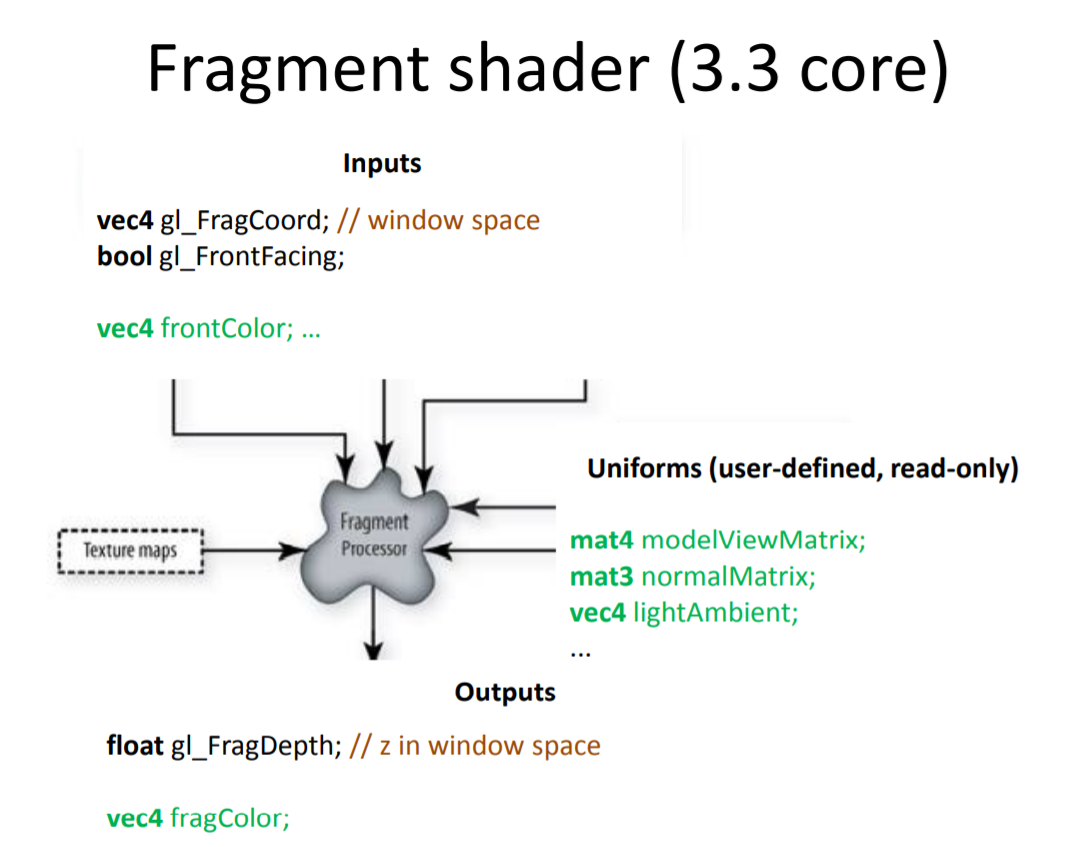
Vertex Shader

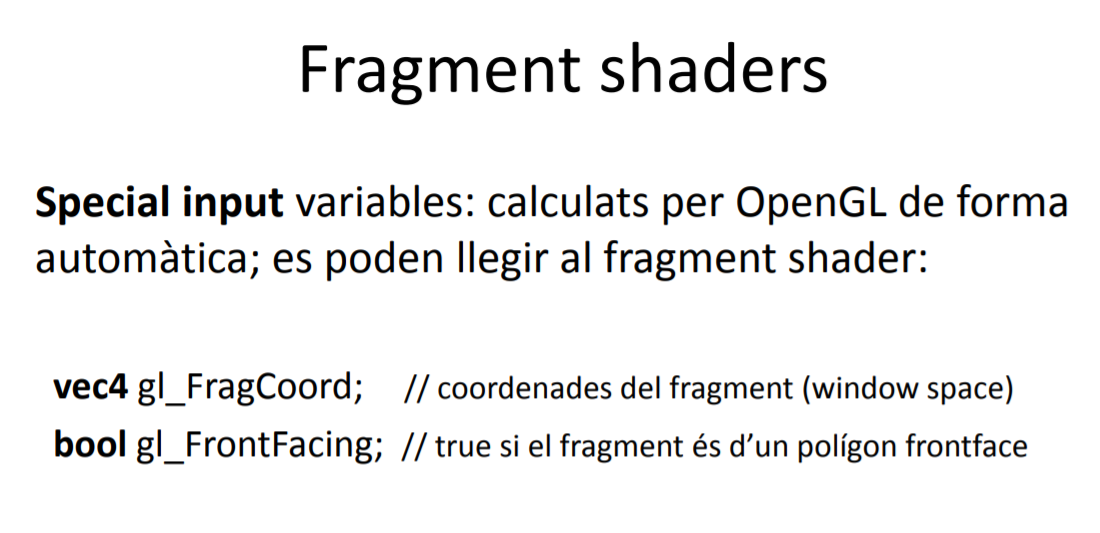






Fragment Shader







Geometry shader

Gl\_PrimitiveIDIn