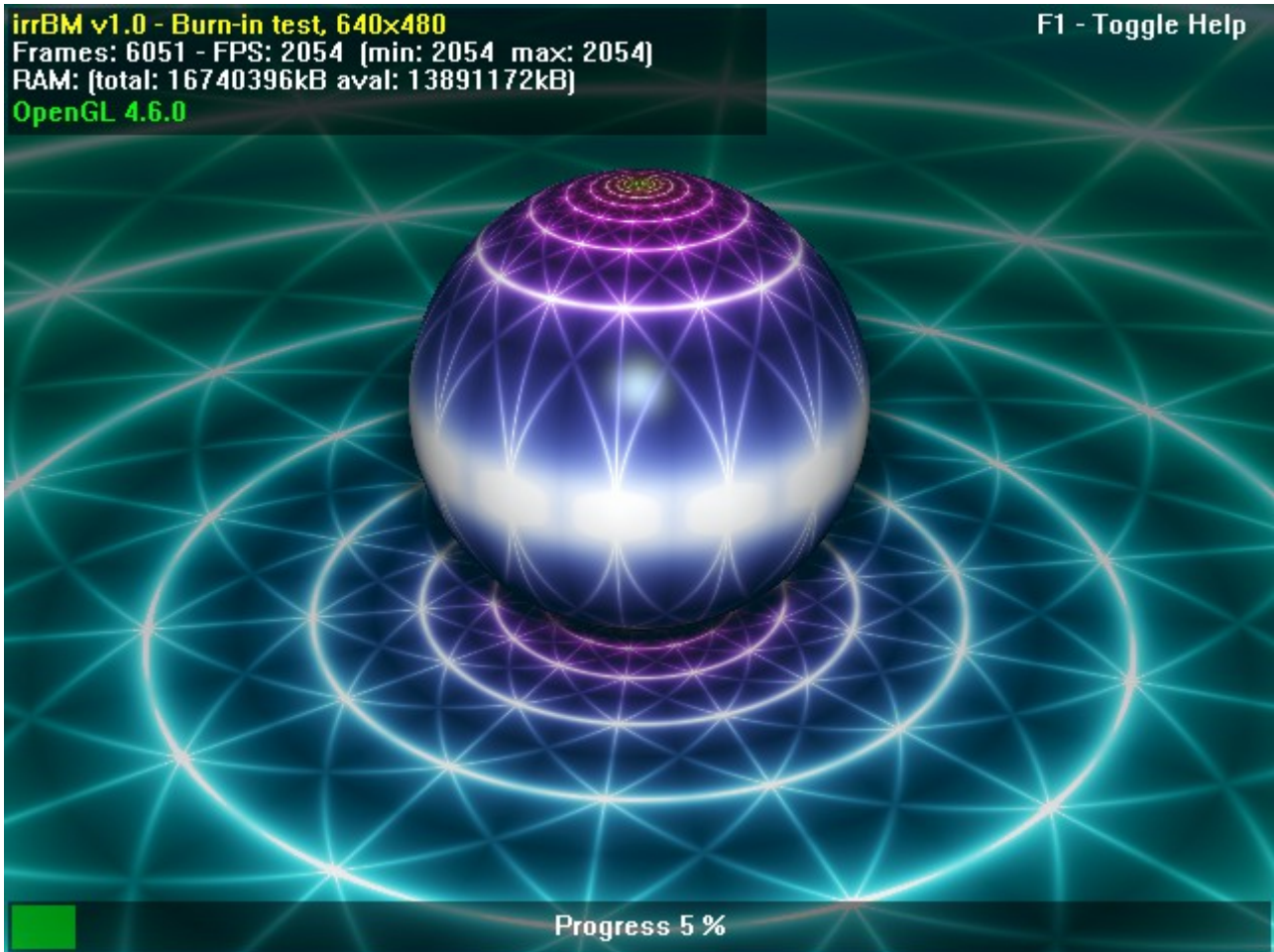# - irrBM -

This tool has been created for the purpose of comparing how the same code used for **GLSL** can be executed in **C++**. The GLSL code used in the examples has been extracted from https://www.shadertoy.com and adapted by me to C++. The **Irrlicht3D** engine has been used to generate the graphics in a simple and fast way. There are some examples that are very complex and consume a lot of resources, use them with caution!

In addition, you can perform tests to see how the examples perform on your PC and obtain an average FPS and memory consumed during the tests.

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