Dynamic Patterns

Realization

#endif

```glsl
precision mediump float;
```

```glsl
uniform vec2        ;
```

```
uniform vec2              ;
```

```
#ifdef GL_ES
```

```
uniform float          ;
```

```
void        () {
```

```
      = vec4(   .  ,   .  ,0.0,1.0);
```

```glsl
vec2       =                    .   /                                ;
```

Fragment Shader Example. Source: https://thebookofshaders.com/