```
vec3 cosPalette( float t , vec3 brightness, vec3 contrast, vec3 osc, vec3 phase)
{

   return brightness + contrast*cos( 6.28318*(osc*t+phase) );
}

void main () {
    vec2 pos = (gl_FragCoord.xy/resolution - vec2(0.5,0.5))*vec2(2.0,2.0);

    float angle = atan(pos.x, pos.y);

    float r = (sin(time + angle));

    float g = cos(length(pos)*10. - time);

    float b = cos(angle +cos(length(pos * 90.))+time);

    vec3 brightness = vec3(1,0,0);
    vec3 contrast = vec3(7.0);
    vec3 osc = vec3(r,r,r);
    vec3 phase = vec3(g, cos(time/23.), sin(time/3.));

    vec3 color = cosPalette(b, brightness, contrast, osc, phase);


    gl_FragColor = vec4(color.r, color.g, color.b,1.);//= same thing as vec4(color,1)









}
```