

# Hydra Reference (mostly taken from <https://ojack.xyz/hydra-functions>)

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## sources

```
noise(scale, offset)
voronoi(scale, speed, blending)
osc(frequency, sync, offset)
shape(numSides, radius, smoothing)
gradient(speed)
solid(red, green, blue, alpha)
```

## geometry

```
rotate(angle, speed)
scale(amount, xMult, yMult, offsetX, offsetY)
pixelate(pixelX, pixelY)
repeat(repeatX, repeatY, offsetX, offsetY)
repeatX(repeats, offset)
repeatY(repeats, offset)
kaleid(numSides)
scrollX(scrollX, speed)
scrollY(scrollY, speed)
```

## color

```
posterize(bins, gamma)
shift(red, green, blue, alpha)
invert(amount)
brightness(amount)
luma(threshold, tolerance)
thresh(threshold, tolerance)
color(red, green, blue, alpha)
saturate(amount)
hue(hue)
colorama(amount)
```

## blend

```
add(color, amount)  
layer(color)  
blend(color, amount)  
mult(color, amount)  
diff(color)  
mask(color)
```

## modulate

```
modulate(color, amount)  
modulateRepeat(color, repeatX, repeatY, offsetX, offsetY)  
modulateKaleid(color, nSides)  
modulateScrollX(color, scrollX, speed)  
modulateScrollY(color, scrollY, speed)  
modulateScale(color, multiple, offset)  
modulatePixelate(color, multiple, offset)  
modulateRotate(color, multiple, offset)  
modulateHue(color, amount)
```