# GPU Shaders

Diagram

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Graphical user interface, text, application, email

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A picture containing diagram

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Perform 1 at a time, quite slow when there is hundred million vertices

Diagram, engineering drawing, schematic

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Can process concurrently, why gpu can achieve parallel processing because vertices does not share data

Shape

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Graphical user interface, text, application

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Graphical user interface, application, Teams

Description automatically generated

Graphical user interface, text, application, Teams

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Diagram

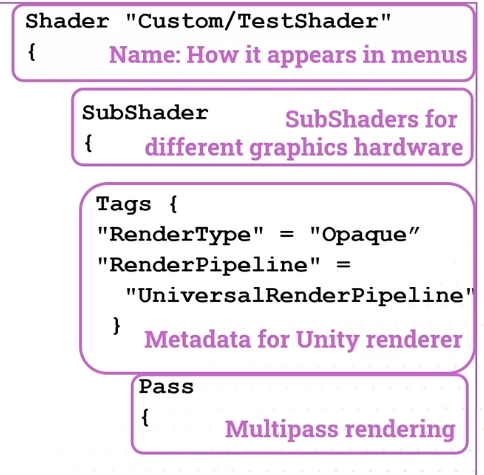
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Diagram, text

Description automatically generated



Text

Description automatically generated

Diagram

Description automatically generated

OS => Object Space

HCS => Canvas Space

Application

Description automatically generated with medium confidence

Text

Description automatically generated

Diagram

Description automatically generated

Text

Description automatically generated

Text, letter

Description automatically generated

A picture containing diagram

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MVP => Model View Projection which simplify the prev ss 3 line and more efficient

A picture containing table

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Always use this as it transform homolytic space to camera space

A picture containing text

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Make the object have wobbly effect

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Diagram

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half4=>Half the size of float, the 4 is rgba

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half4 \_BaseColour; => uniform variable

Text

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Graphical user interface, text, application

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Flashing shader

Graphical user interface, text, application

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Builtin function in Time, Time.y is the straightforward value

Rescale the value in intensity to 0 and 1 because sin will return -1 and 1

Stripe

A close-up of a stack of coins

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Text, letter

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Text, application

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Use abs because position of object space can be negative so it will always be below 1.0 so using abs will make the value to be always positive

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