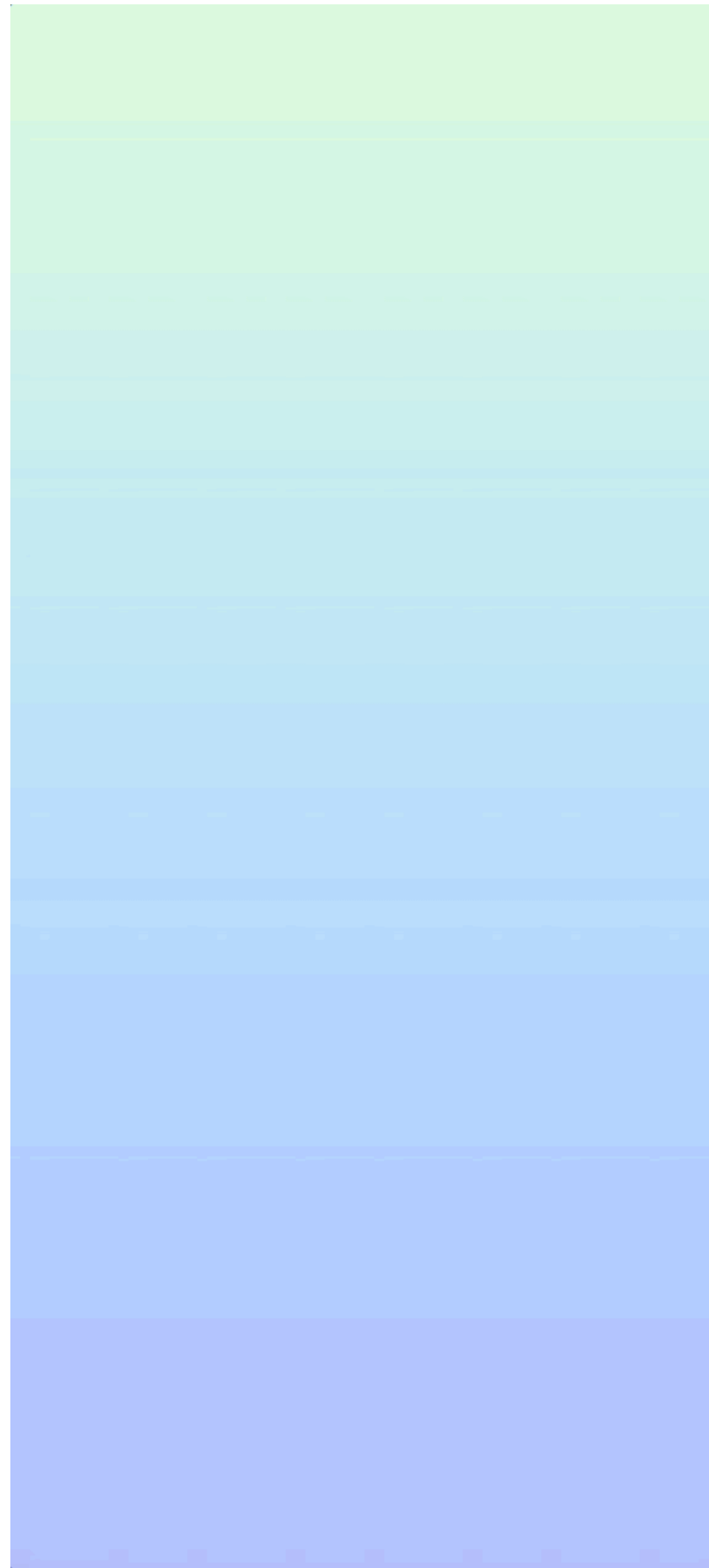


// Shaders
Android 13

// Shaders
Android 13

What are they?



- programs mapping a pixel's position to a color
- they run per pixel on the screen, in parallel
- they only have info about “the current” pixel and its position
- cant access neighboring pixels