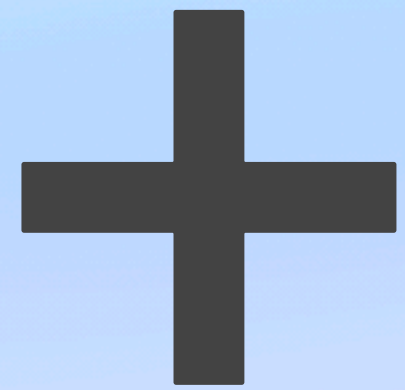
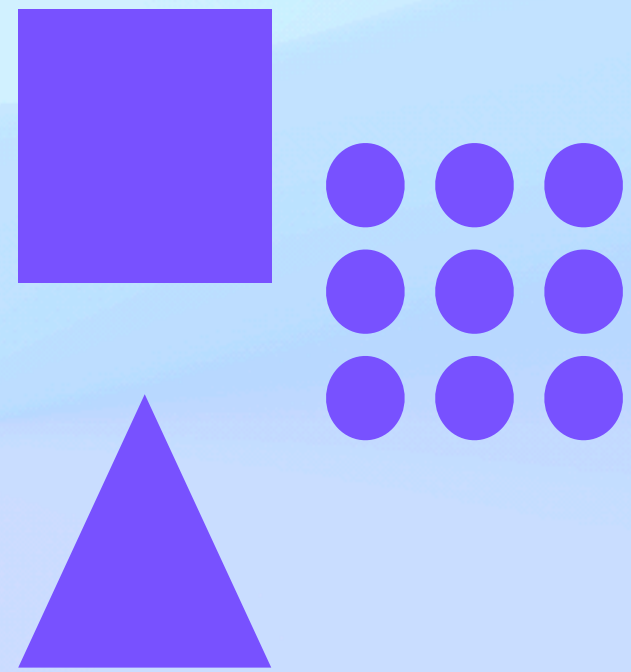


Shaders in 5 Steps 🤯

1. thebookofshaders.com !
2. use shadertoy.com & shaders.skia.org as a playground
3. GLSL - convert to AGSL; SKSL - use as is
4. plug into **RuntimeShader**
5. use size for **iResolution**, Sketch, or any animating time value for **iTime**

Generative Art Pipeline



noise(2d)
noise(4d)
random()



sin() cos()

