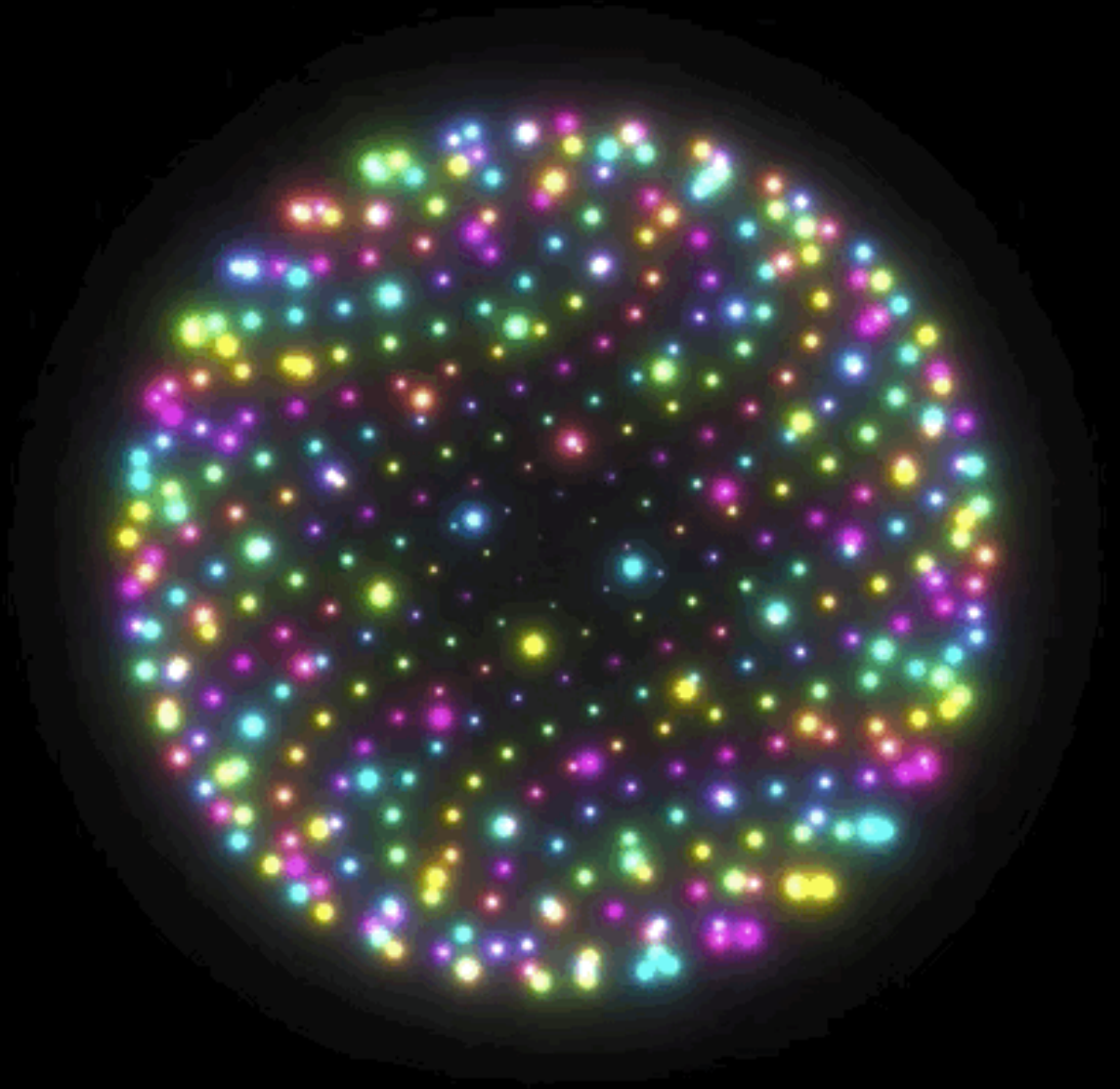

3D Cellular Tiling *Created by* ***Shane*** *in 2016-04-17*

SKSL (~AGSL) - shaders.skia.org

Shader Inputs

```
uniform vec3      iResolution;           // viewport resolution (in pixels)
uniform float     iTime;                 // shader playback time (in seconds)
uniform float     iTimeDelta;            // render time (in seconds)
uniform int       iFrame;                // shader playback frame
uniform float     iChannelTime[4];       // channel playback time (in seconds)
uniform vec3      iChannelResolution[4]; // channel resolution (in pixels)
uniform vec4      iMouse;                // mouse pixel coords. xy: current (if MLB do
uniform samplerXX iChannel0..3;          // input channel. XX = 2D/Cube
uniform vec4      iDate;                 // (year, month, day, time in seconds)
uniform float     iSampleRate;           // sound sample rate (i.e., 44100)
```

```
1  //https://twitter.com/XorDev/status/1475524322785640455
2  void mainImage( out vec4 fragColor, in vec2 fragCoord ) {
3    vec4 o = vec4(0.0);
4    vec2 p = vec2(0.0), c=p, u=fragCoord.xy*2.-iResolution.xy;
5    float a;
6    for (float i=0.0; i<4e2; i++) {
7      a = i/2e2-1.;
8      p = cos(i*2.4+iTime+vec2(0.0,11.0))*sqrt(1.-a*a);
9      c = u/iResolution.y+vec2(p.x,a)/(p.y+2.);
10     o += (cos(i+vec4(0.0,2.0,4.0,0.0))+1.)/dot(c,c)*(1.-p.y)/3e4;
11   }
12   fragColor = o;
13 }
14
```

GLSL - shadertoy.com

Shader Inputs

```
uniform float3 iResolution;     // Viewport resolution (pixels)
uniform float  iTime;           // Shader playback time (s)
uniform float4 iMouse;          // Mouse drag pos=.xy Click pos=.zw (pixels)
uniform float3 iImageResolution; // iImage1 resolution (pixels)
uniform shader iImage1;         // An input image.
```

```
// Source: @XorDev https://twitter.com/XorDev/status/1475524322785
vec4 main(vec2 fragCoord) {
  vec4 o = vec4(0.0);
  vec2 p = vec2(0.0), c=p, u=fragCoord.xy*2.-iResolution.xy;
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    p = cos(i*2.4+iTime+vec2(0.0,11.0))*sqrt(1.-a*a);
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    o += (cos(i+vec4(0.0,2.0,4.0,0.0))+1.)/dot(c,c)*(1.-p.y)/3e4;
  }
  return o;
}

```

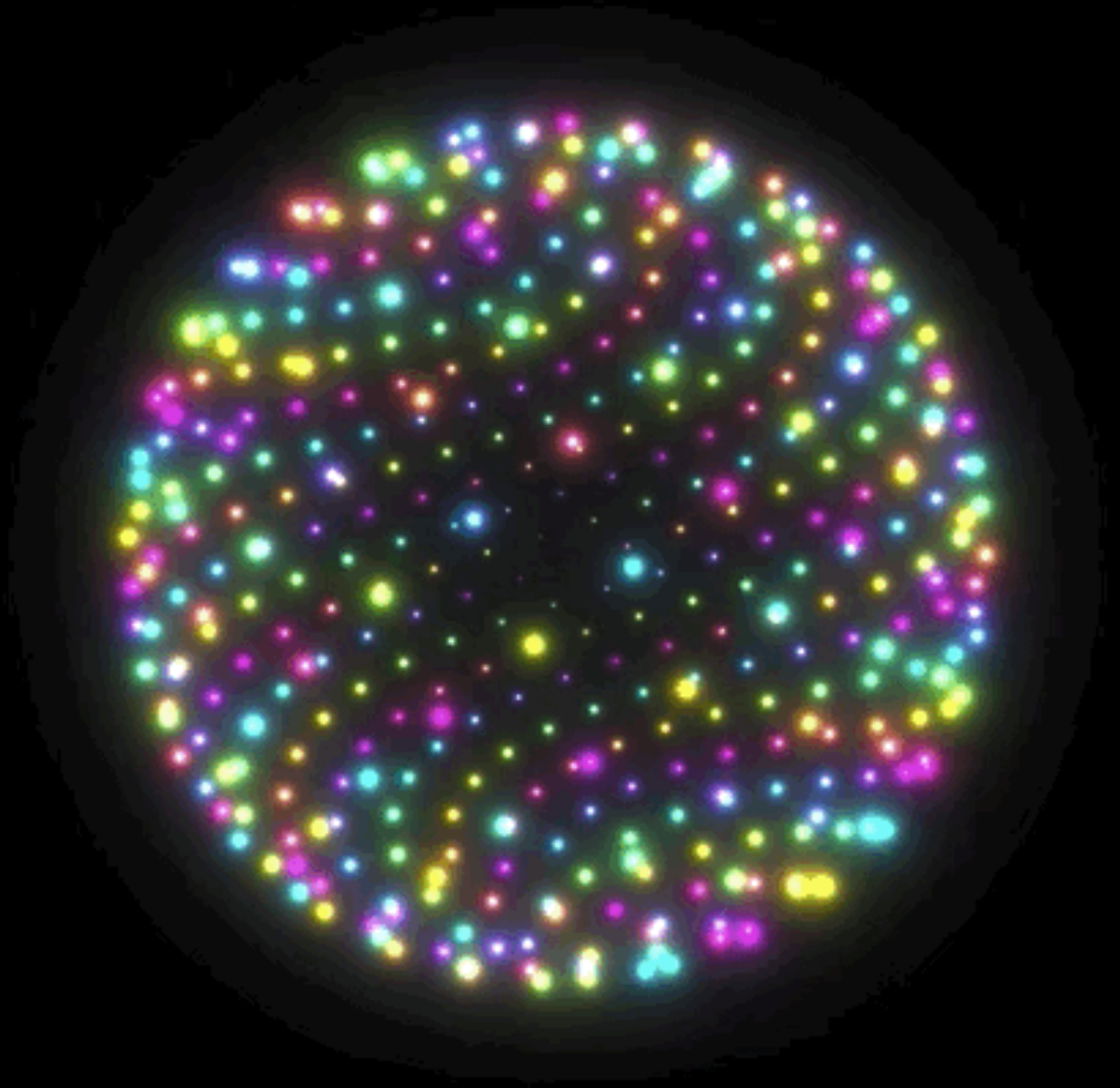

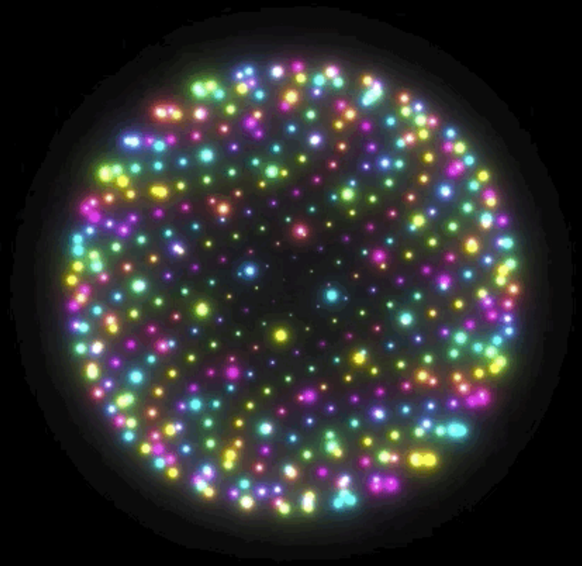

GLSL - shadertoy.com

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  }
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}
```

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    c = u/iResolution.y+vec2(p.x,a)/(p.y+2.);
    o += (cos(i+vec4(0.0,2.0,4.0,0.0))+1.)/dot(c,c)*(1.-p.y)/3e4;
  }
  return o;
}
```

```
// AGSL ⬇️

uniform float2 iResolution; // Viewport resolution (px)
uniform float iTime; // Shader playback time (s)

vec4 main(in float2 fragCoord) {

  // Normalized pixel coordinates (from 0 to 1)
  vec2 uv = fragCoord/iResolution.xy;

  // Time varying pixel color
  vec3 col = 0.8
  + 0.2*cos(iTime*2.0+uv.xxx*2.0+vec3(1,2,4));

  // Output to screen
  return vec4(col,1.0);
}
```