





// 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);
```

```
}
```



[The following text is a dense, handwritten manuscript, likely a letter or a page from a book. It is written in a cursive script and is mostly illegible due to the quality of the scan. The text appears to be a continuous paragraph, possibly discussing a topic related to the page number 10. The handwriting is somewhat slanted and the ink is dark, but the individual letters and words are difficult to discern. The text is organized into a single block, with some line breaks visible. The overall appearance is that of a historical document or a personal letter.]







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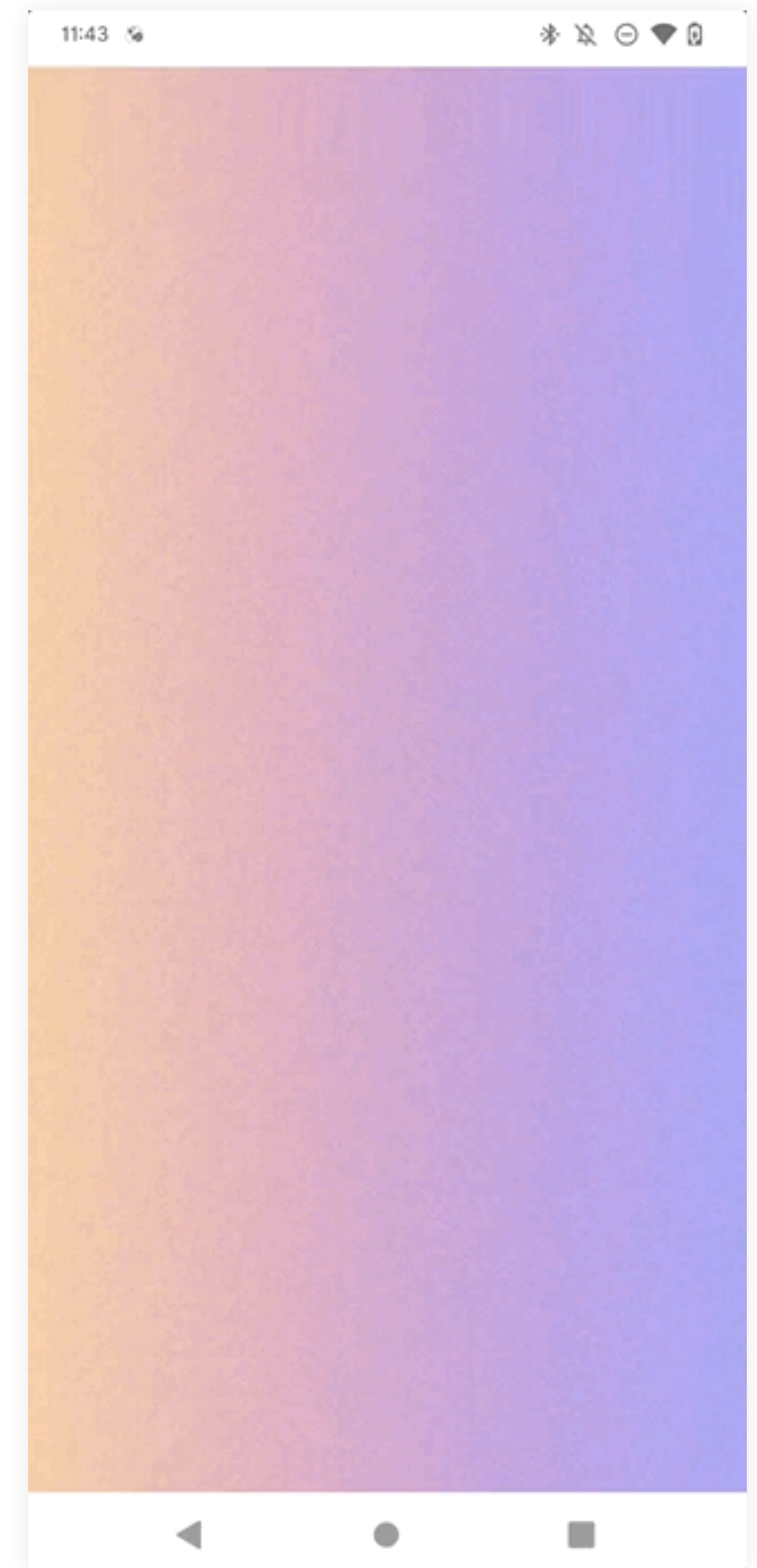
```
    vec3 col = 0.8
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```
    + 0.2*cos(iTime*2.0+uv.xxx*2.0+vec3(1,2,4));
```

```
    // Output to screen
```

```
    return vec4(col,1.0);
```

```
}
```





```
val shader = RuntimeShader("...shader code ...")
val brush = ShaderBrush(shader)

Sketch(
    onDraw = { time →
        // Get dimensions from DrawScope.size
        shader.setFloatUniform(
            "iResolution",
            size.width, size.height
        )

        // From Sketch!
        shader.setFloatUniform("iTime", time)

        drawRect(brush)
    }
)
```

