```
// AGSL ⬇️

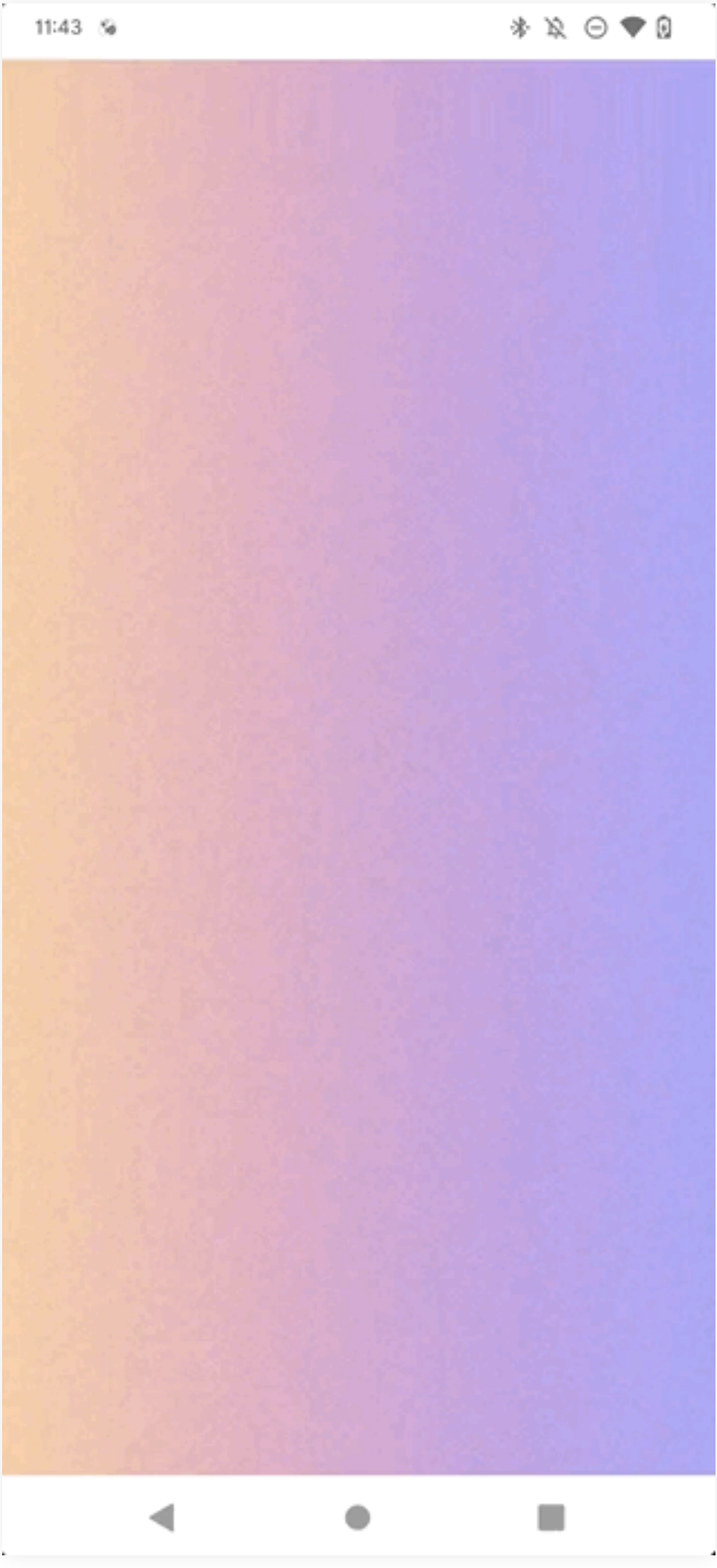
uniform float2 iResolution; // Viewport resolution (px)
uniform float iTime; // Shader playback time (s)

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);
}
```


11:43

```
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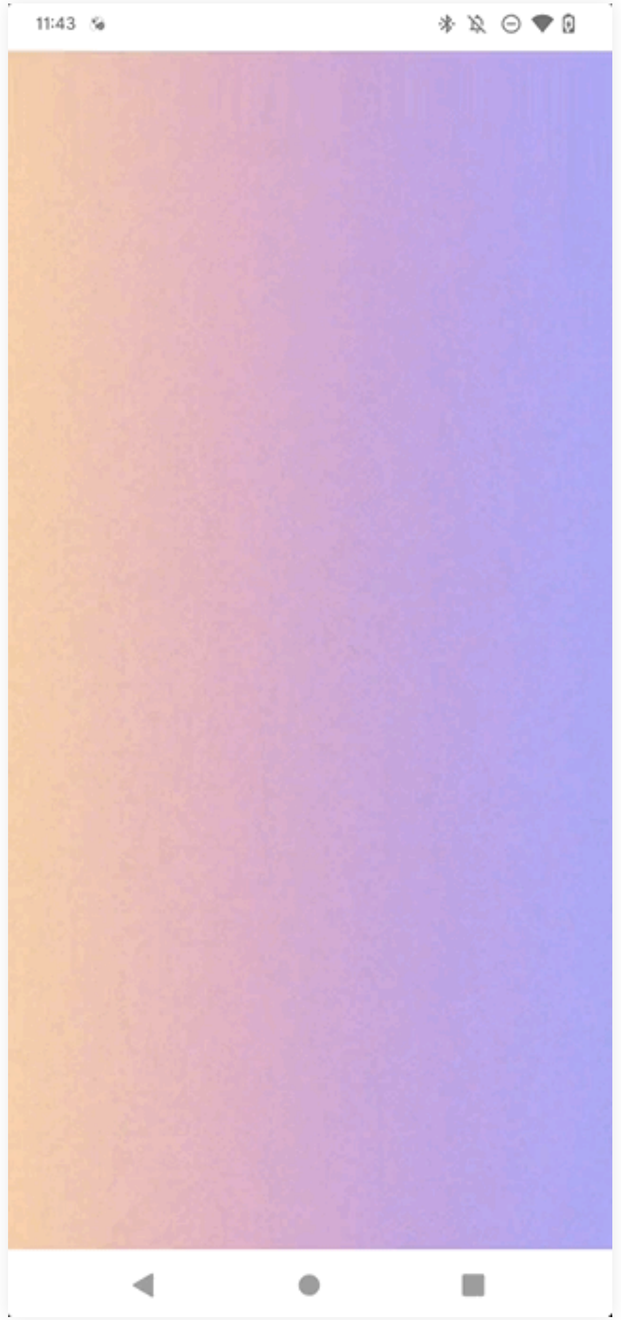

```
val shader = RuntimeShader("...shader code ...")
val brush = ShaderBrush(shader)

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

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

    drawRect(brush)
    }
)
```