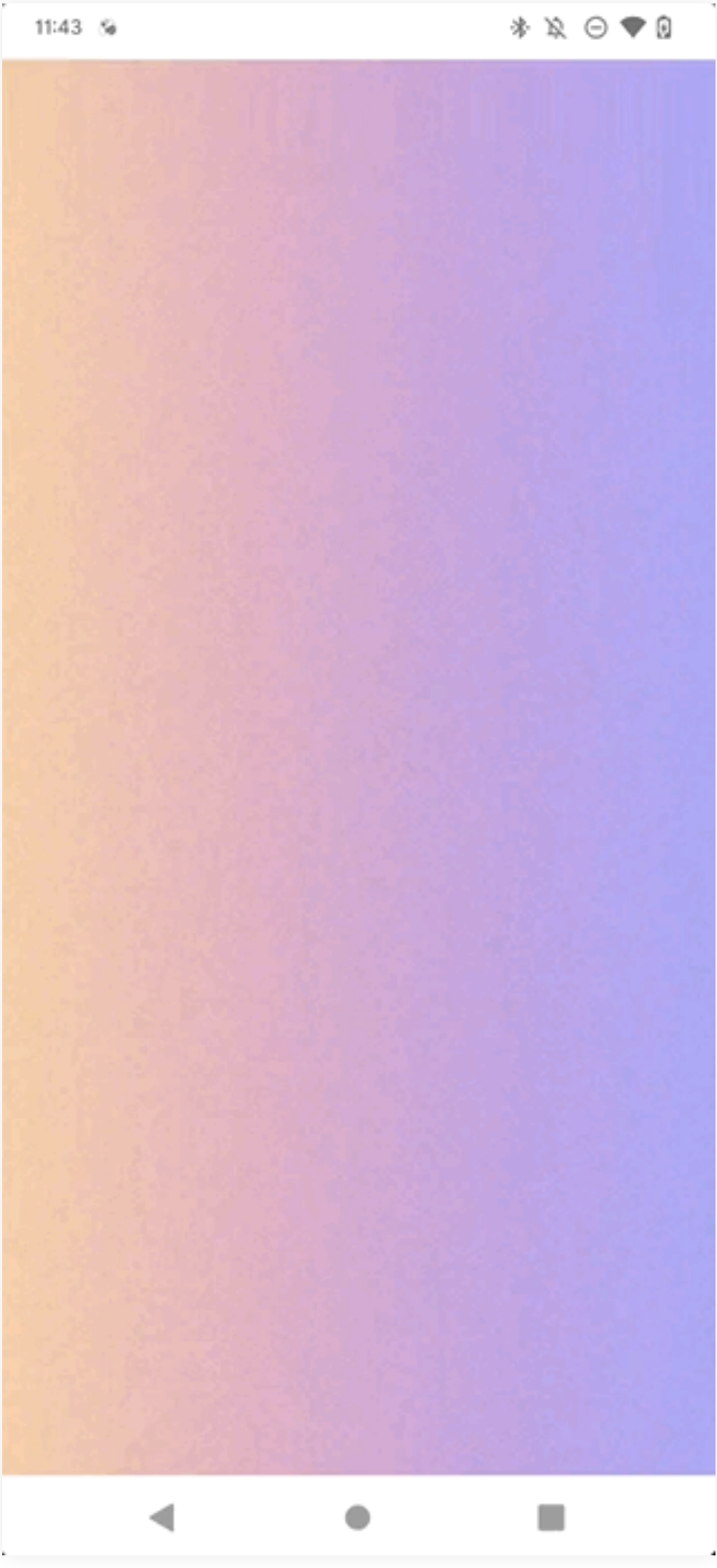
```
val shader = RuntimeShader("...shader code ...")
val brush = ShaderBrush(shader)

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

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

    drawRect(brush)
    }
)
```


11:43

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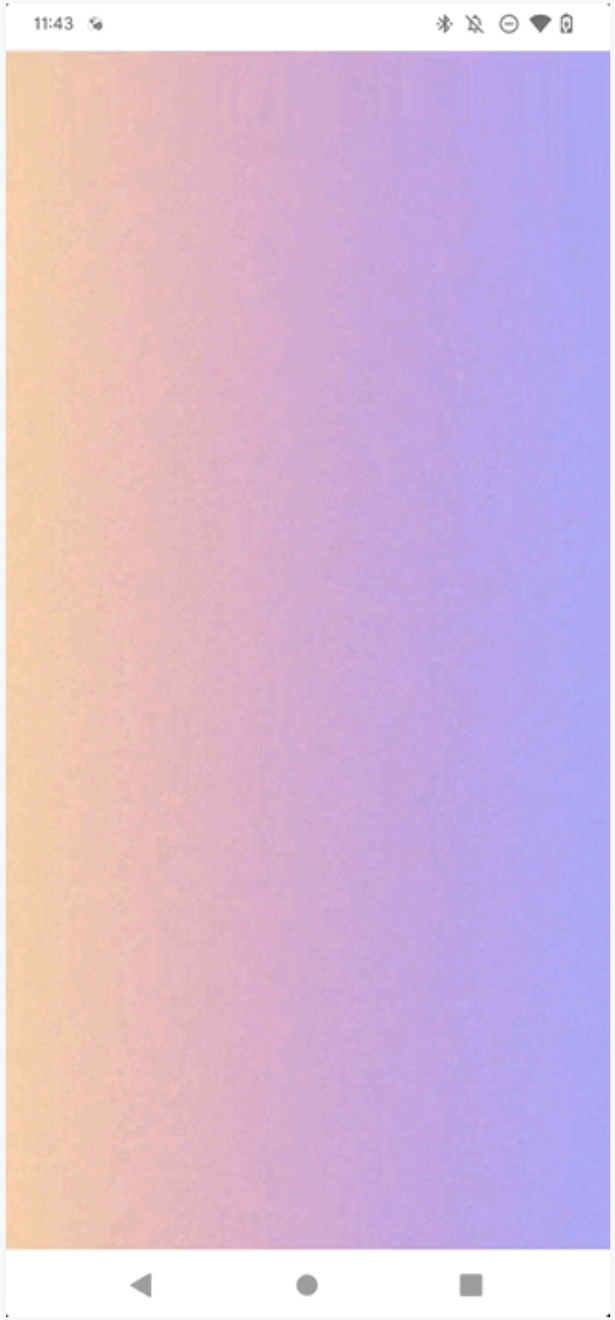

Shaders in 5 Steps 🤯

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**