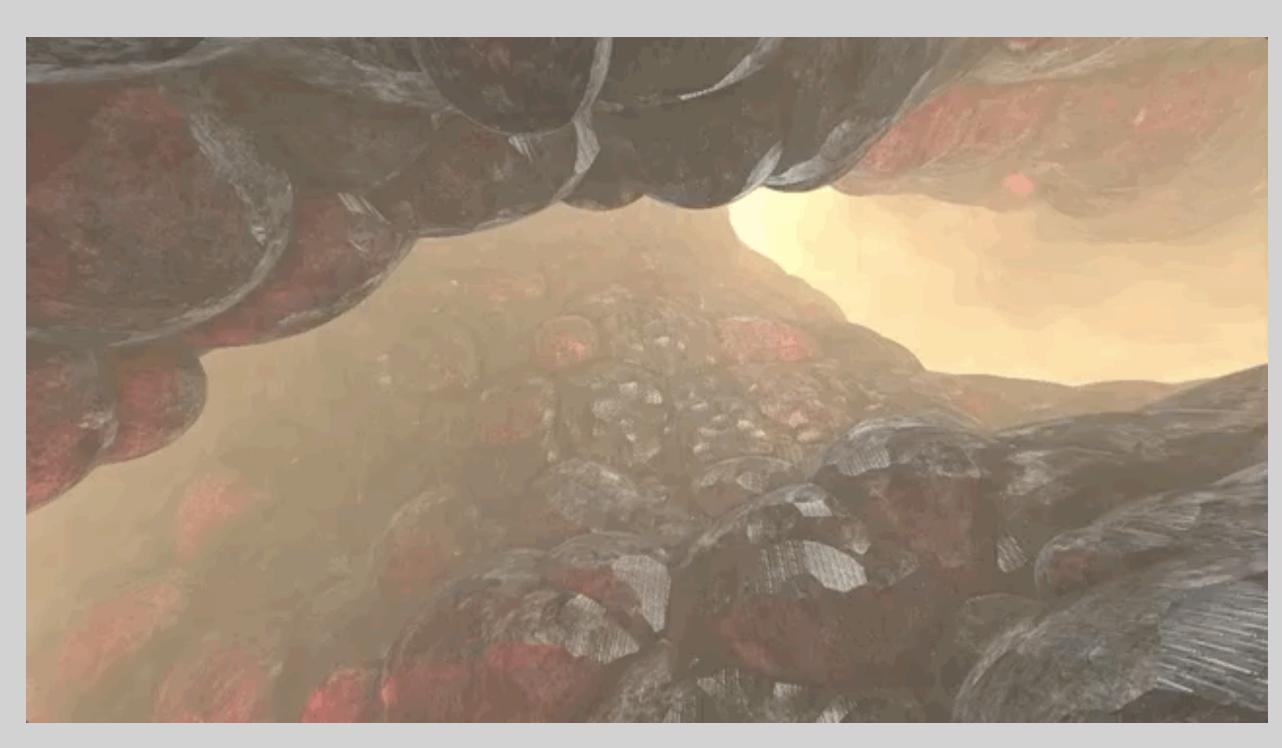
```
uniform vec3
                   iResolution;
                                         // viewport resolution (in pixels)
  uniform float
                                        // shader playback time (in seconds)
                   iTime:
  uniform float
                   iTimeDelta:
                                         // render time (in seconds)
                                         // shader playback frame
  uniform int
                   iFrame;
  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 down), zw: click
  uniform samplerXX iChannel0..3;
                                        // input channel. XX = 2D/Cube
  uniform vec4
                                        // (year, month, day, time in seconds)
                   iDate:
  uniform float
                                         // sound sample rate (i.e., 44100)
                   iSampleRate;
586
               float tanHi = abs(mod(per*.5 + t + iTime, per) - per*.5);
587
               vec3 tanHiCol = vec3(0, .2, 1)*(1./tanHi*.2);
               sceneCol += tanHiCol;
588
               */
589
590
591
592
               //\text{vec3} \text{ refCol} = \text{vec3}(.5, .7, 1)*\text{smoothstep}(.2, 1., \text{noise3D}((\text{sp} + \text{ref*2.})*2.)*.66 + \text{noise3D}(.2, 1., 1., 1.)
593
               //sceneCol += refCol*.5;
594
595
596
               // Shading.
597
               sceneCol *= atten*shading*ao;
598
               //sceneCol = vec3(ao);
599
600
601
602
603
604
          // Blend the scene and the background with some very basic, 4-layered fog.
605
          float mist = getMist(camPos, rd, light pos, t);
          vec3 sky = vec3(2.5, 1.75, .875) * mix(1., .72, mist) * (rd.y*.25 + 1.);
606
607
          sceneCol = mix(sceneCol, sky, min(pow(t, 1.5)*.25/FAR, 1.));
608
609
          // Clamp, perform rough gamma correction, then present the pixel to the screen.
610
          fragColor = vec4(sqrt(clamp(sceneCol, 0., 1.)), 1.0);
611
612
```

Shader Inputs

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







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

```
    Shader Inputs

                       iResolution;
                                                // viewport resolution (in pixels)
   uniform vec3
                      iTime;
                                                 // shader playback time (in seconds)
   uniform float
   uniform float
                      iTimeDelta;
                                                // render time (in seconds)
   uniform int
                                                // shader playback frame
                                                // channel playback time (in seconds)
   uniform float
                      iChannelTime[4];
                      iChannelResolution[4]; // channel resolution (in pixels)
   uniform vec3
                                                 // mouse pixel coords. xy: current (if MLB down), zw: click
   uniform vec4
                      iMouse;
   uniform samplerXX iChannel0..3;
                                                // input channel. XX = 2D/Cube
                                               // (year, month, day, time in seconds)
// sound sample rate (i.e., 44100)
  uniform vec4
                      iDate;
   uniform float
                      iSampleRate;
586
                  float tanHi = abs(mod(per*.5 + t + iTime, per) - per*.5);
587
                  vec3 tanHiCol = vec3(0, .2, 1)*(1./tanHi*.2);
588
                  sceneCol += tanHiCol;
589
590
591
                  //vec3 refCol = vec3(.5, .7, 1)*smoothstep(.2, 1., noise3D((sp + ref*2.)*2.)*.66 + nois
//sceneCol += refCol*.5;
592
593
594
595
596
                  // Shading.
                  sceneCol *= atten*shading*ao;
597
598
599
                  //sceneCol = vec3(ao);
600
601
602
603
            // Blend the scene and the background with some very basic, 4-layered fog.
float mist = getMist(camPos, rd, light_pos, t);
vec3 sky = vec3(2.5, 1.75, .875)* mix(1., .72, mist)*(rd.y*.25 + 1.);
sceneCol = mix(sceneCol, sky, min(pow(t, 1.5)*.25/FAR, 1.));
604
605
606
607
608
            // Clamp, perform rough gamma correction, then present the pixel to the screen.
fragColor = vec4(sqrt(clamp(sceneCol, 0., 1.)), 1.0);
609
610
611
612 }
```

On Android

- < Android 13 can use only pre-built shaders:
 BitmapShader, LinearGradient, etc
- with Android 13 can use
 programmable RuntimeShaders written in AGSL
- GPU level effects without direct OpenGL
- pass shaders as string into a RuntimeShader object!

```
val shader = RuntimeShader("""
  // Shader code here in AGSL
 11 11 11
// Make a Brush
val brush = ShaderBrush(shader)
// Canvas() / DrawScope
onDraw = { value →
 // Use it to paint anything!
 drawRect(brush)
```