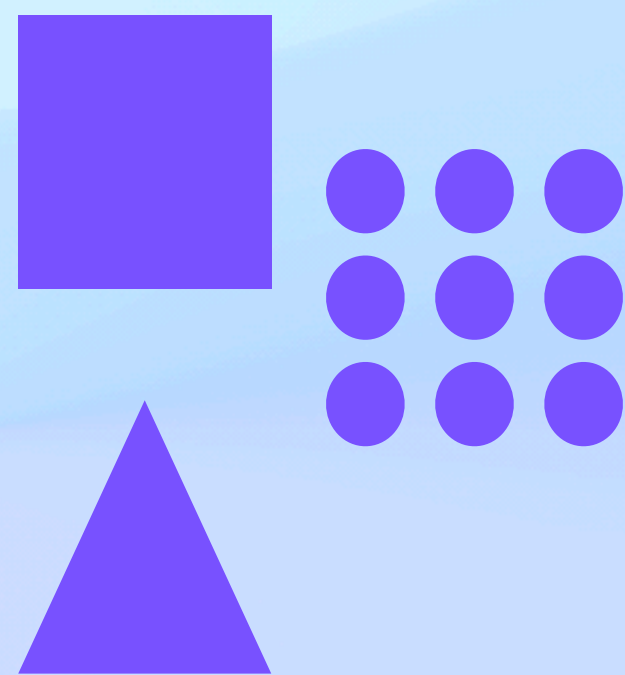


# Shaders in 5 Steps 🤯

1. [thebookofshaders.com](https://thebookofshaders.com) !
2. use [shadertoy.com](https://shadertoy.com) & [shaders.skia.org](https://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**



# Generative Art Pipeline



noise(2d)  
noise(4d)  
random()



sin() cos()

