





```
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)
    }
)
```











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# 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**