





// Shaders  
Android 13





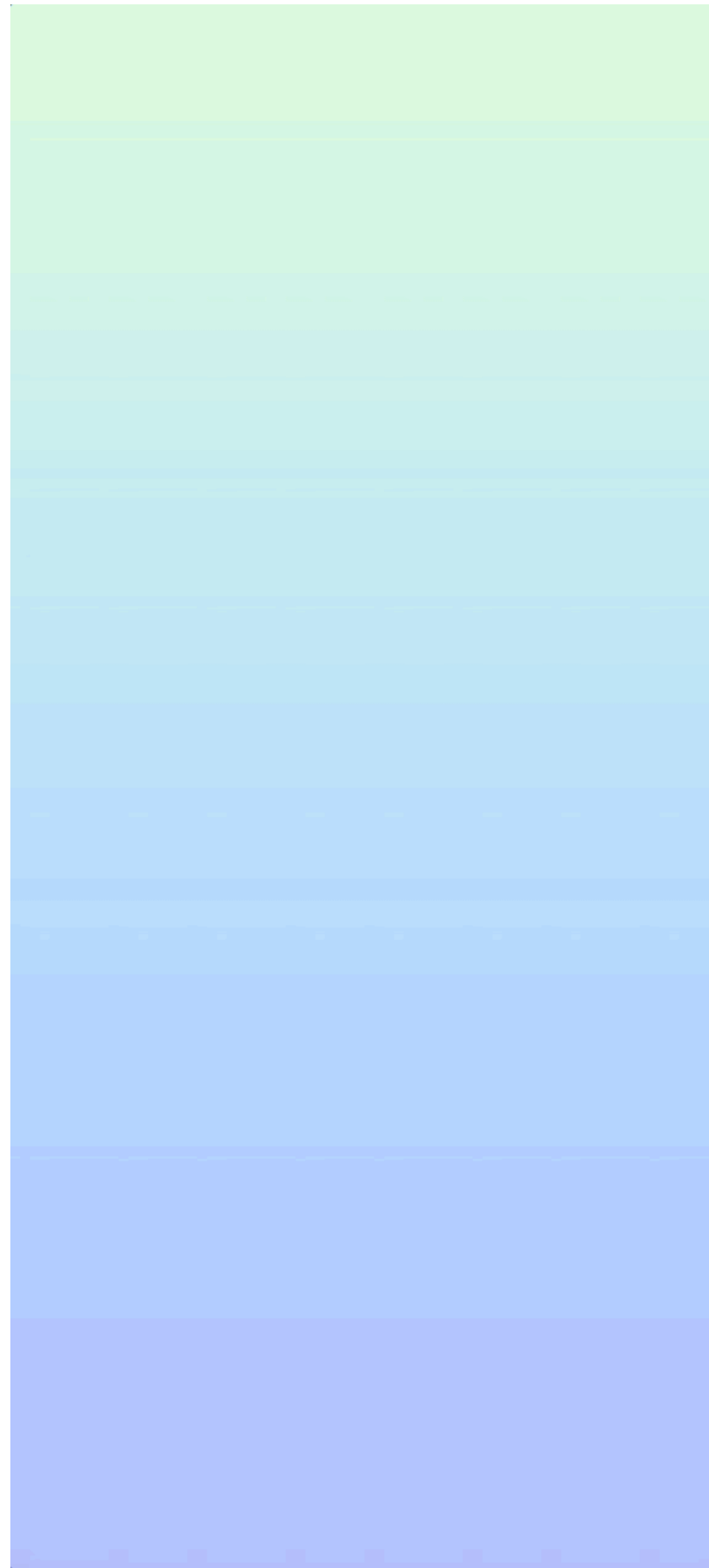




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# What are they?



- programs mapping a pixel's position to a color
- they run per pixel on the screen, in parallel
- they only have info about “the current” pixel and its position
- cant access neighboring pixels