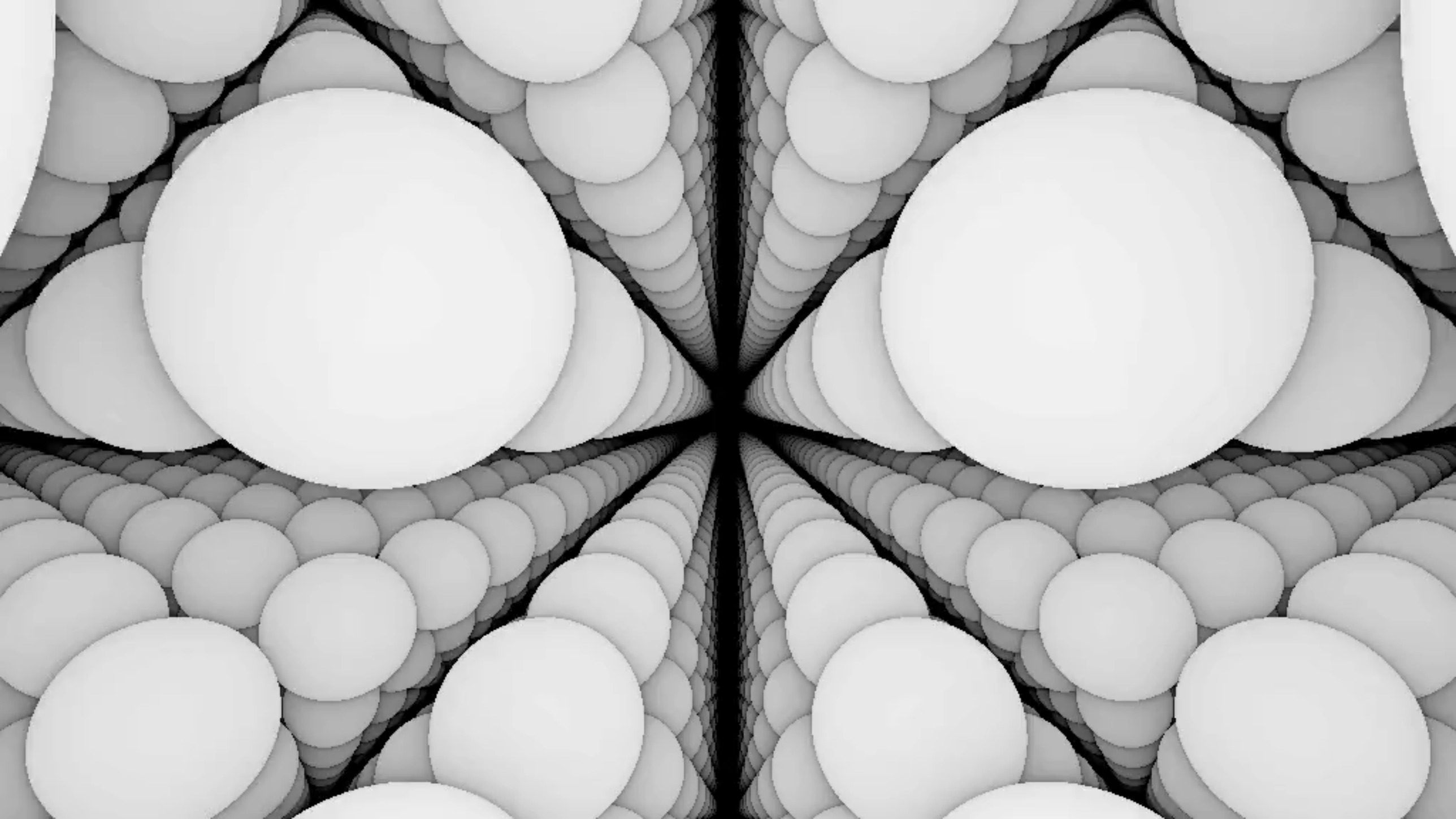
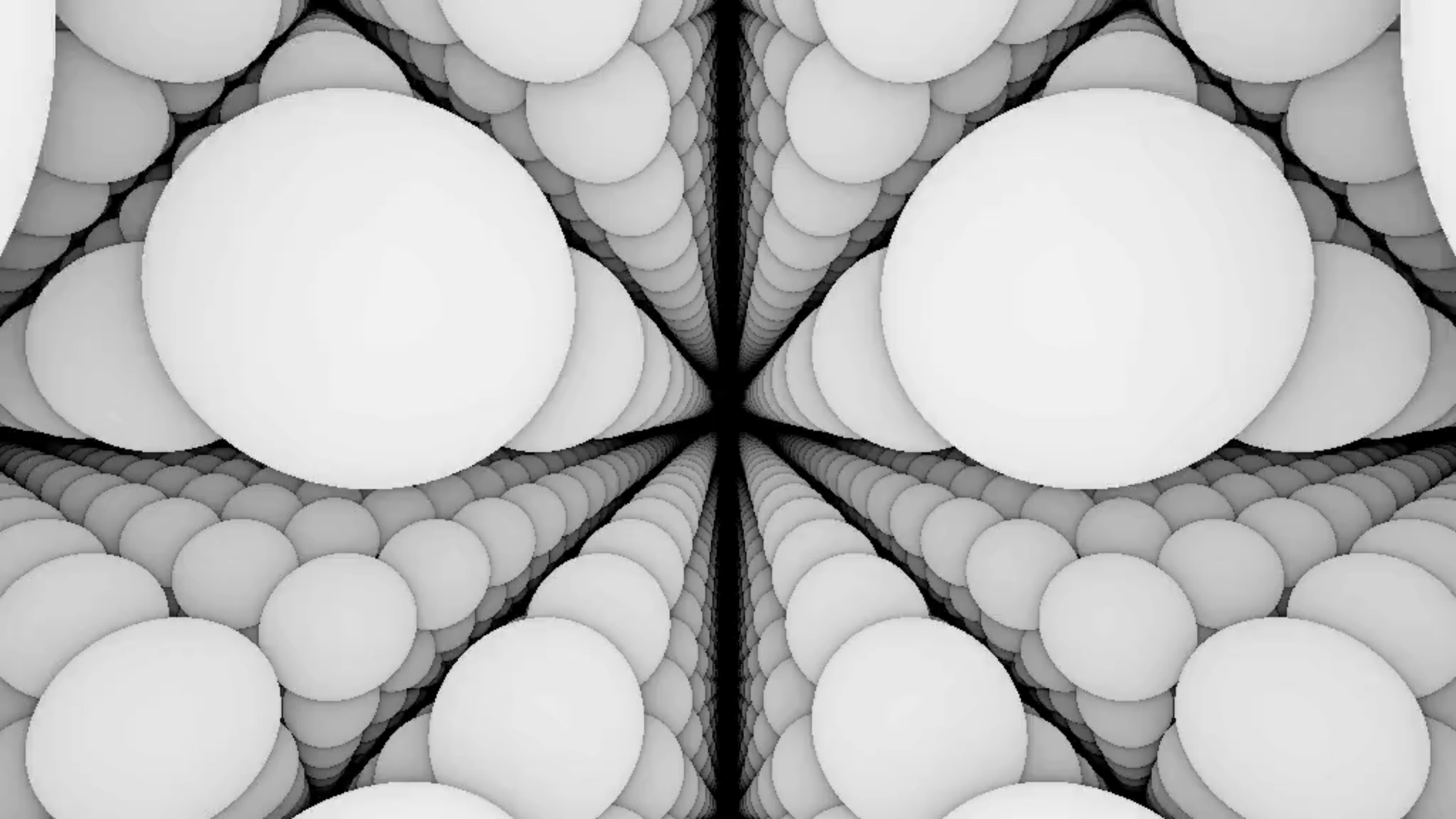
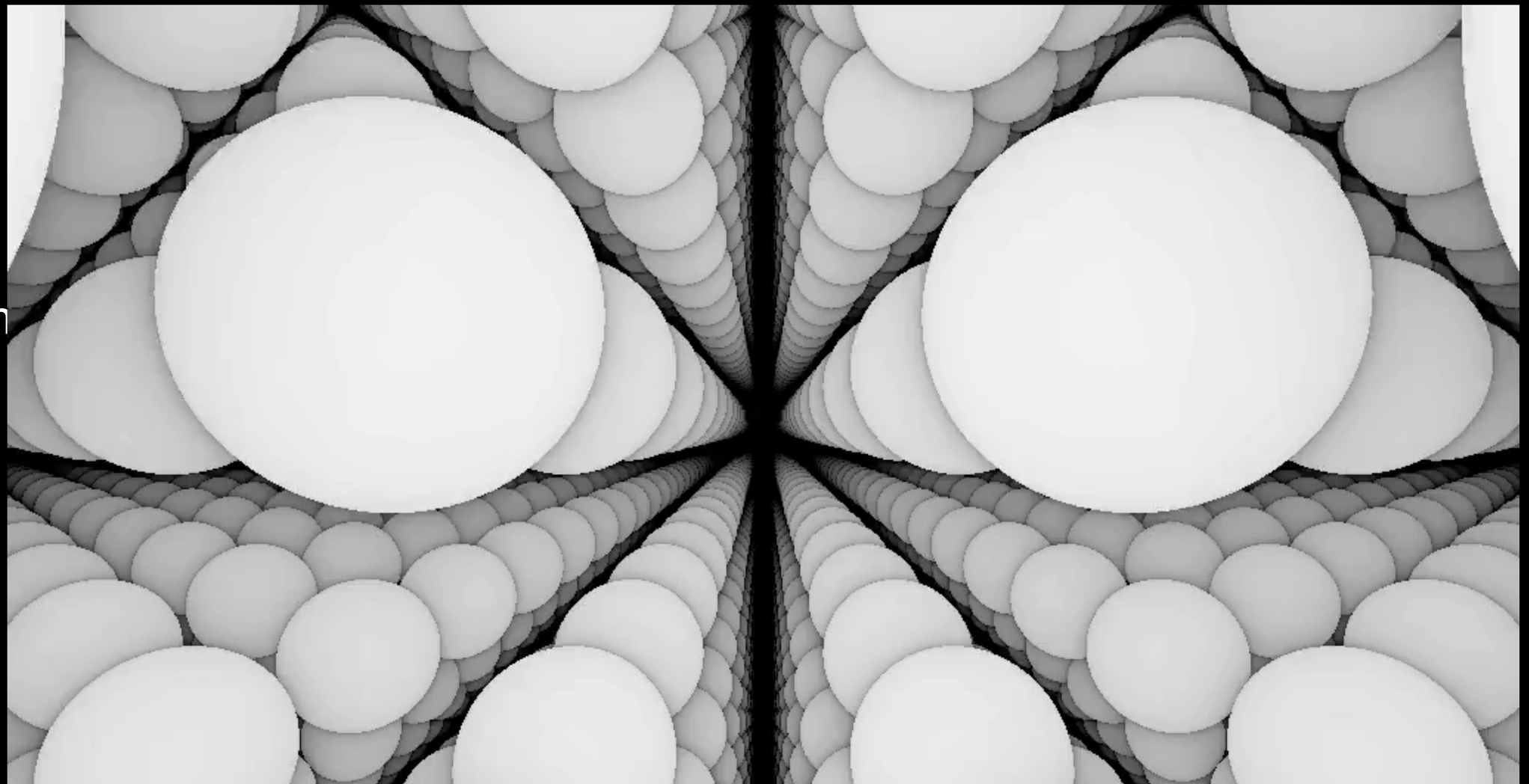




https://www.shadertoy.com/view/tdXXWX

mod(position, 2)

- n



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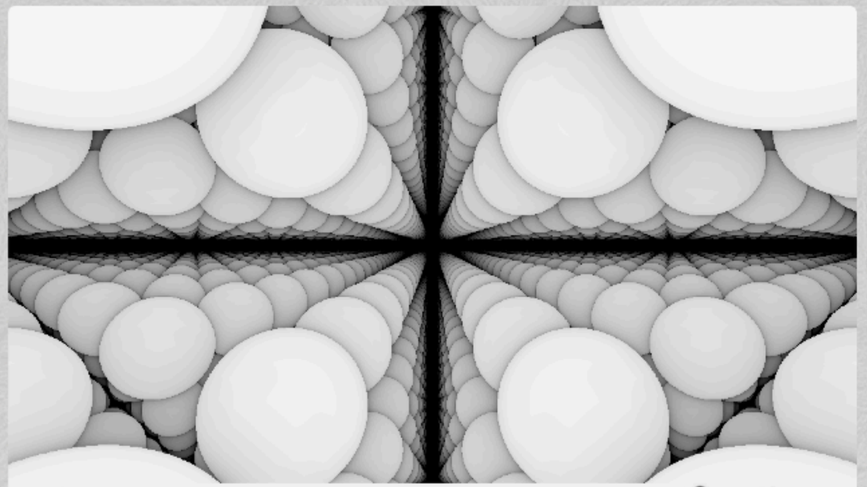

Infinite Spheres Ray Marching

6

Views: 451, Tags: **raymarching**, **spheres**

Created by **Wheyerstrass** in 2019-03-11

Infinite Spheres Ray Marching Test

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Image

Shader Inputs

```glsl
#define MAXSTEPS 100
#define MINDIST .01

float DistanceEstimator(vec3 pos) {

    // translate
    pos = pos + 1. * vec3(0,-0.5*iTime,iTime);

    float d1 = distance(mod(pos, 2.), vec3(1,1,1))-.54321;

    return d1;
}

float trace(vec3 from, vec3 direction) {
    float totalDistance = 0.0;
    int steps;
    for (steps=0; steps < MAXSTEPS; steps++) {
        vec3 p = from + totalDistance * direction;
        float dist = DistanceEstimator(p);
        totalDistance += dist;
        if (dist < MINDIST) break;
    }
    return 1.0-float(steps)/float(MAXSTEPS);
}

void mainImage( out vec4 fragColor, in vec2 fragCoord ) {

    vec2 uv = (fragCoord - 0.5*iResolution.xy) / iResolution.y;

    vec3 camPos = vec3(0, 2, 0);
    vec3 camViewDir = normalize(vec3(uv.xy, 1));

    float dist = trace(camPos, camViewDir);

    fragColor = vec4(dist, dist, dist, 1.0);
}
```

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