

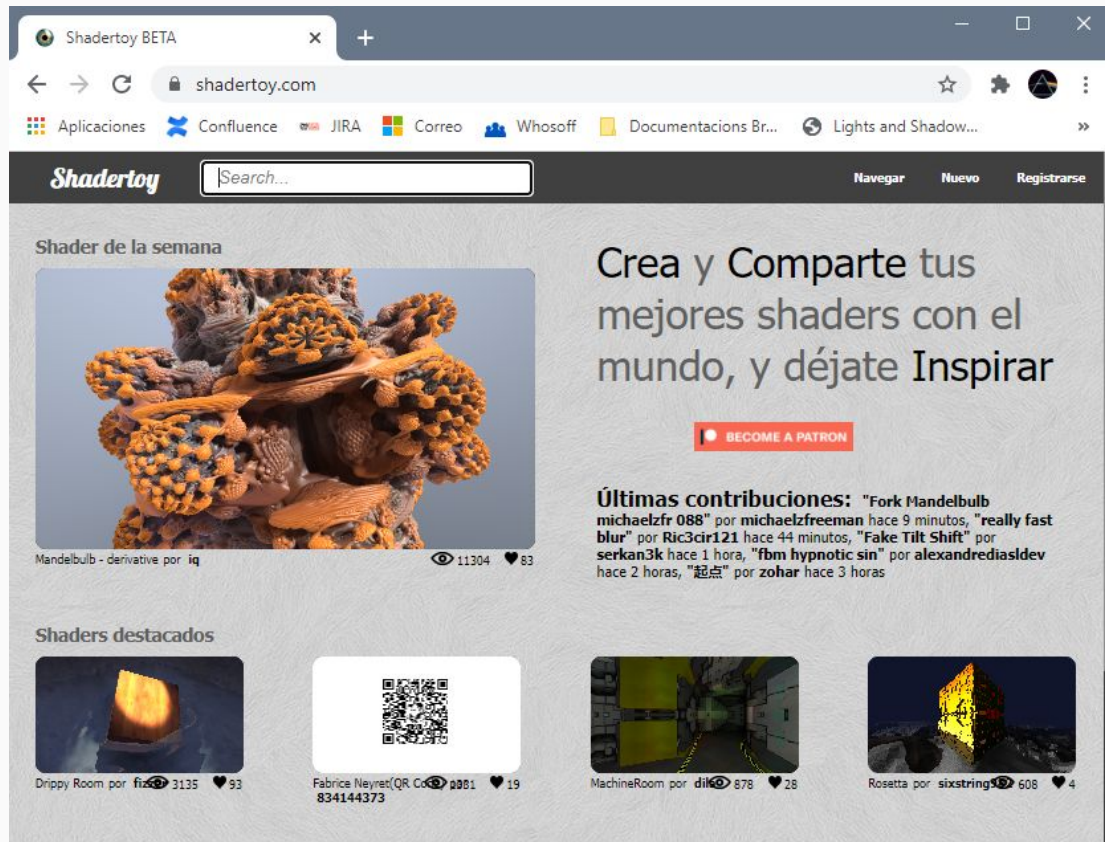
GLSL Basic Exercises

(OpenGL Shading Language)

Advanced Graphics Programming



Create an account in ShaderToy.com



1. **Create an account in shader toy**
 - a. You will be able to save your shaders
2. **Create a new shader**
3. **Keep your shader private**
 - a. All this are tests, help maintaining the public gallery clean

A form for creating a new shader. It has a title 'Nombre de tu shader' in a stylized font. Below the title is a text input field with placeholder text 'Tags, separados por comas.'. Below that is another text input field with placeholder text 'Describe tu shader'. At the bottom, there is a dropdown menu currently showing 'privado' and a button labeled 'Enviar'.

(an alternative to ShaderToy is
<http://glslsandbox.com/>)

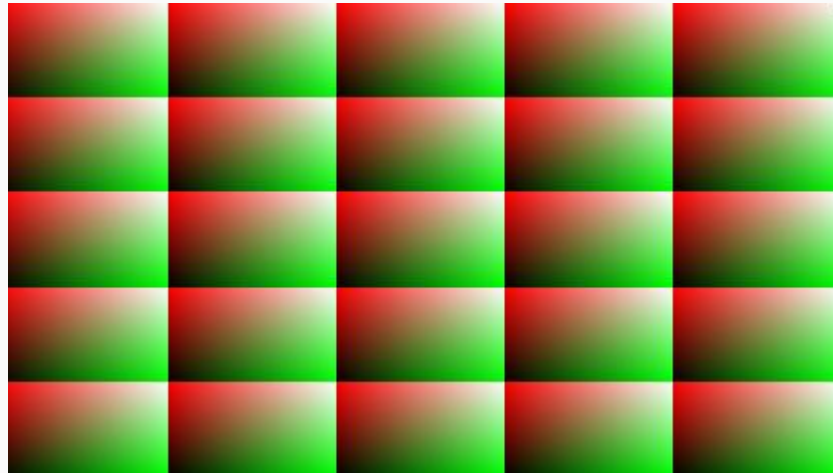
Exercise 1



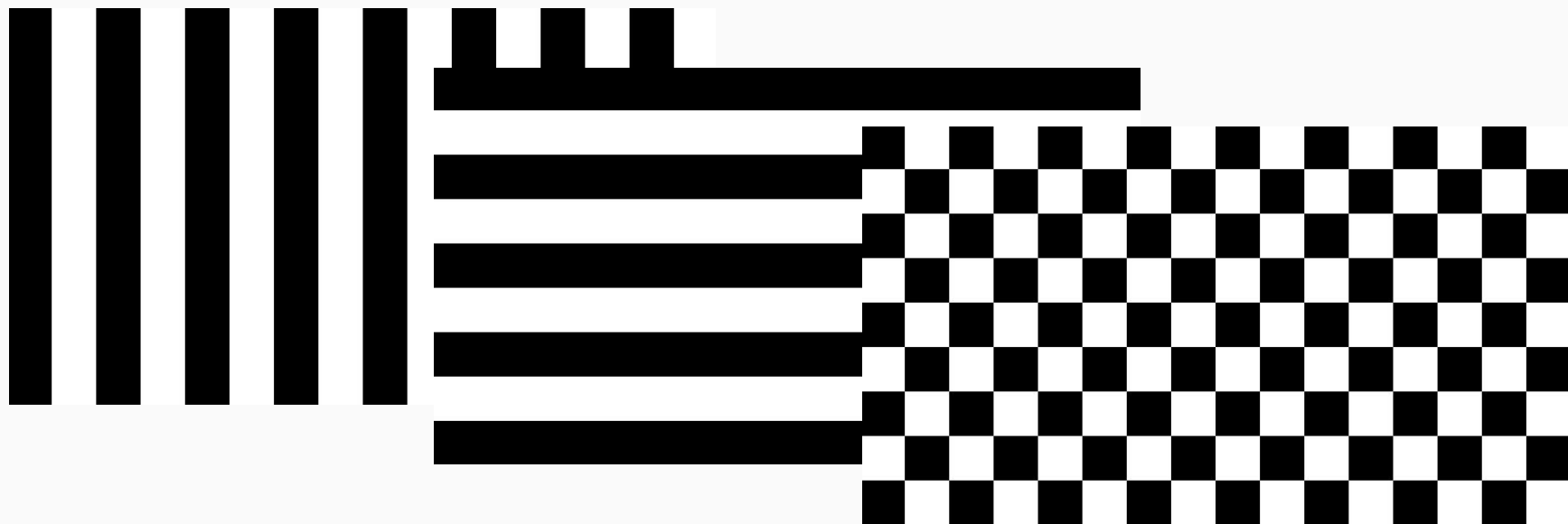
Exercise 2 (mix)



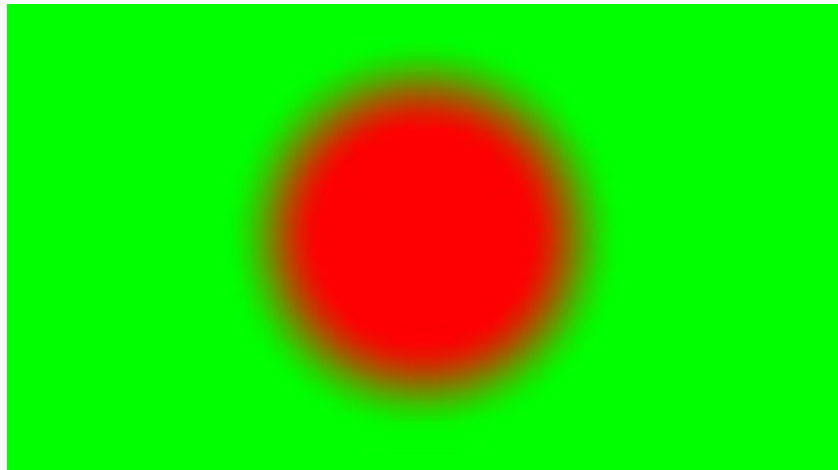
Exercise 3 (mod)



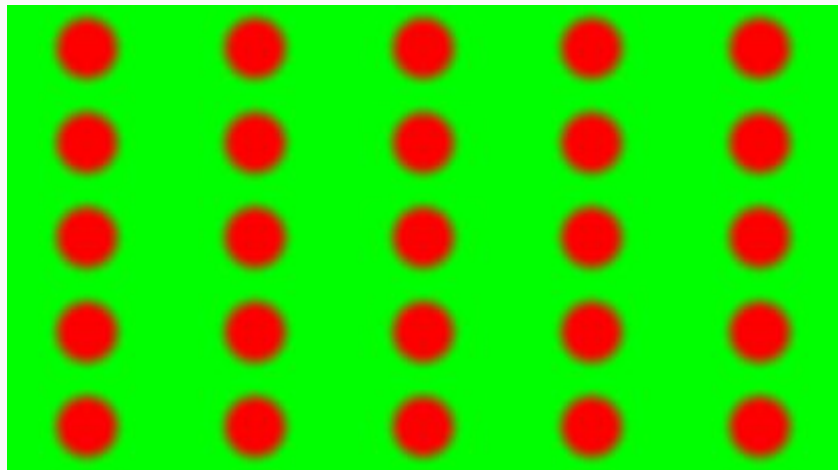
Exercises 4, 5, 6 (floor and mod)



Exercise 7 (smoothstep)

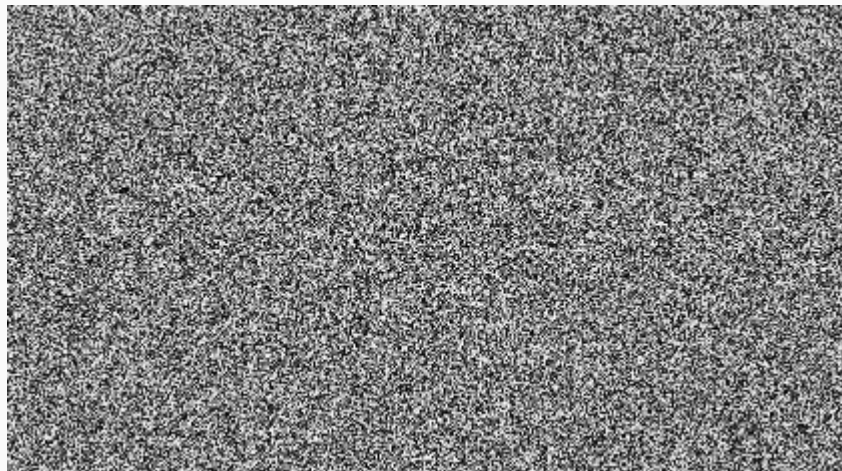


Exercise 8 (smoothstep and mod)

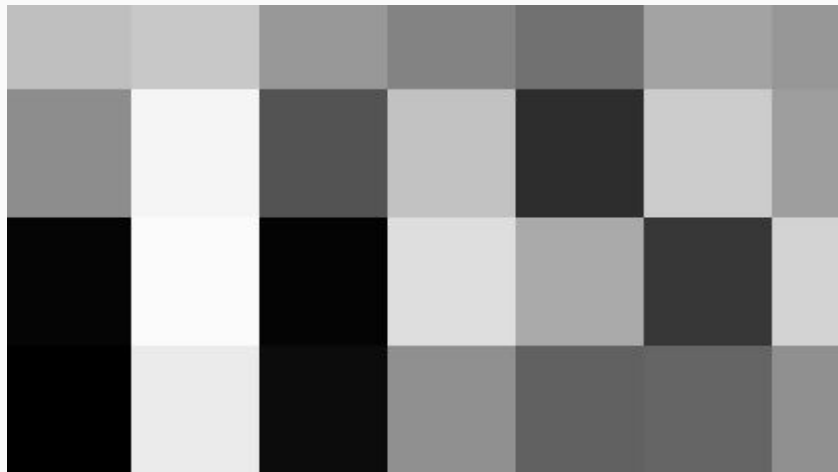


Exercise 9 (custom hash function)

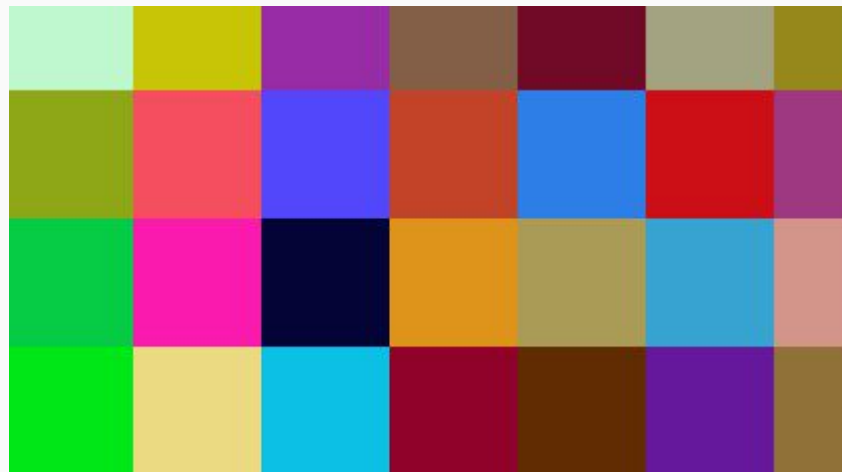
<https://gist.github.com/patriciogonzalezvivo/670c22f3966e662d2f83>



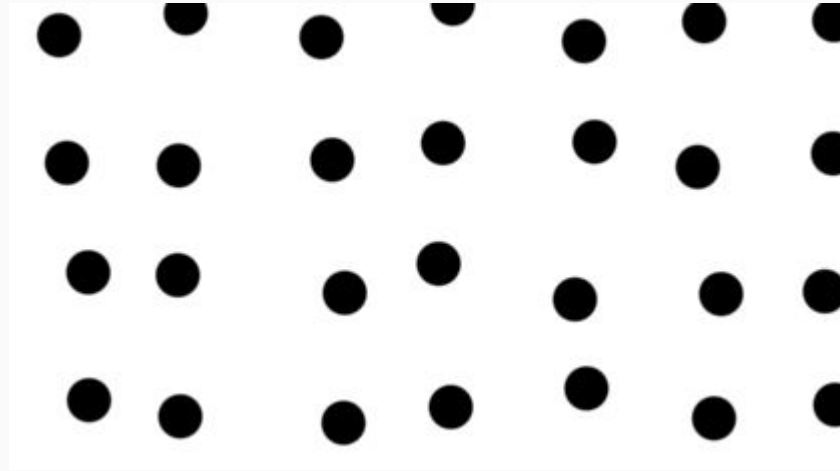
Exercise 10 (per-tile hash)



Exercise 11 (per-tile color)



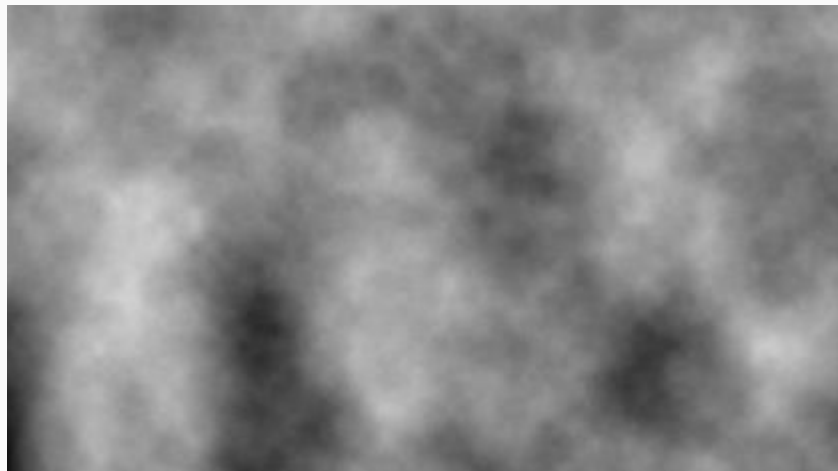
Exercise 12 (per tile displacement)



Exercise 13 (noise value - smoothstep, mix)



Exercise 14 (Fractional Brownian motion)



Exercise 15 (ridged fBm)

