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GLSL 2D Tutorials



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Created by **vug** in 2014-03-08

28 tutorials on writing pixel shaders at Shadertoy. Written by a beginner for beginners. ^_^

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AshtonEsson, 2021-12-01

Thanks for the explanation. It turned out well and I also managed to do everything.

+ Common X Image

▶ Shader Inputs

```
1 void mainImage(out vec4 fragColour, in vec2 fragCoord){
2
3   vec4 Colour = vec4(0.7,0.8,0.2,1.0);
4   fragColour= Colour;
5 }
```

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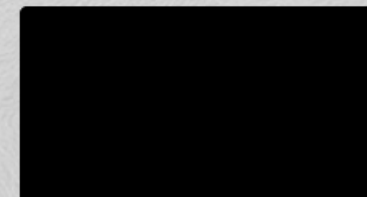
iChannel0



iChannel1



iChannel2



iChannel3