

# GLSL Programming/Irrlicht

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The Irrlicht Engine (<http://irrlicht.sourceforge.net/>) supports GLSL shaders via its `irr::video::IGPUProgrammingServices` ([http://irrlicht.sourceforge.net/docu/classirr\\_1\\_1video\\_1\\_1\\_i\\_g\\_p\\_u\\_programming\\_services.html#\\_details](http://irrlicht.sourceforge.net/docu/classirr_1_1video_1_1_i_g_p_u_programming_services.html#_details)) class. A tutorial (<http://irrlicht.sourceforge.net/docu/example010.html>) shows how to use the class.

< [GLSL Programming](#)

Unless stated otherwise, all example source code on this page is granted to the public domain.

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