software mansion™

3D and canvas-based animations with Reanimated

Krzysztof Piaskowy

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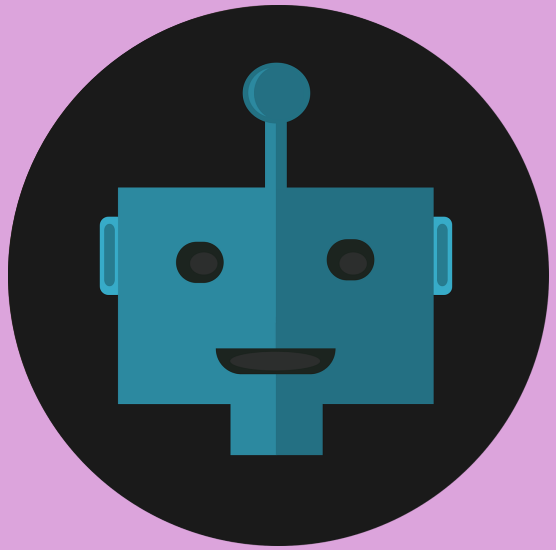
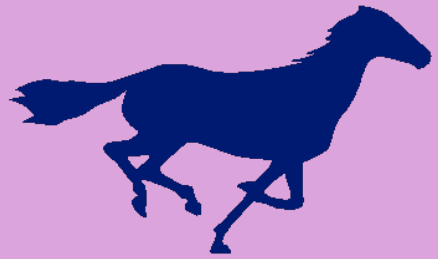
software mansion™



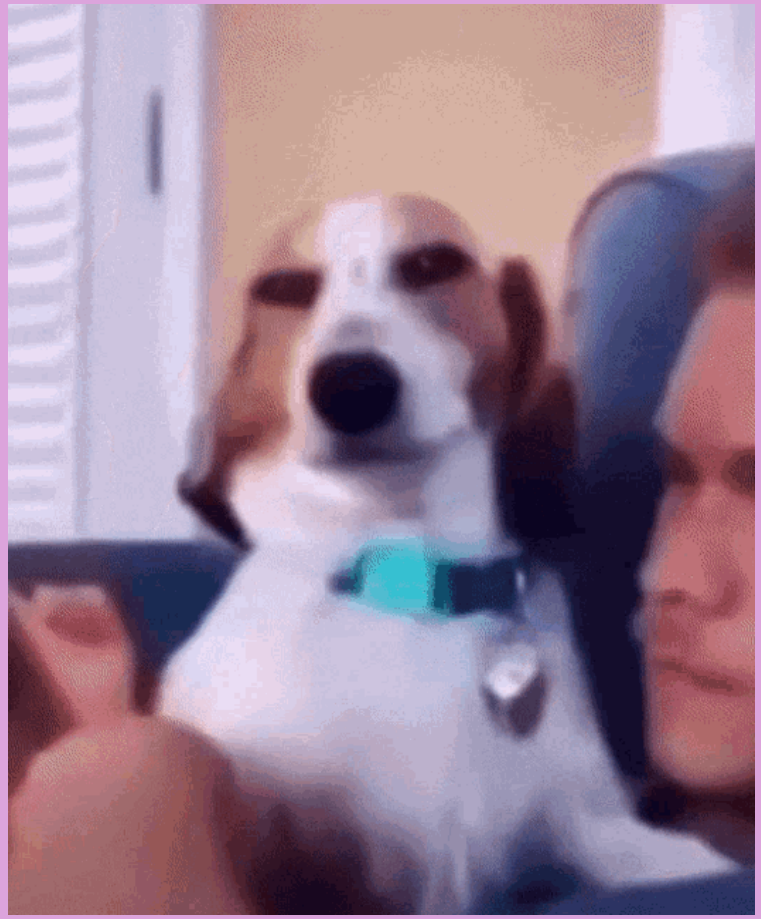
Krzysztof Piaskowy

@piaskowyk



Tomasz Zawadzki

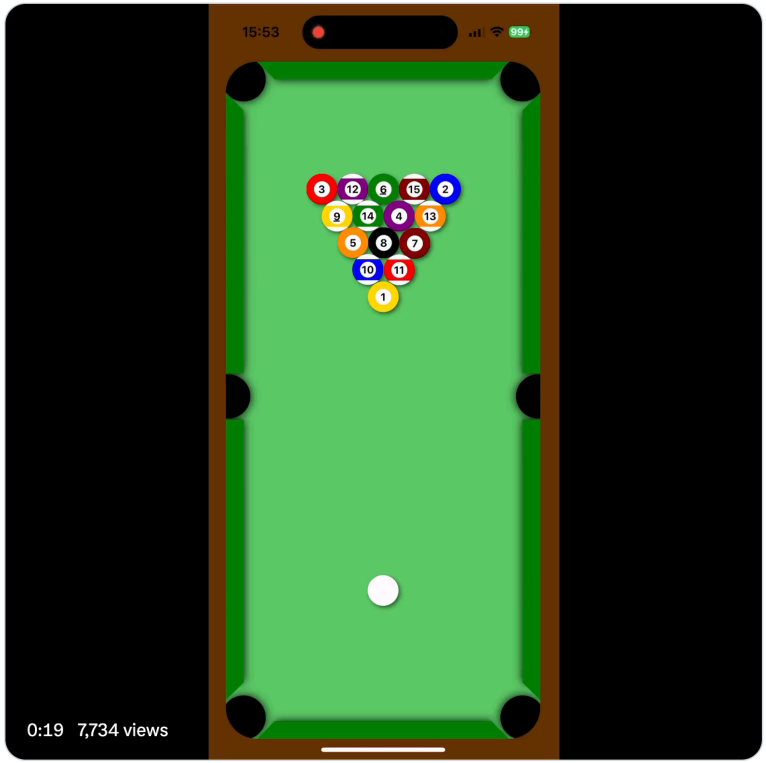
@tomekzaw



Tomasz Zawadzki
@tomekzaw_

🎱 Billiards game implemented with Reanimated, Gesture Handler and react-native-box2d!

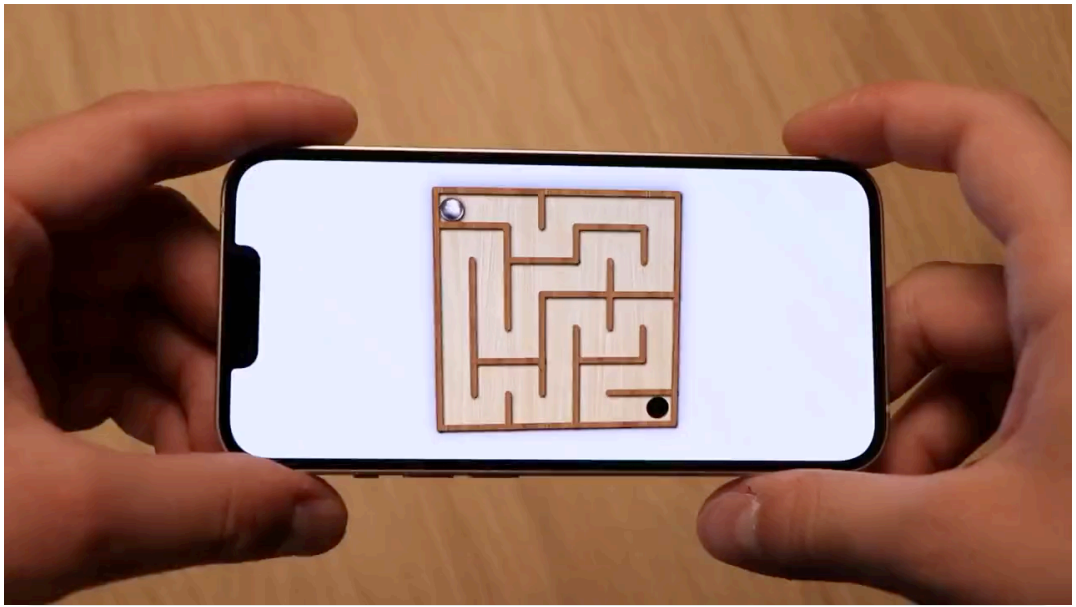
Physics and collisions calculated on the UI thread in 120 fps! 🚀
#Reanimated #gamedev @swmansion



Tomasz Zawadzki
@tomekzaw_

I've had a lot of fun writing this labyrinth game in React Native and #Reanimated using its new `useAnimatedSensor()` hook added by @piaskowyk! 🚀

For more details, check out Reanimated docs:
docs.swmansion.com/react-native-r...



Forza Horizon 5

Forza Horizon 5

YouTube PL

Szukaj

Can it be done in React Native?

Start React Native

William Candillon

@wcandillon 95,9 tys. subskrybentów 256 filmów

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LinearGradient
Linking
LocalAuthentication
Localization

Expo GLView

GitHub npm

`expo-gl` provides a `View` that acts as an OpenGL ES render target, useful for rendering 2D and 3D graphics. On mounting, an OpenGL ES context is created. Its drawing buffer is presented as the contents of the `View` every frame.

Platform Compatibility

Android Device	Android Emulator	iOS Device	iOS Simulator	Web
✅	✅	✅	✅	✅

Installation

Terminal Copy

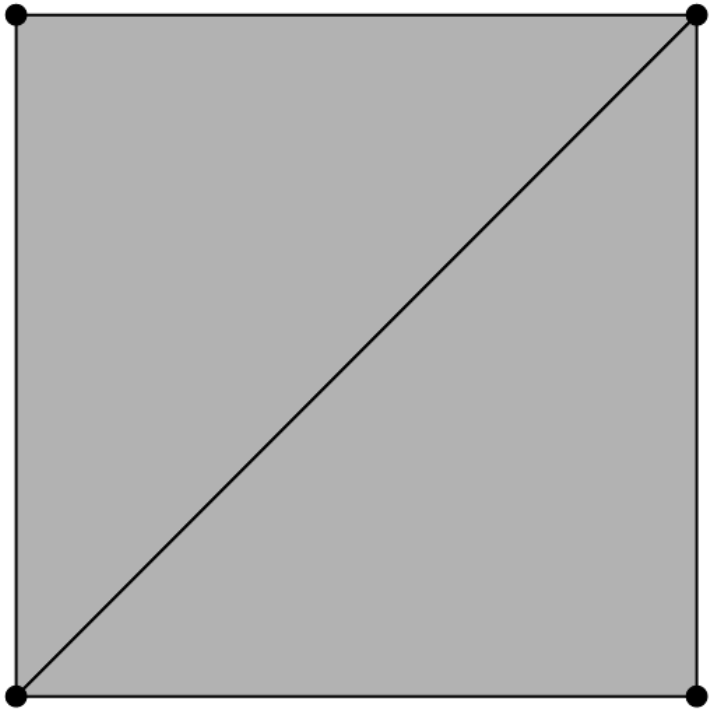
```
- npx expo install expo-gl
```

If you're installing this in a bare React Native app, you should also follow these additional installation instructions.

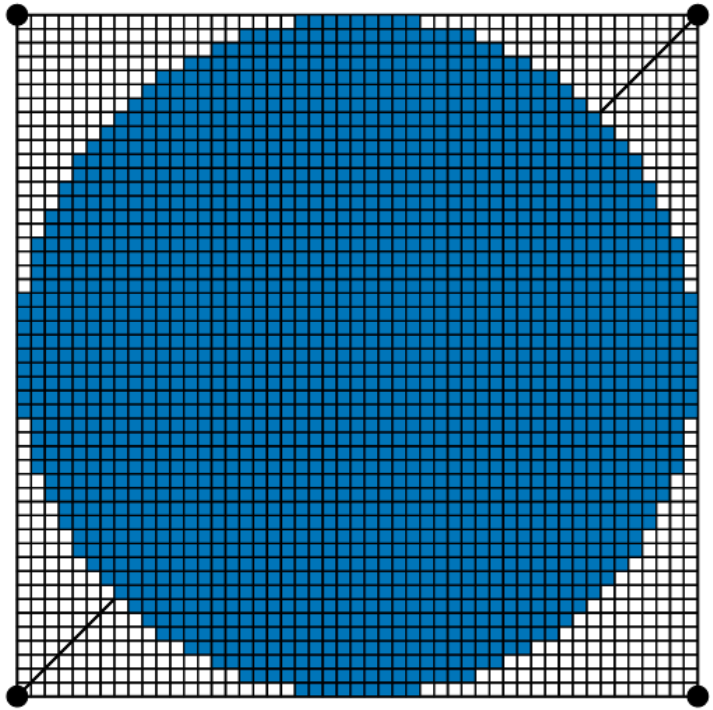
Usage

Shader 

Vertex Shader

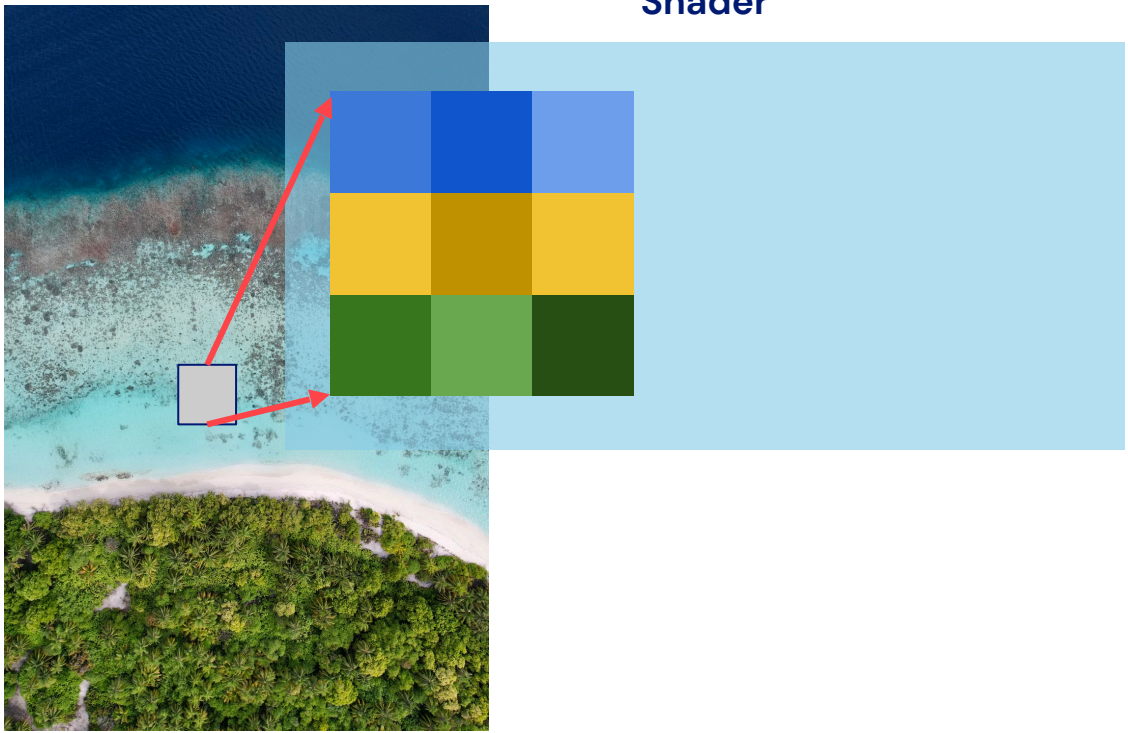


Fragment Shader

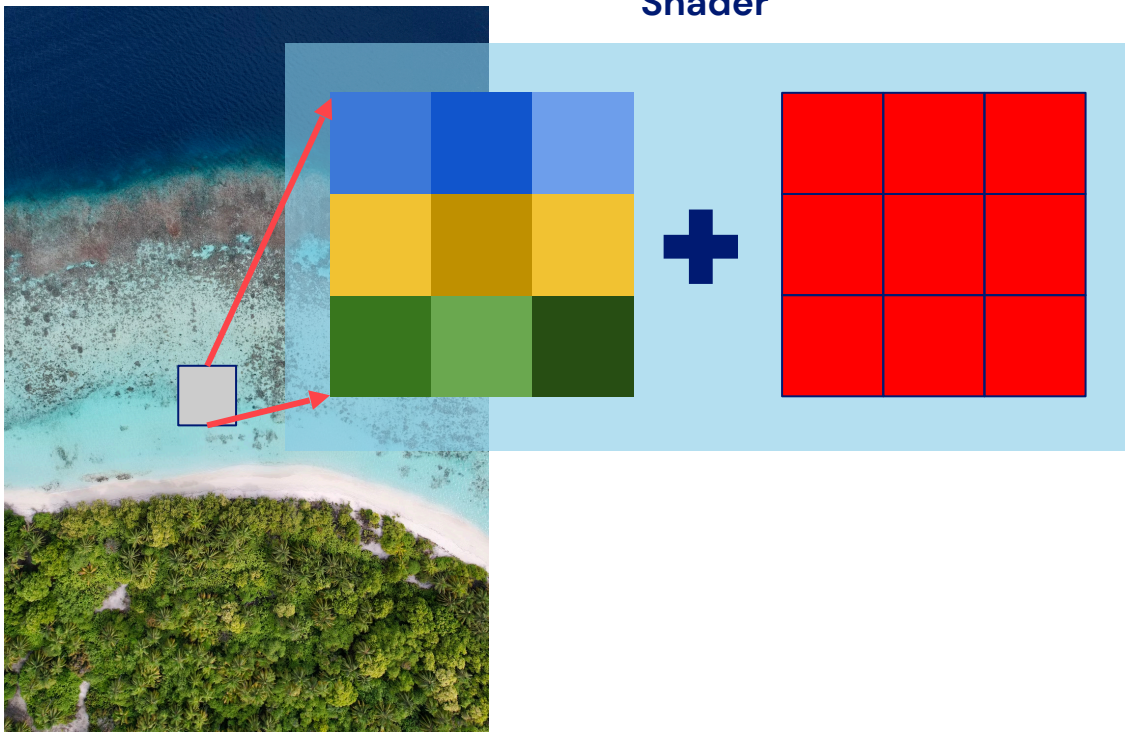


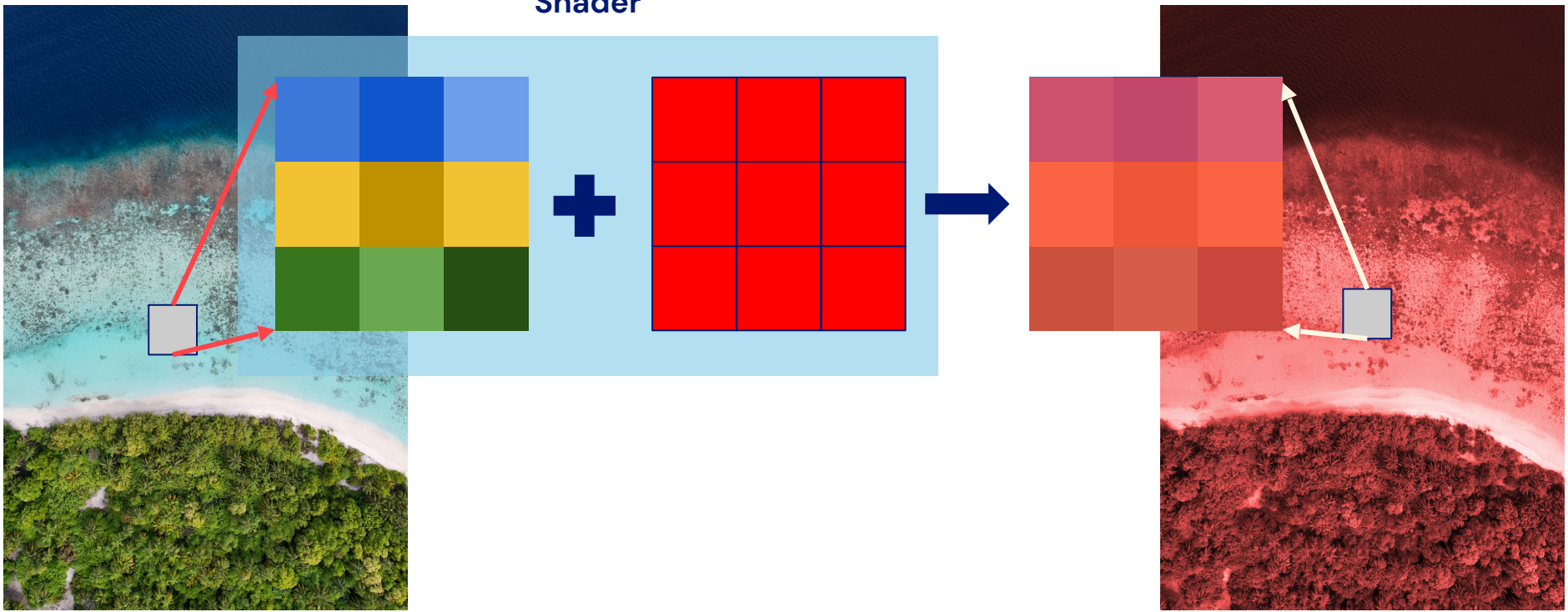
https://www.johnaparker.com/blog/circle-graphics

Shader



Shader

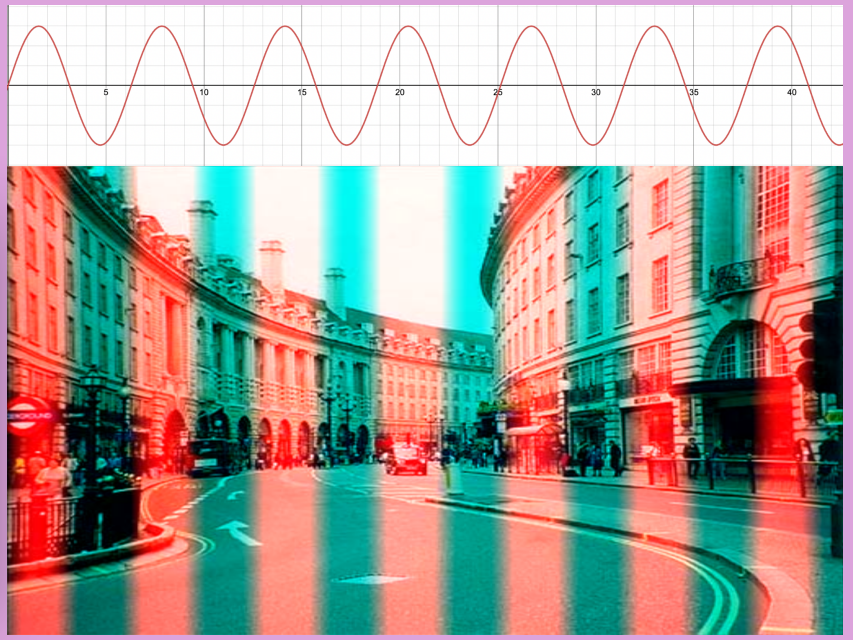


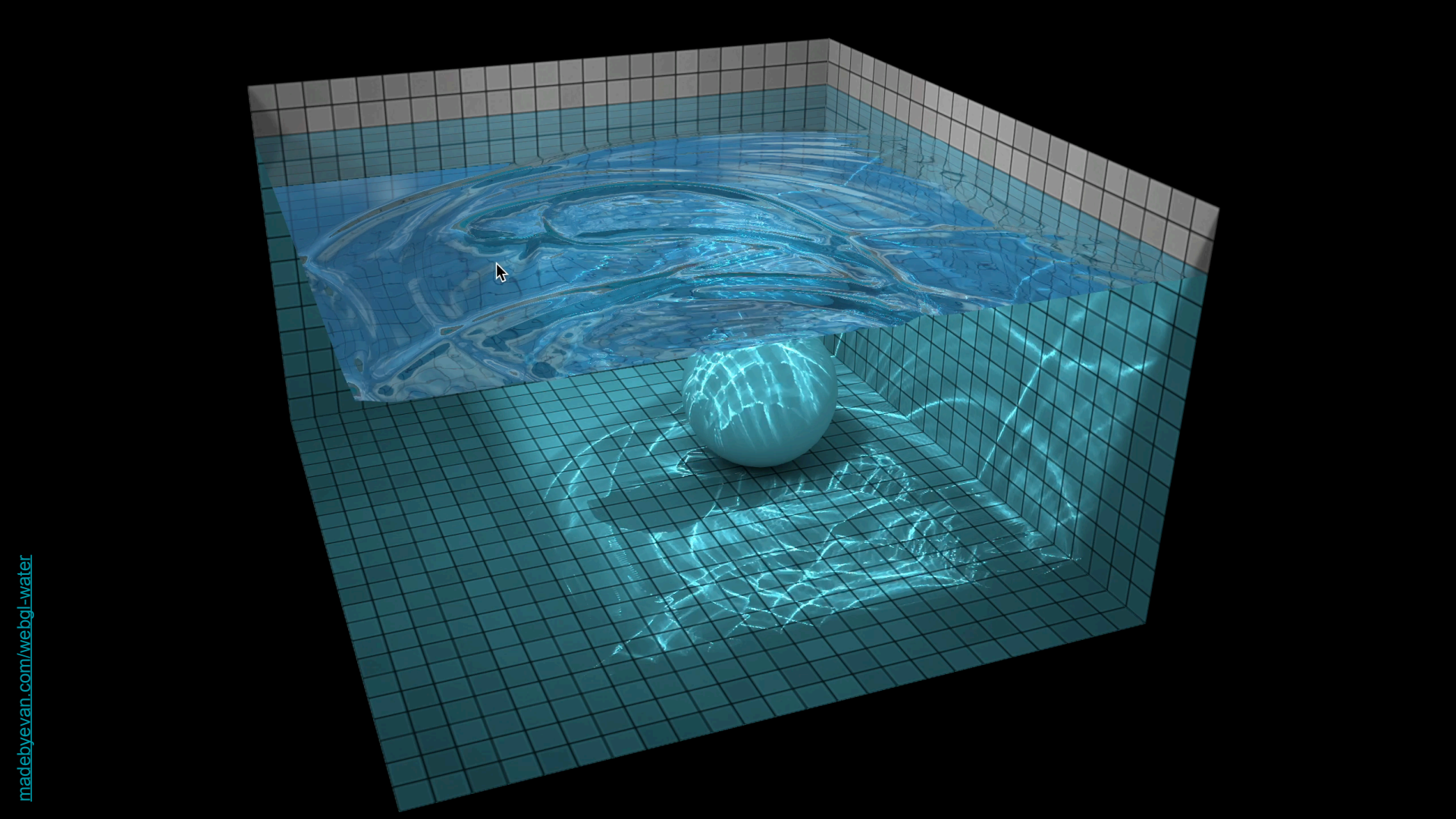

Shader

```
void mainImage(
  out vec4 pixelColor, in vec2 pixelCoord
) {
  pixelColor = texture(image, pixelCoord);
}
```

```
void mainImage(
  out vec4 pixelColor, in vec2 pixelCoord
) {
  pixelColor = texture(image, pixelCoord)
    + vec4(1, 0, 0, 0)
}
```

```
void mainImage(
  out vec4 pixelColor, in vec2 pixelCoord
) {
  float x = pixelCoord.x
  pixelColor = texture(image, pixelCoord)
    + vec4(sin(x), 0, 0, 0)
}
```

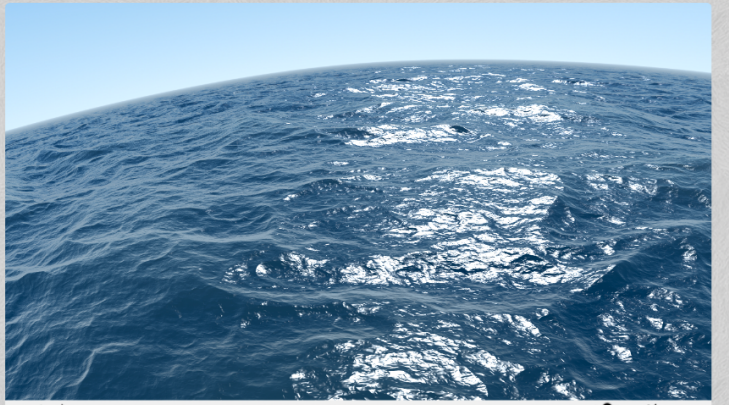



madebyevan.com/webgl-water

Seascape

shadertoy.com/view/Ms2SD1

Shadertoy | Search... | Browse | New | Sign In



16.75 14.5 fps 1408 x 792 REC

Seascape

2552

Views: 636790, Tags:
procedural, noise, waves, sea, water, subsurface

Created by **TDM** in 2014-09-26

fully-procedural sea surface computing. without textures.

Android version: https://play.google.com/store/apps/details?id=com.nature.seascape
Insta: https://www.instagram.com/seascapebenchmark/

Comments (180)

Sign in to post a comment.

VPaltoDance, 2023-03-23
I think you have those stripes because of the uniform hash function if you add some more random noise to it - you ll get just ok picture.

```
float noiseF(vec2 p)
{
  return textureLod(iChannel0,p*vec2(1./256.),0.0).x; // Gray Noise Medium 256x256
}
float hash( vec2 p ) {
      float h = dot(p,vec2(127.1,311.7));
   return fract(sin(h)*43758.5453123) + noiseF(p);
}
```

Image

Shader Inputs

```
134
135 float heightMapTracing(vec3 ori, vec3 dir, out vec3 p) {
136     float tm = 0.0;
137     float tx = 1000.0;
138     float hx = map(ori + dir * tx);
139     if(hx > 0.0) {
140         p = ori + dir * tx;
141         return tx;
142     }
143     float hm = map(ori + dir * tm);
144     float tmid = 0.0;
145     for(int i = 0; i < NUM_STEPS; i++) {
146         tmid = mix(tm,tx, hm/(hm-hx));
147         p = ori + dir * tmid;
148         float hmid = map(p);
149         if(hmid < 0.0) {
150             tx = tmid;
151             hx = hmid;
152         } else {
153             tm = tmid;
154             hm = hmid;
155         }
156     }
157     return tmid;
158 }
159
160 vec3 getPixel(in vec2 coord, float time) {
161     vec2 uv = coord / iResolution.xy;
162     uv = uv * 2.0 - 1.0;
163     uv.x *= iResolution.x / iResolution.y;
164
165     // ray
166     vec3 ang = vec3(sin(time*3.0)*0.1,sin(time)*0.2+0.3,time);
167     vec3 ori = vec3(0.0,3.5,time*5.0);
168     vec3 dir = normalize(vec3(uv.xy,-2.0)); dir.z += length(uv) * 0.14;
169     dir = normalize(dir) * fromEuler(ang);
170
```

Compiled in 0.0 secs 4002 chars S ?

iChannel0 iChannel1 iChannel2 iChannel3

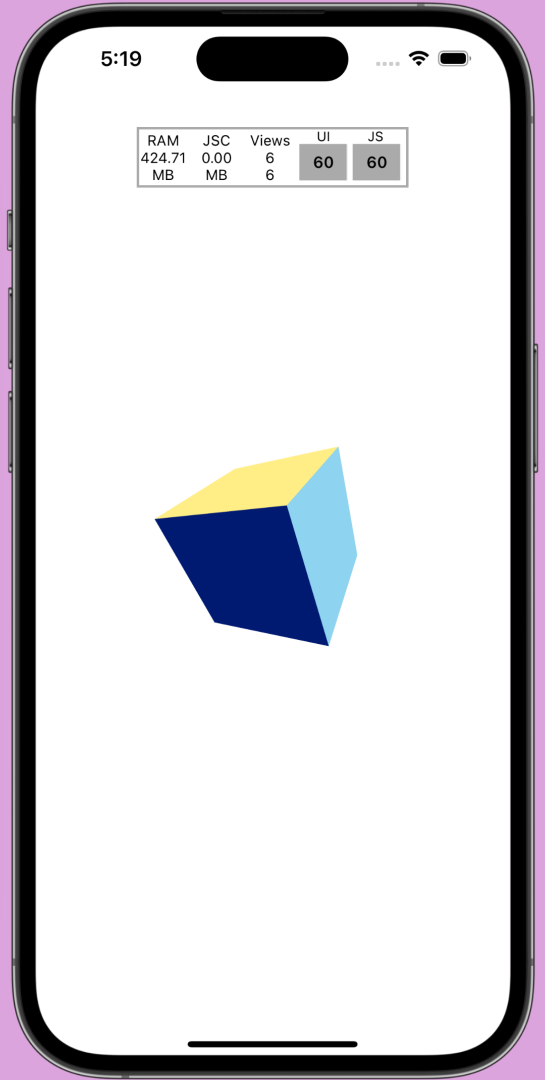
```
$ npx create-expo-app ExpoGLApp

$ yarn add expo-gl
```

```
const vertexCode = `
  attribute vec3 position;
  uniform mat4 matrix; // shader parameter
  void main(void) {
    gl_Position = matrix * vec4(position, 1.);
  }
`

const onContextCreate = (gl) => {
  const vertShader = gl.createShader(VERTEX_SHADER)
  gl.shaderSource(vertShader, vertexCode)
  gl.compileShader(vertShader)
}

<GLView onContextCreate={onContextCreate} />
```



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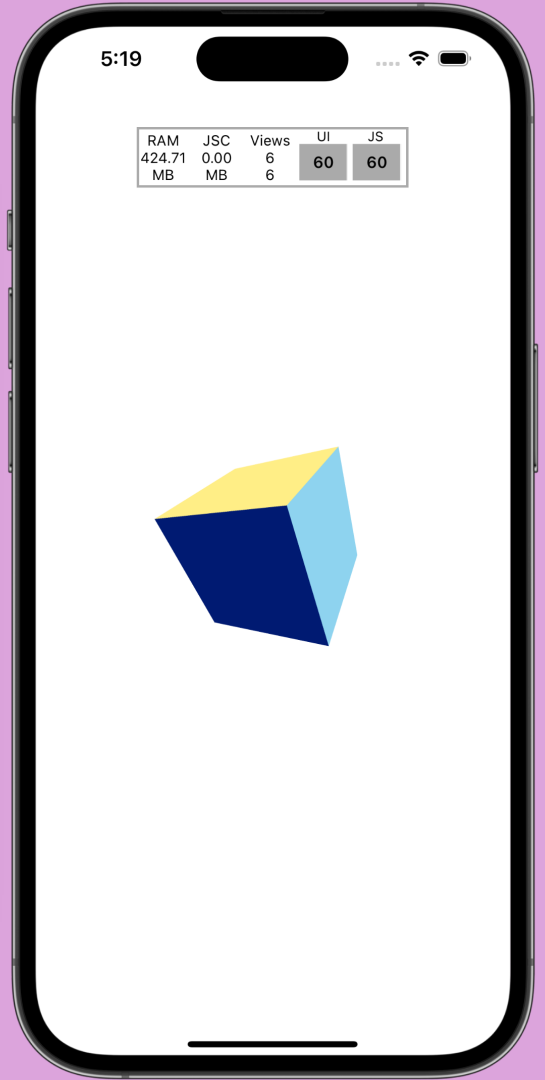

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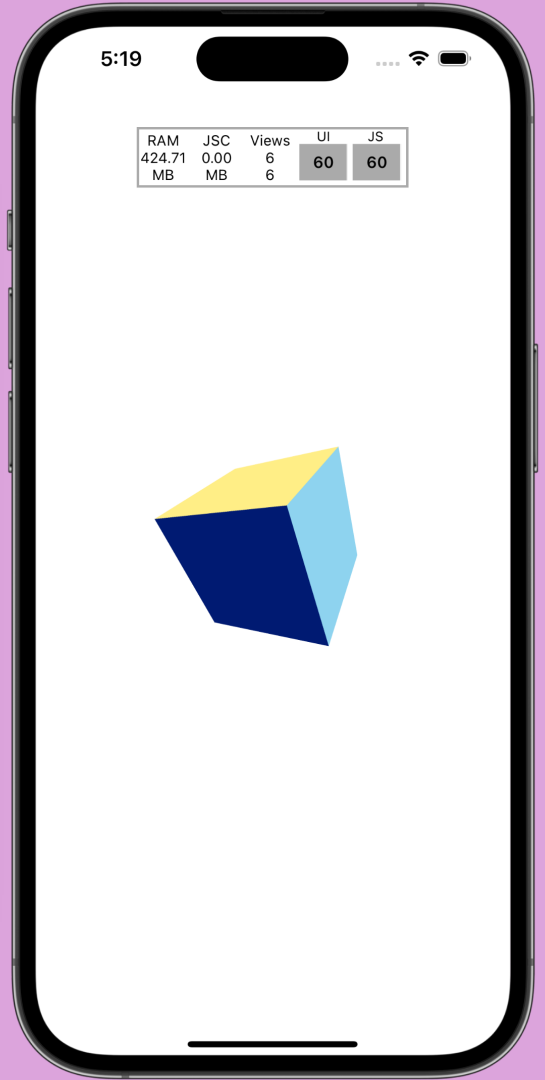

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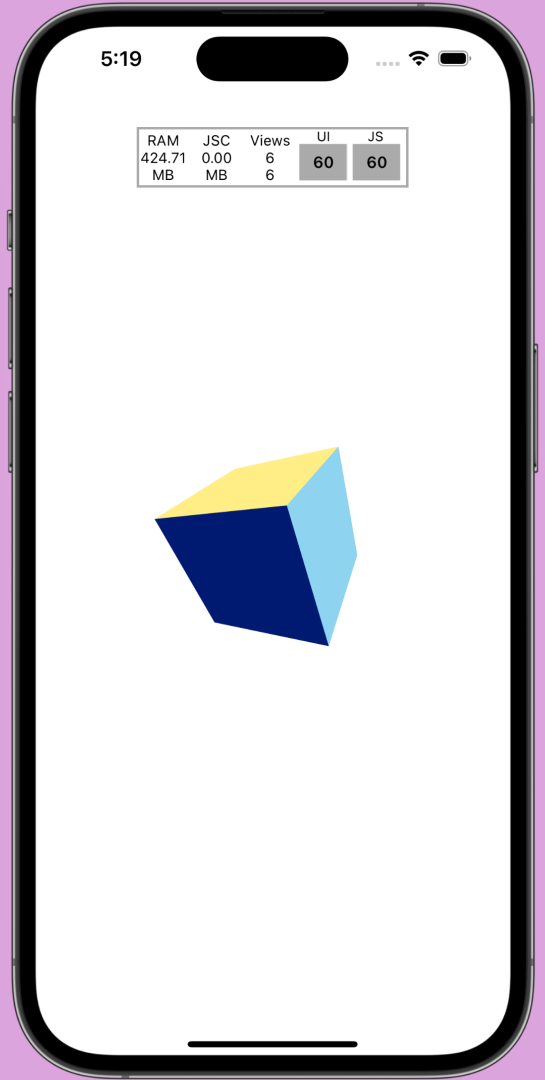
  void main(void) {
    gl_Position = matrix * vec4(position, 1.);
  }
`

const onContextCreate = (gl) => {
  const vertShader = gl.createShader(VERTEX_SHADER)
  gl.shaderSource(vertShader, vertexCode)
  gl.compileShader(vertShader)
}

<GLView onContextCreate={onContextCreate} />
```



Let’s add animation 

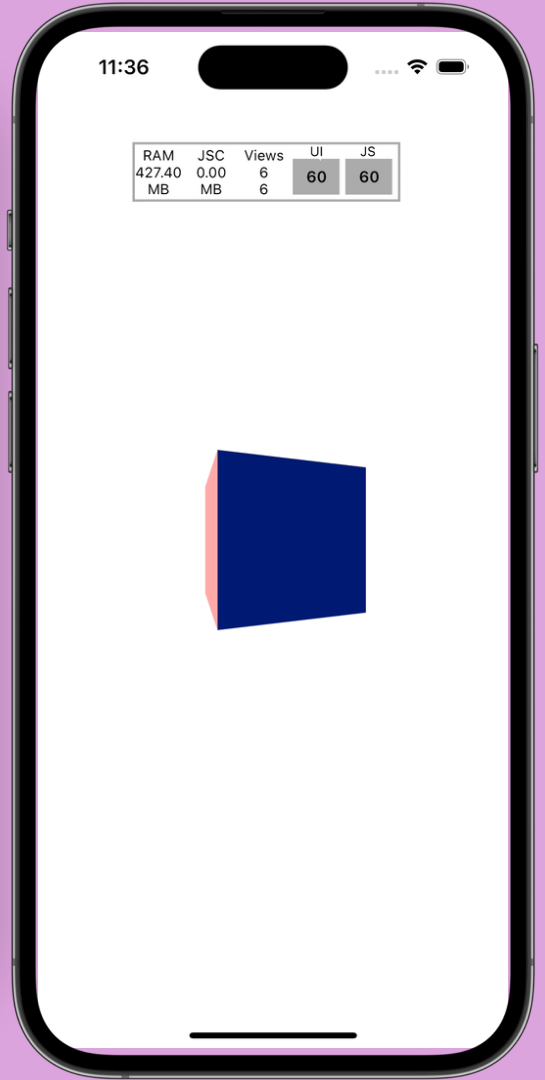
```
const transformMatrix = useSharedValue([...])
const progress = useSharedValue(0)
progress.value = withRepeat(withTiming(1))

const gl = GLView.getWorkletContext()

// 1️⃣ get pointer
const glMatrixPrt = gl.getUniformLocation("matrix")

// 2️⃣ compute transition
rotateZ(transformMatrix.value, progress.value)

// 3️⃣ update value
gl.uniformMatrix4fv(
  glMatrixPrt, transformMatrix.value
)
```



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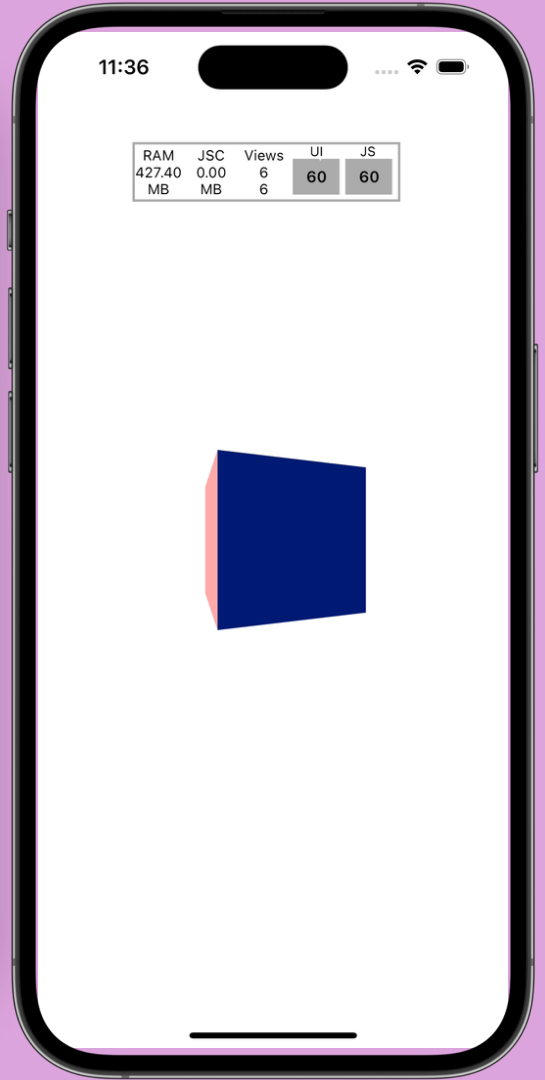

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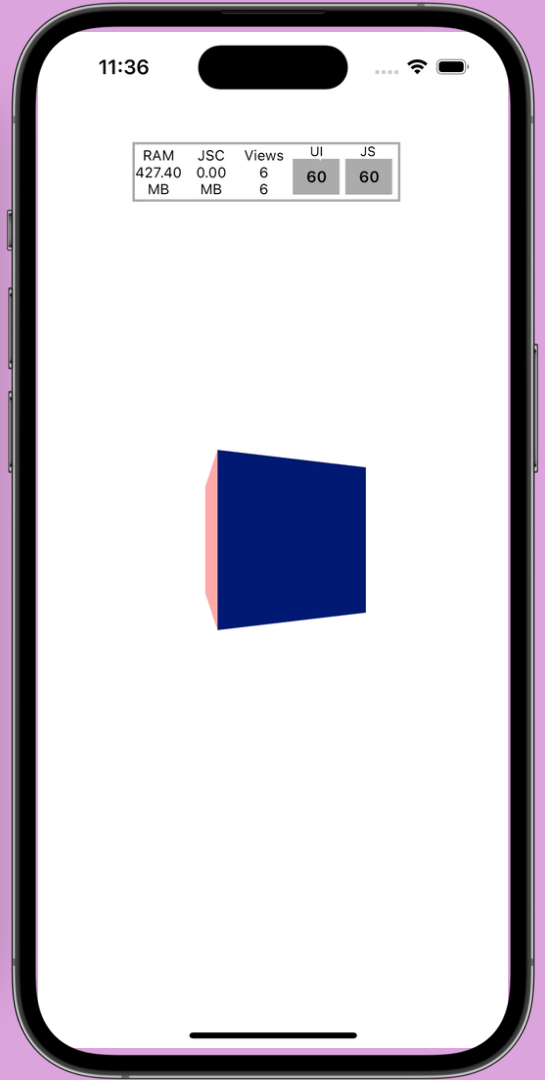
```



Let’s add gestures 🤌

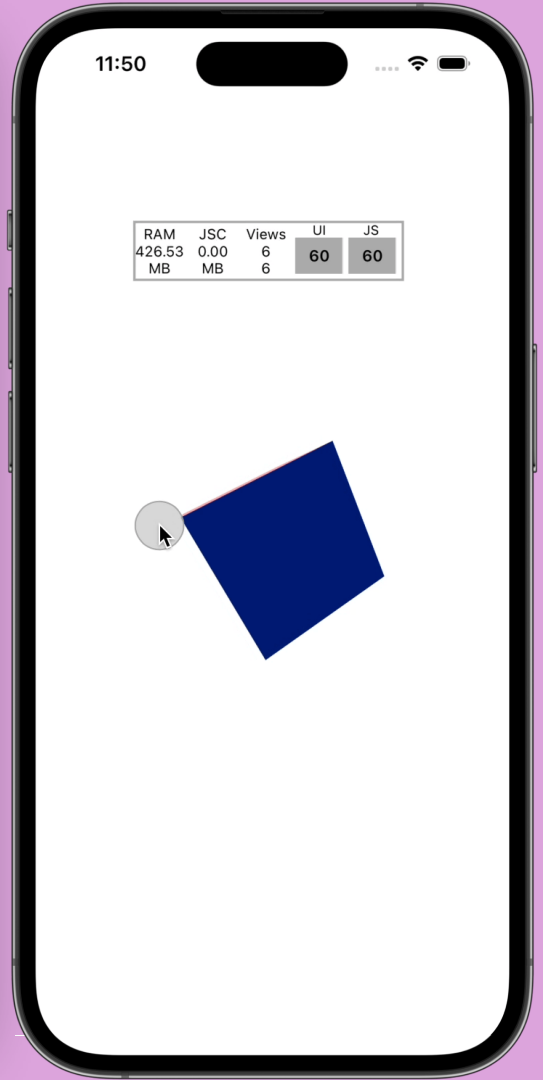
```
Gesture.Pan().onUpdate((e) => {
  translationX.value = e.translationX
  translationY.value = e.translationY
})

// UI context
const gl = GLView.getWorkletContext()

// 1 get pointer
const glMatrixPrt = gl.getUniformLocation("matrix")

// 2 compute transition
rotateX(transformMatrix.value, translationX.value)
rotateZ(transformMatrix.value, translationY.value)

// 3 update value
gl.uniformMatrix4fv(
  glMatrixPrt, transformMatrix.value
)
```



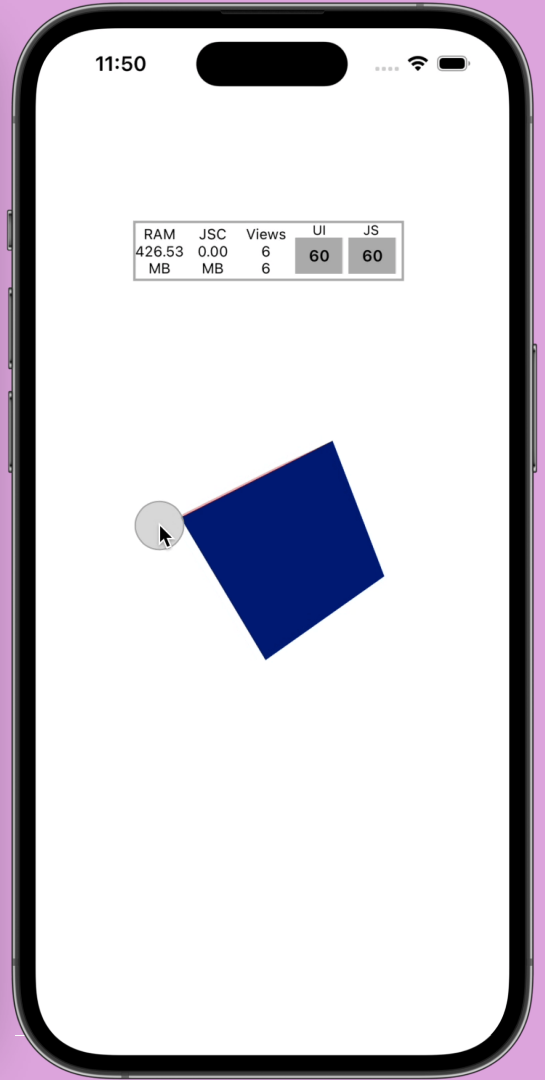
```
Gesture.Pan().onUpdate((e) => {
  translationX.value = e.translationX
  translationY.value = e.translationY
})

// UI context
const gl = GLView.getWorkletContext()

// 1 get pointer
const glMatrixPrt = gl.getUniformLocation("matrix")

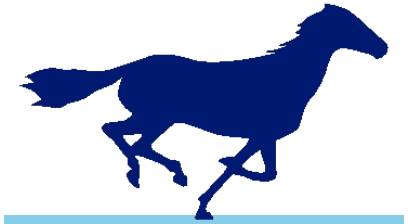
// 2 compute transition
rotateX(transformMatrix.value, translationX.value)
rotateZ(transformMatrix.value, translationY.value)

// 3 update value
gl.uniformMatrix4fv(
  glMatrixPrt, transformMatrix.value
)
```



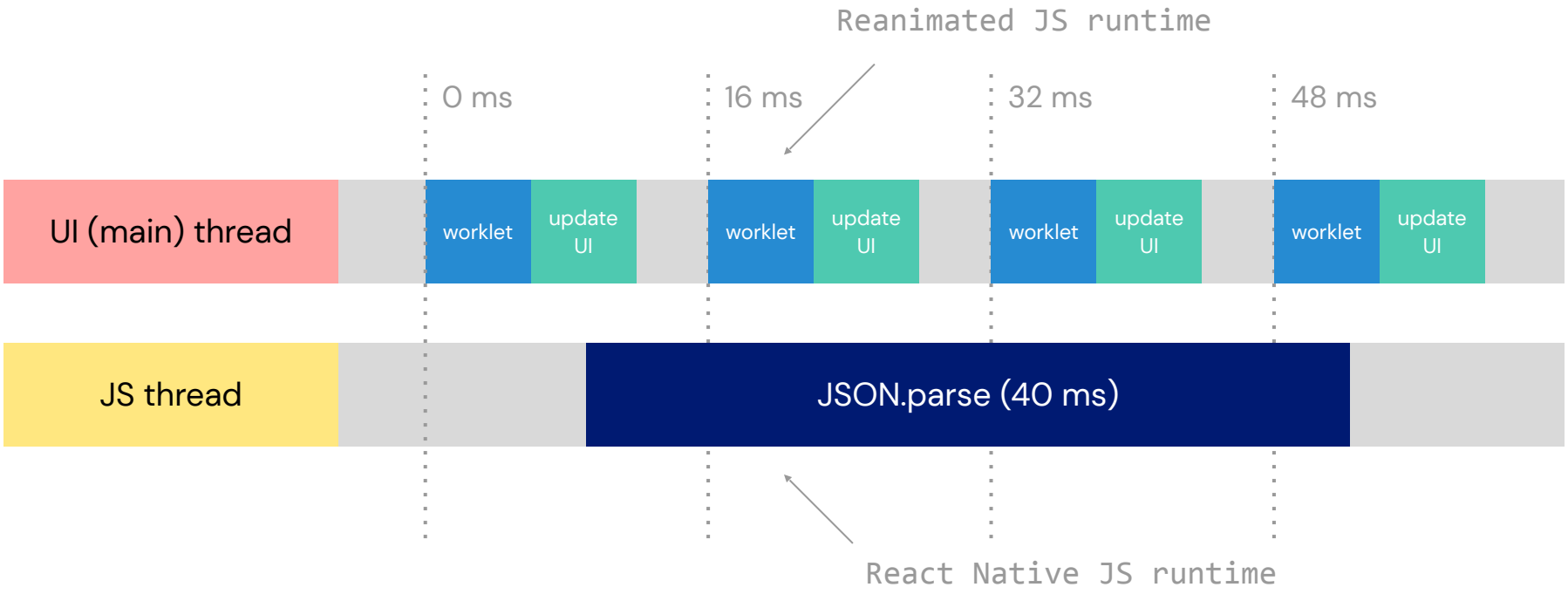
Reanimated  Integration

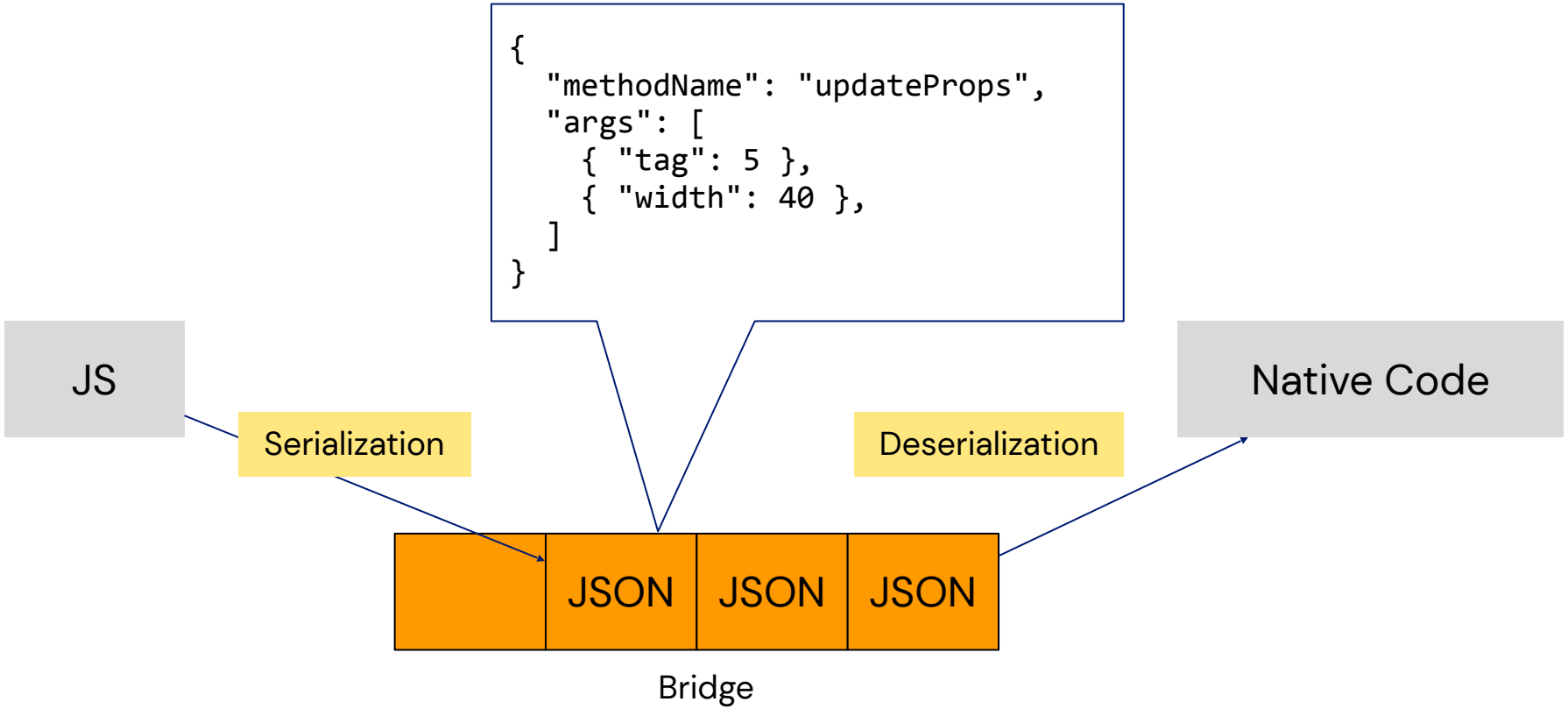
React Native Paper Architecture



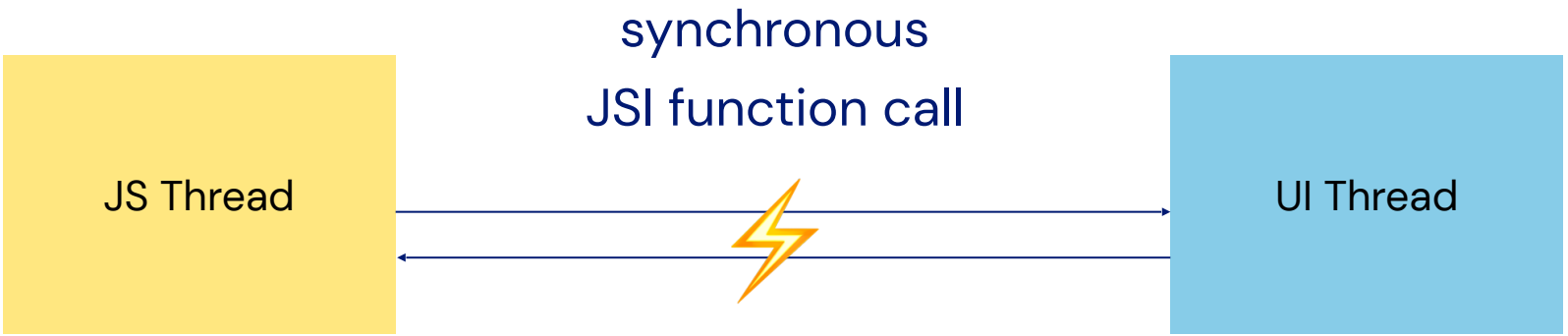
JS Thread

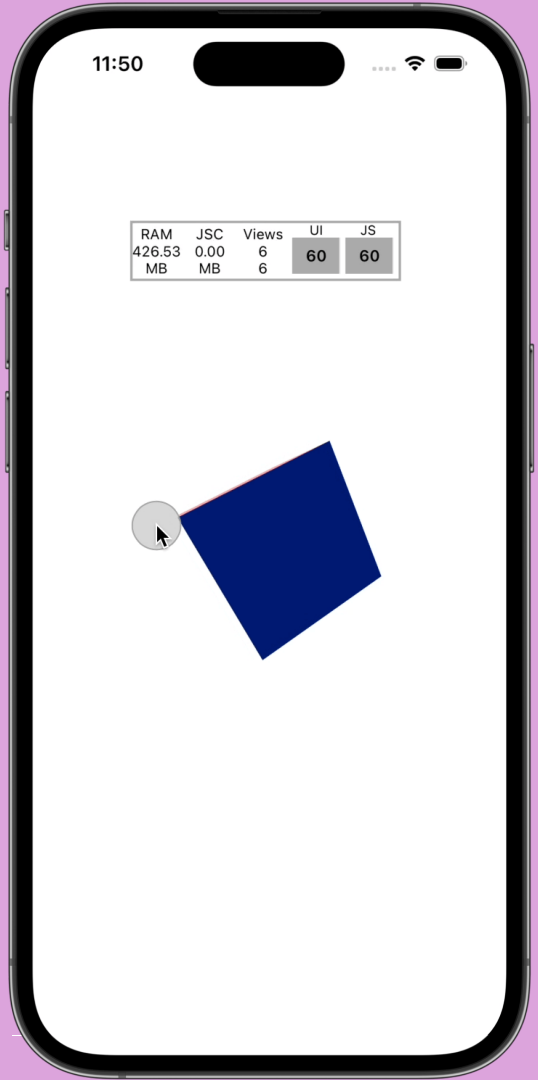
UI Thread


Reanimated JS runtime
0 ms
16 ms
32 ms
48 ms
UI (main) thread
worklet
update UI
worklet
update UI
worklet
update UI
worklet
update UI
JS thread
JSON.parse (40 ms)
React Native JS runtime


{
"methodName": "updateProps",
"args": [
{ "tag": 5 },
{ "width": 40 },
]
}
JS
Serialization
Deserialization
Native Code
JSON
JSON
JSON
Bridge

React Native The New Architecture (Fabric)




11:50
RAM
426.53
MB
JSC
0.00
MB
Views
6
6
UI
60
JS
60

```
function rotateZ(m, angle) {
  'worklet';
  var c = Math.cos(angle)
  var s = Math.sin(angle)
  var mv0 = m[0], mv4 = m
```

$$R_x(\theta) = \begin{bmatrix} 1 & 0 & 0 \\ 0 & \cos\theta & -\sin\theta \\ 0 & \sin\theta & \cos\theta \end{bmatrix}$$

```
function rotateX(m, angle) {
  'worklet';
  var c = Math.cos(angle
  var s = Math.sin(angle
  var mv1 = m[1], mv5 =
```

$$R_z(\theta) = \begin{bmatrix} \cos\theta & -\sin\theta & 0 \\ \sin\theta & \cos\theta & 0 \\ 0 & 0 & 1 \end{bmatrix}$$

$$R = R_z(\gamma)\, R_y(\beta)\, R_x(\alpha) = \begin{bmatrix} \cos\gamma & -\sin\gamma & 0 \\ \sin\gamma & \cos\gamma & 0 \\ 0 & 0 & 1 \end{bmatrix} \begin{bmatrix} \cos\beta & 0 & \sin\beta \\ 0 & 1 & 0 \\ -\sin\beta & 0 & \cos\beta \end{bmatrix} \begin{bmatrix} 1 & 0 & 0 \\ 0 & \cos\alpha & -\sin\alpha \\ 0 & \sin\alpha & \cos\alpha \end{bmatrix}$$

$$= \begin{bmatrix} \cos\beta\cos\gamma & \sin\alpha\sin\beta\cos\gamma - \cos\alpha\sin\gamma & \cos\alpha\sin\beta\cos\gamma + \sin\alpha\sin\gamma \\ \cos\beta\sin\gamma & \sin\alpha\sin\beta\sin\gamma + \cos\alpha\cos\gamma & \cos\alpha\sin\beta\sin\gamma - \sin\alpha\cos\gamma \end{bmatrix}$$

$$R = \begin{bmatrix} \cos\theta + u_x^2\,(1-\cos\theta) & u_x u_y\,(1-\cos\theta) - u_z\sin\theta & u_x u_z\,(1-\cos\theta) + u_y\sin\theta \\ u_y u_x\,(1-\cos\theta) + u_z\sin\theta & \cos\theta + u_y^2\,(1-\cos\theta) & u_y u_z\,(1-\cos\theta) - u_x\sin\theta \\ u_z u_x\,(1-\cos\theta) - u_y\sin\theta & u_z u_y\,(1-\cos\theta) + u_x\sin\theta & \cos\theta + u_z^2\,(1-\cos\theta) \end{bmatrix}$$

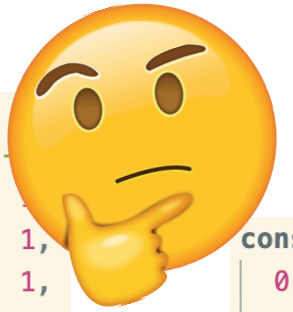
```
m[0] = c * m[0] + s * m[2];
m[4] = c * m[4] + s * m[6];
m[8] = c * m[8] + s * m[10];

m[2] = c * m[2] - s * mv0;
m[6] = c * m[6] - s * mv4;
m[10] = c * m[10] - s * mv8;
}
```

$$R_y(\theta) = \begin{bmatrix} \cos\theta & 0 & \sin\theta \\ 0 & 1 & 0 \\ -\sin\theta & 0 & \cos\theta \end{bmatrix}$$

$$\begin{bmatrix} \frac{2n}{r-l} & 0 & \frac{}{r-l} & 0 \\ 0 & \frac{2n}{t-b} & \frac{t+b}{t-b} & 0 \\ 0 & 0 & -\frac{f+n}{f-n} & -\frac{2fn}{f-n} \\ 0 & 0 & -1 & 0 \end{bmatrix}$$

```
const vertices = [
  -1,-1,-1,   1,-1,-1,  1, 1,-1,  -1, 1,-
  -1,-1, 1,   1,-1, 1,  1, 1, 1,  -1, 1,
  -1,-1,-1,  -1,1,-1,  -1, 1, 1,  -1,-1, 1,
   1,-1,-1,   1,1,-1,   1, 1, 1,   1,-1, 1,
  -1,-1,-1,  -1,-1,1,   1,-1, 1,   1,-1,-1,
  -1, 1,-1,  -1,1,1,    1,1,1,     1,1,-1,
];
```



```
const indices = [
  0,1,2, 0,2,3, 4,5,6, 4,6,7,
  8,9,10, 8,10,11, 12,13,14, 12,14,15,
  16,17,18, 16,18,19, 20,21,22, 20,22,23
];
```

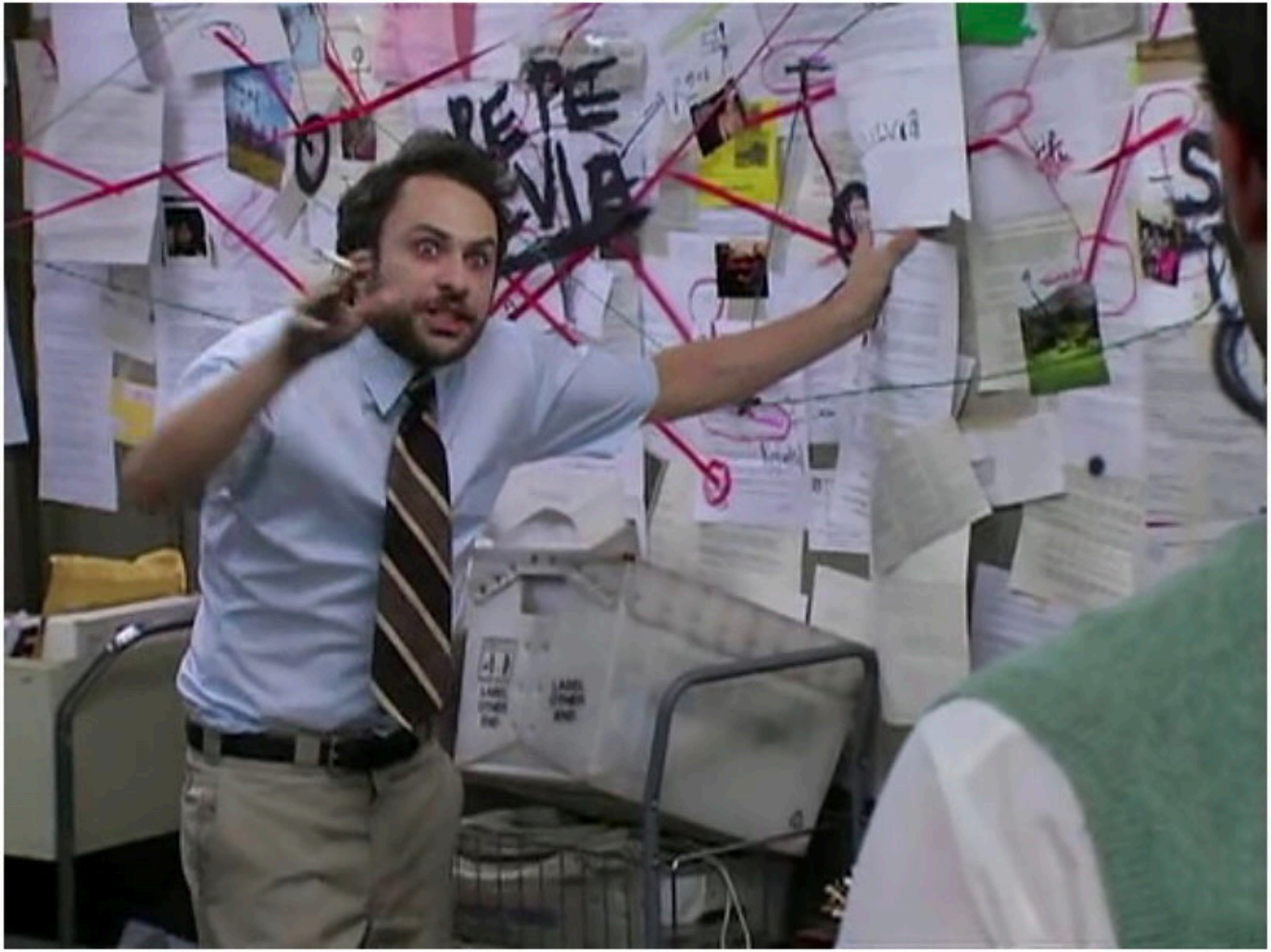
```
const colors = [
  0,0.101,0.447, 0,0.101,0.447, 0,0.101,0.447, 0,0.101,0.447,
  0,0.101,0.447, 0,0.101,0.447, 0,0.101,0.447, 0,0.101,0.447,
  1,0.666,0.658, 1,0.666,0.658, 1,0.666,0.658, 1,0.666,0.658,
  1,0.933,0.525, 1,0.933,0.525, 1,0.933,0.525, 1,0.933,0.525,
  0.556,0.827,0.937, 0.556,0.827,0.937, 0.556,0.827,0.937, 0.556,0.827,0.937,
  0.6,0.6,0.6, 0.6,0.6,0.6, 0.6,0.6,0.6, 0.6,0.6,0.6,
];
```

three.js

three.js

@react-three/fiber

expo-gl



three.js

@react-three/fiber

expo-gl

three.js r152

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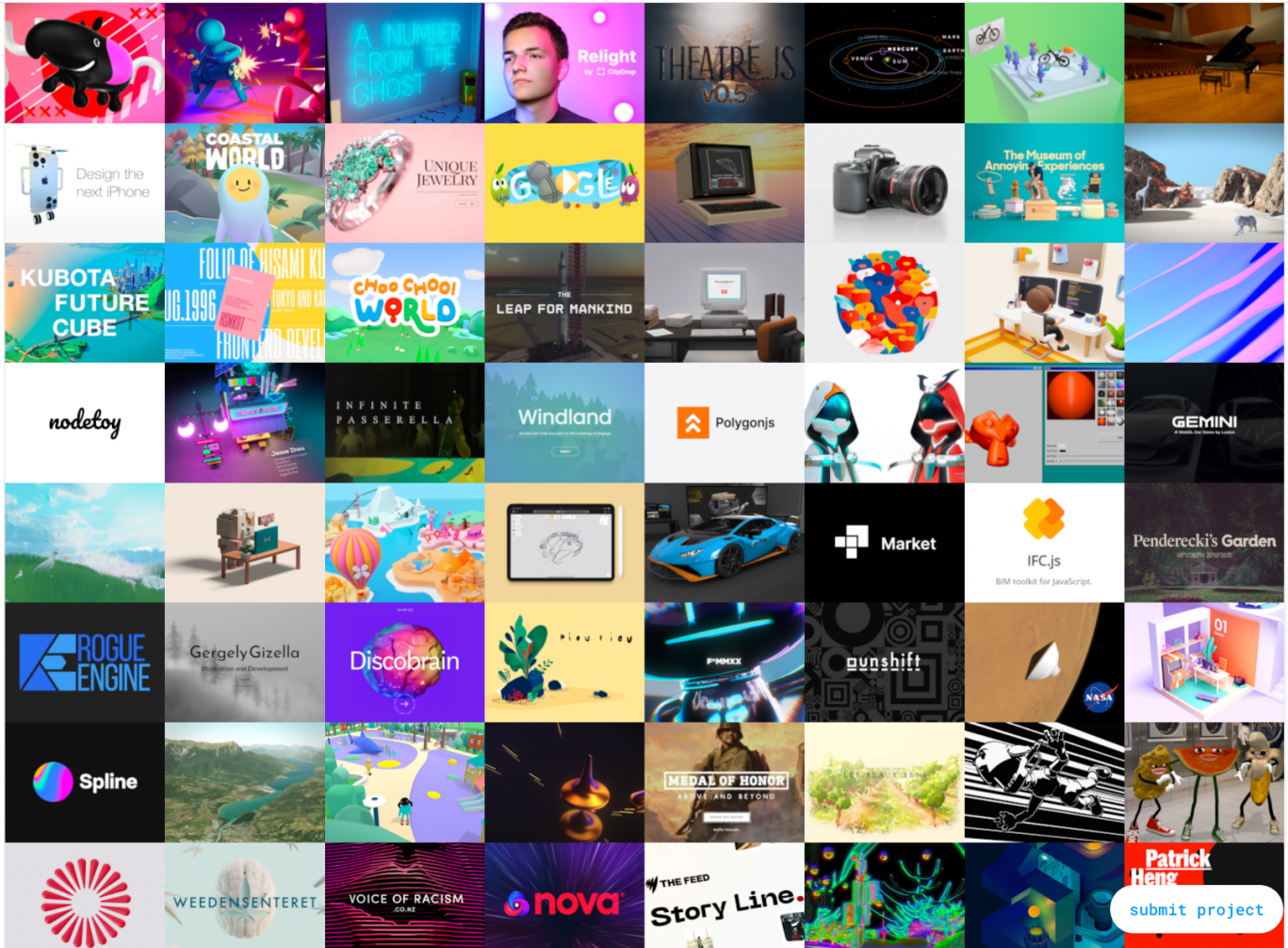
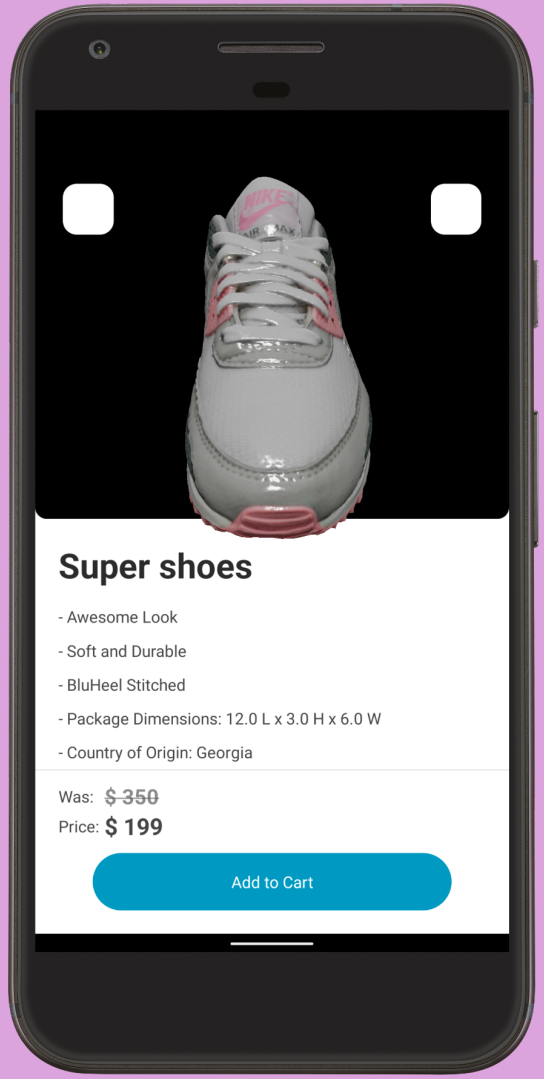


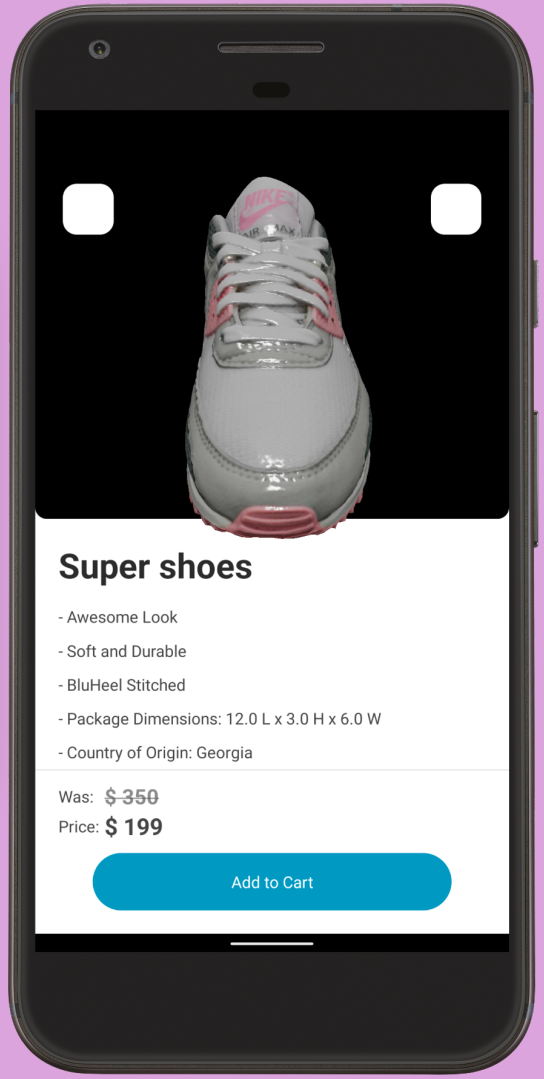
submit project


Super shoes
- Awesome Look
- Soft and Durable
- BluHeel Stitched
- Package Dimensions: 12.0 L x 3.0 H x 6.0 W
- Country of Origin: Georgia
Was: $ 350
Price: $ 199
Add to Cart

```
import { Canvas, useLoader } from "@react-three/fiber";

const obj = useLoader(OBJLoader, require('./shoe.obj'));

<Canvas>
  <mesh>
    <primitive object={obj} />
  </mesh>
</Canvas>
```

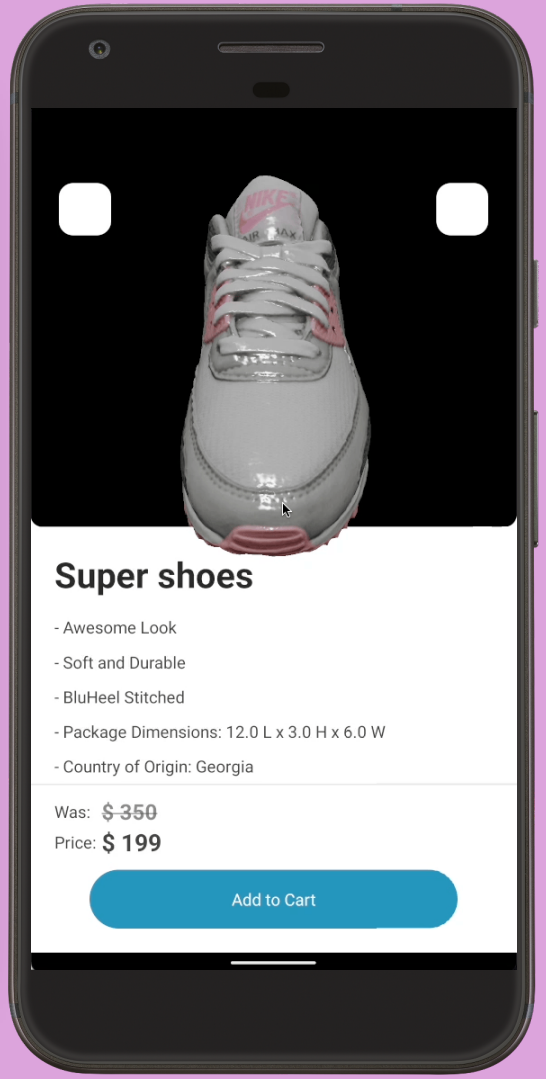


```
Gesture.Pan().onUpdate((e) => {
  positionX.value = e.translationX
  positionY.value = e.translationY
})

const mesh = useRef();

useFrame(() => {
  mesh.current.rotation.x += positionX.value;
  mesh.current.rotation.y += positionY.value;
});


<Canvas>
  <mesh mesh={mesh}>
    <primitive object={obj} />
  </mesh>
</Canvas>
```

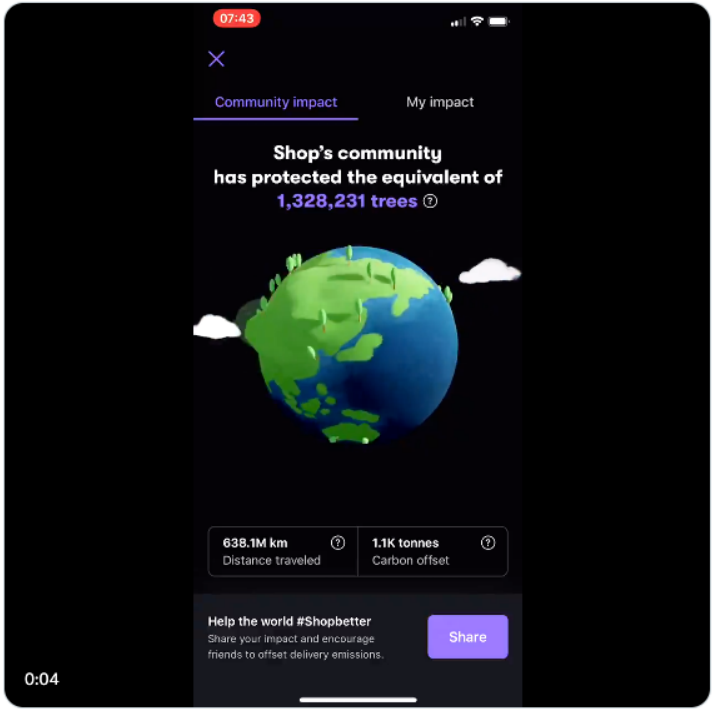


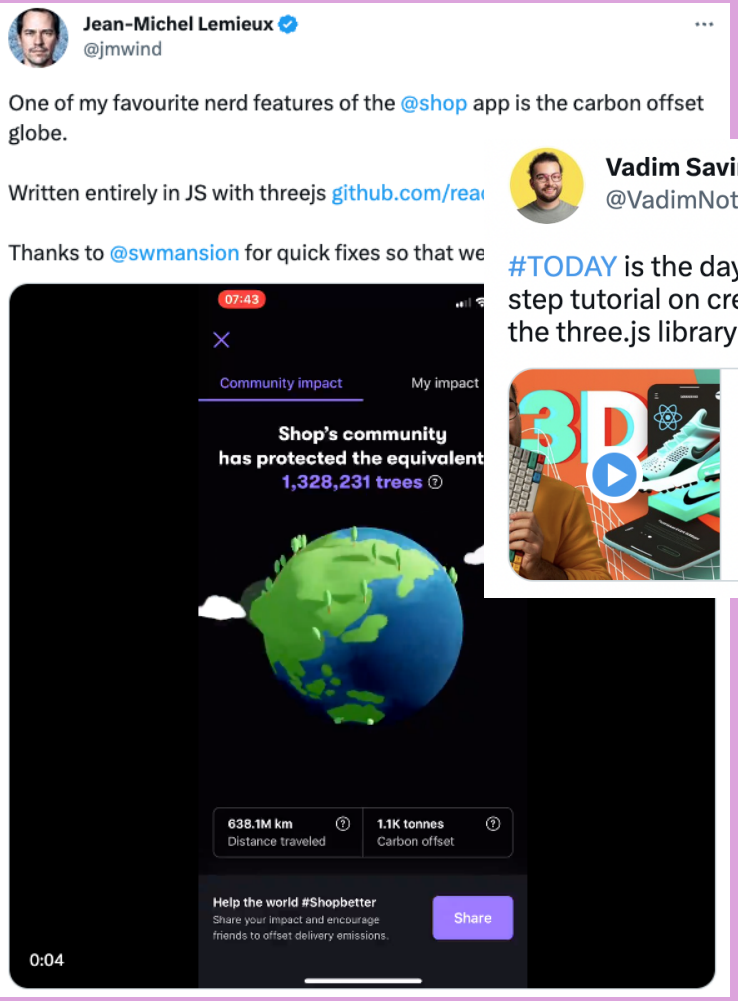
Jean-Michel Lemieux ✓
@jmwind

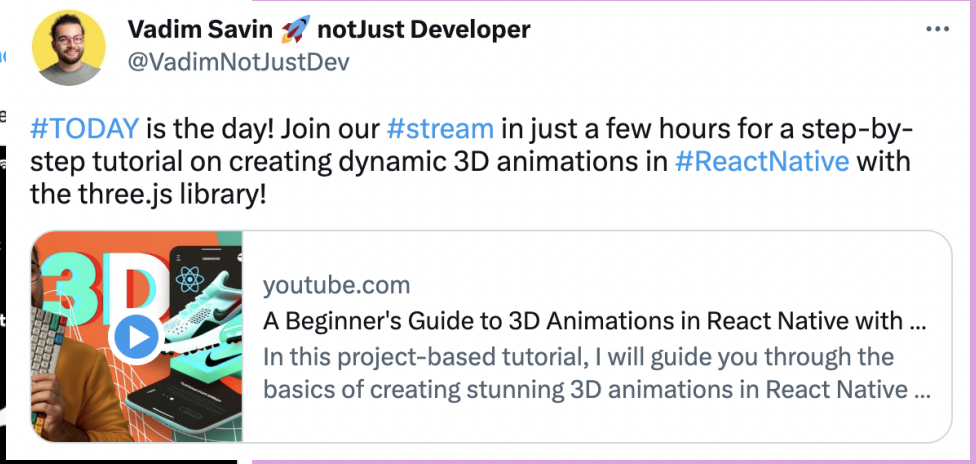
One of my favourite nerd features of the @shop app is the carbon offset globe.

Written entirely in JS with threejs github.com/react-spring/r...

Thanks to @swmansion for quick fixes so that we could ship. 🙏




Jean-Michel Lemieux
@jmwind
One of my favourite nerd features of the @shop app is the carbon offset globe.
Written entirely in JS with threejs github.com/rea
Thanks to @swmansion for quick fixes so that we
07:43
Community impact
My impact
Shop's community has protected the equivalent
1,328,231 trees
638.1M km
Distance traveled
1.1K tonnes
Carbon offset
Help the world #Shopbetter
Share your impact and encourage friends to offset delivery emissions.
Share
0:04


Vadim Savin 🚀 notJust Developer
@VadimNotJustDev
#TODAY is the day! Join our #stream in just a few hours for a step-by-step tutorial on creating dynamic 3D animations in #ReactNative with the three.js library!
youtube.com
A Beginner's Guide to 3D Animations in React Native with ...
In this project-based tutorial, I will guide you through the basics of creating stunning 3D animations in React Native ...

Jean-Michel Lemieux
@jmwind

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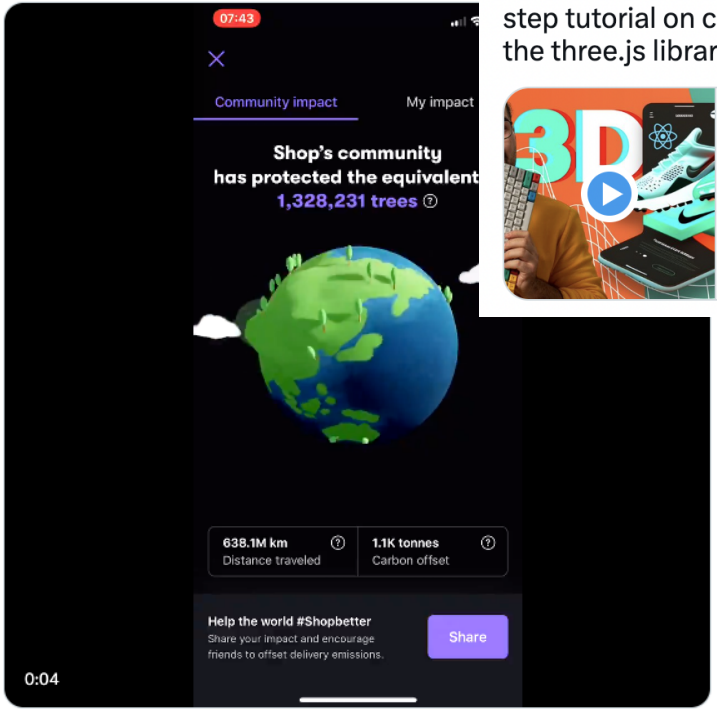

Vadim Savin 🚀 notJust Developer
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step tutorial on creating dynamic 3D animations
the three.js library!

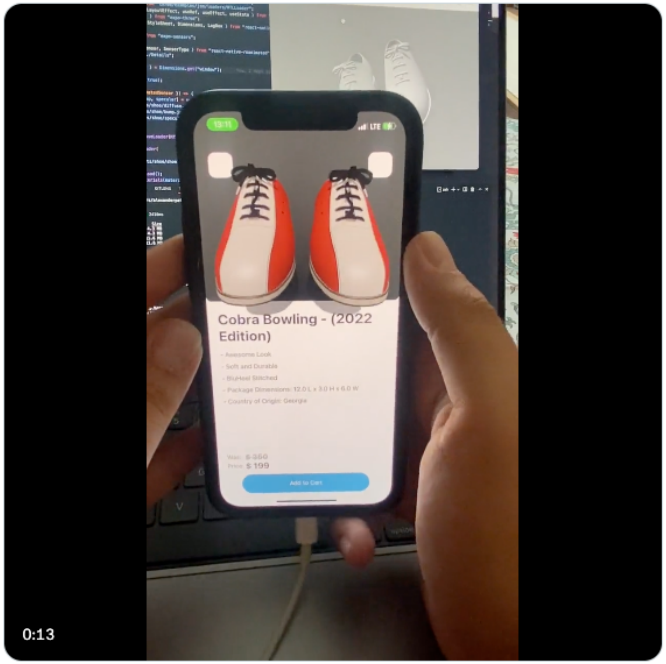
youtube.com
A Beginner's Guide to 3D Animati
In this project-based tutorial, I wil
basics of creating stunning 3D an

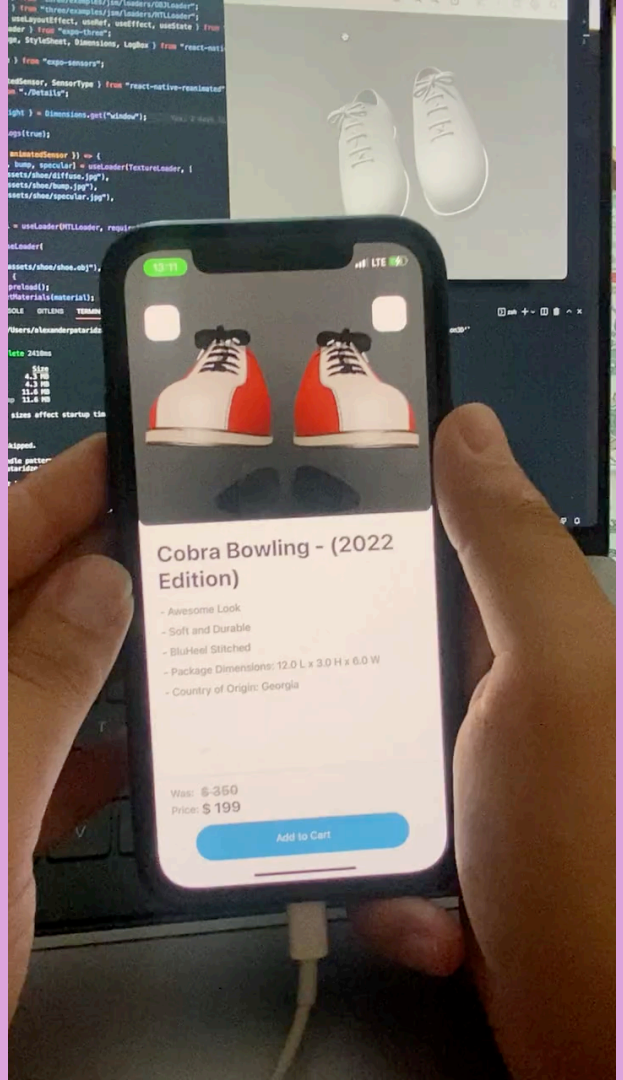
4twiggers
@4twiggers

Expo 46 beta supports React 18. We can now implement 3D scenes with latest react-three-fiber using JSX.
react-three-fiber by @0xca0a enables us to implement cool stuff like this 👇

github.com/4TWIGGERS/reac...

#reactnative #expo #4twiggers




Cobra Bowling - (2022 Edition)
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- Soft and Durable
- BluHeel Stitched
- Package Dimensions: 12.0 L x 3.0 H x 6.0 W
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Community impact
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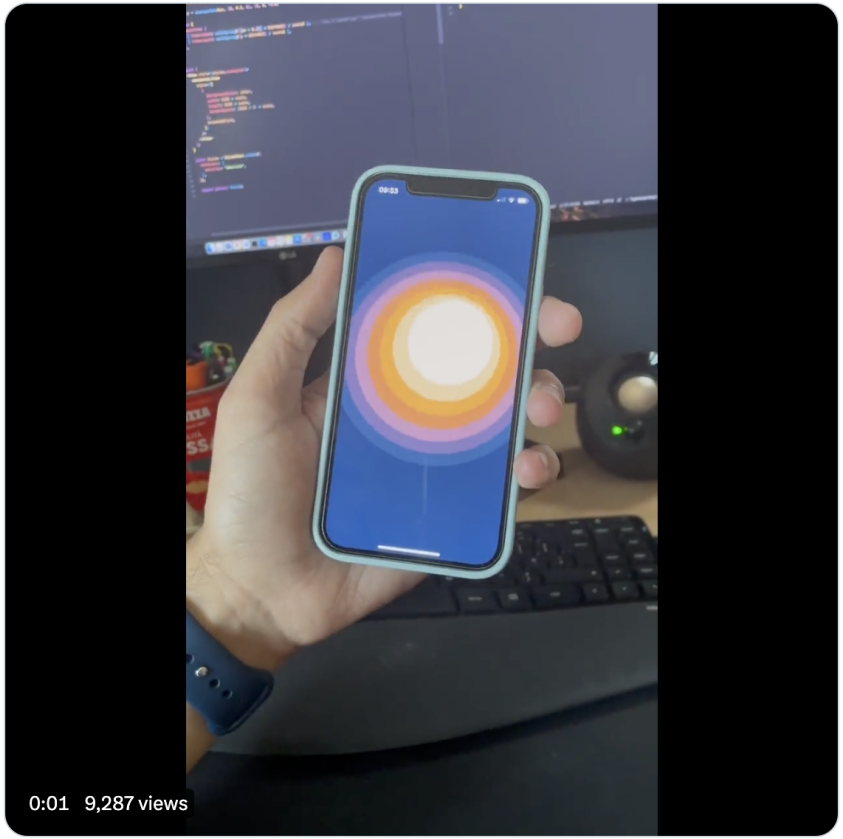
Shop's community has protected the equivalent of
1,328,221 trees
638.1M km
Distance traveled
1.1K tonnes
Carbon offset
Help the world #Shopbetter
Share your impact and encourage friends to offset delivery emissions.
Share

useAnimatedSensor()

Hugo Duarte 💻
@hugoasduarte

Finally got the time to test out @swmansion's new useAnimatedSensor new hook and wow, this is game changer. I think I'm going to play with it a bit more!
👇 sourcecode



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@hugoasduarte

Finally got the time to test out @swm
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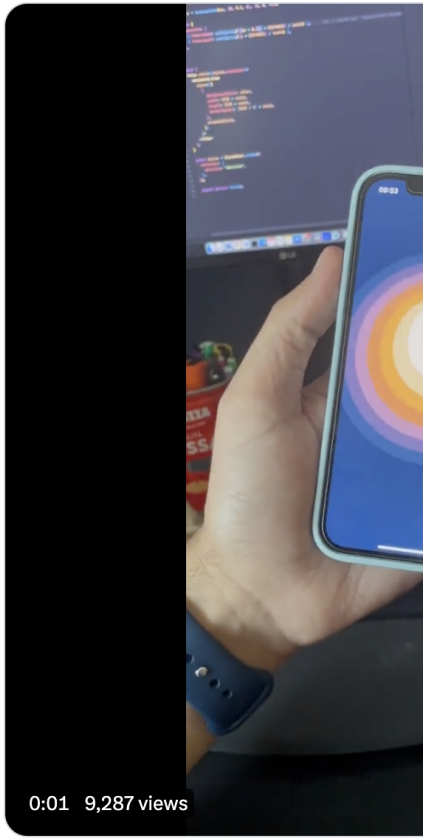
👇 sourcecode



Kacper Kapuściak
@kacperkapusciak

Recently, I've seen a thread with really bad volume controls and I couldn't resist building one in React Native 🤭

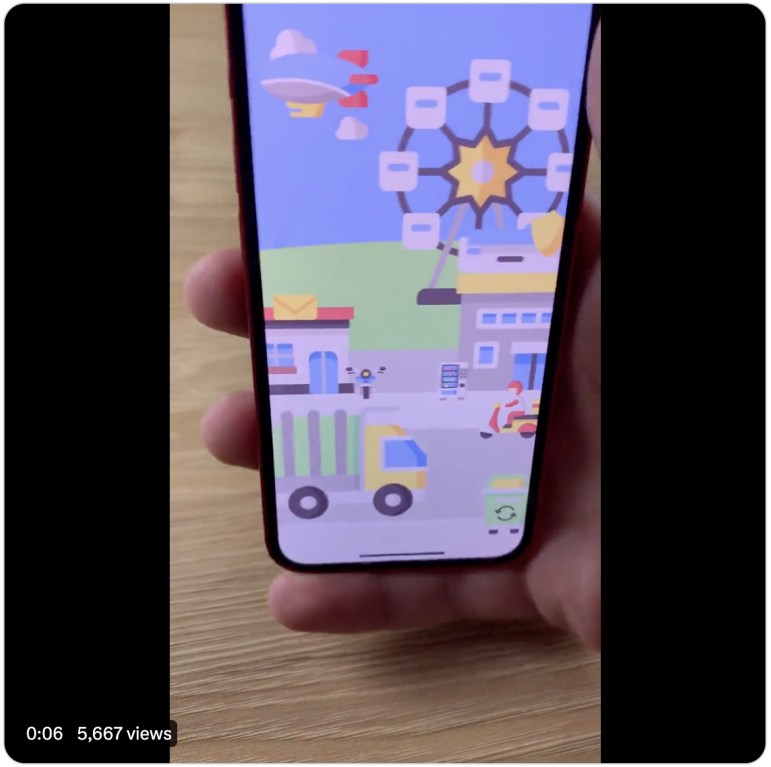
...which I made even worse by connecting it to the gyroscope 😅

Software Mansion
@swmansion

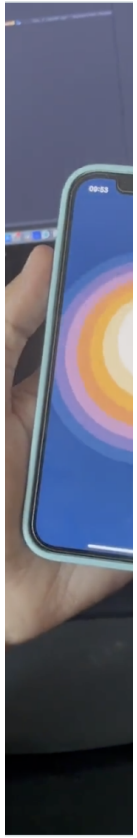
useAnimatedSensor() is the simplest way to create animation based on sensors data!

Available from Reanimated 2.5.0 on.

docs.swmansion.com/react-native-r...
app author: @wojtus_7



t out @swm
s game cha



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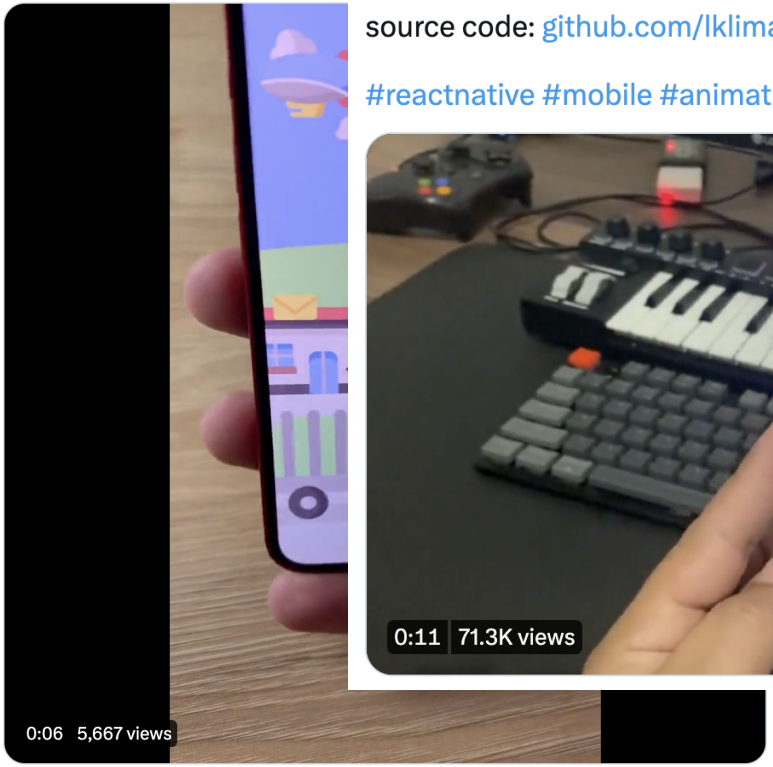
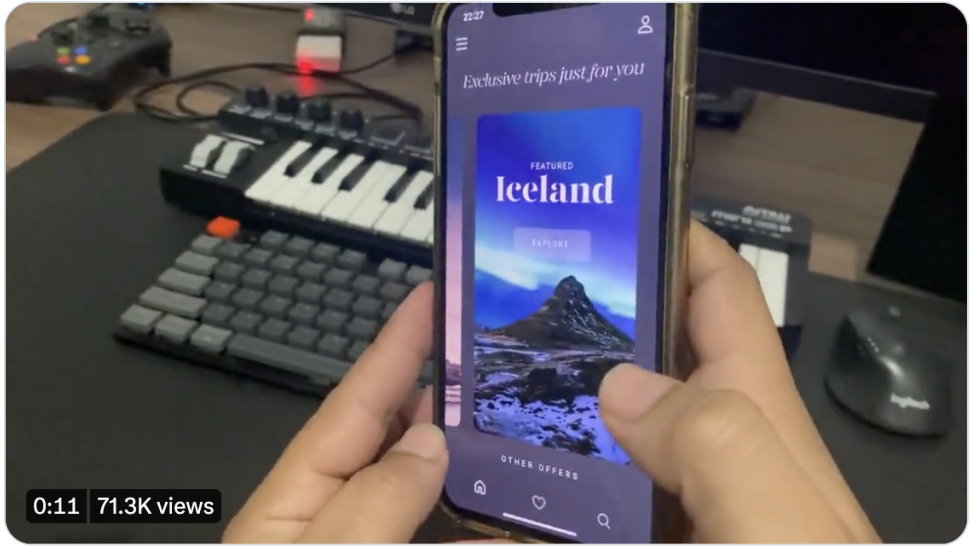


Lucas Lima
@lima_lucas3

Testing useAnimatedSensor from @swmansion reanimated, so easy to use hardware sensor to make fun animations.

source code: github.com/lklima/rn-para...

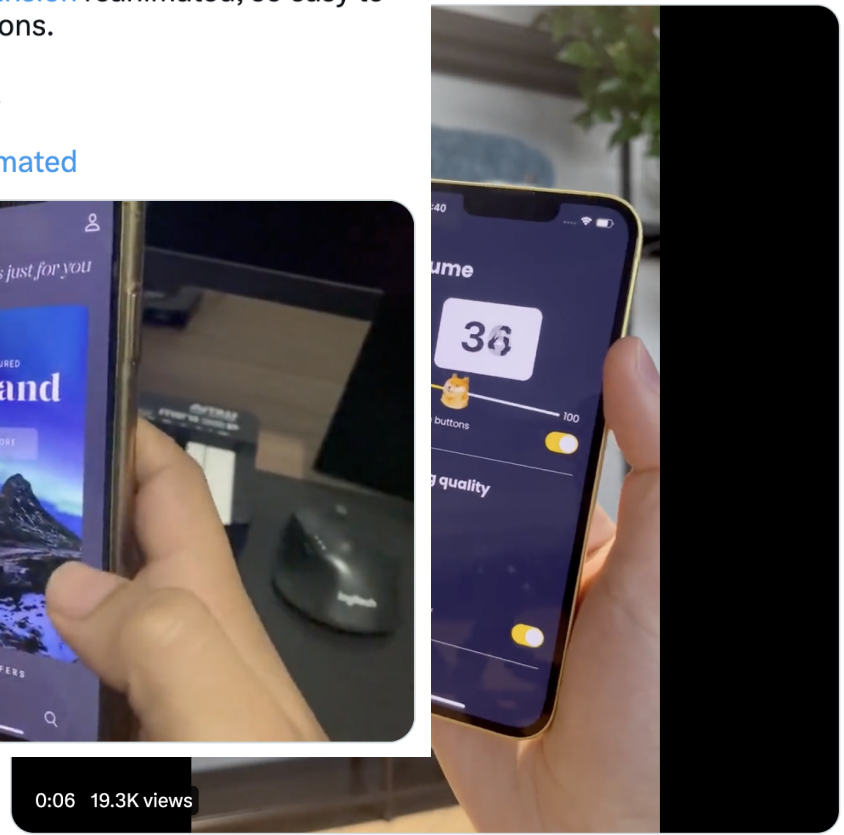
#reactnative #mobile #animation #reanimated

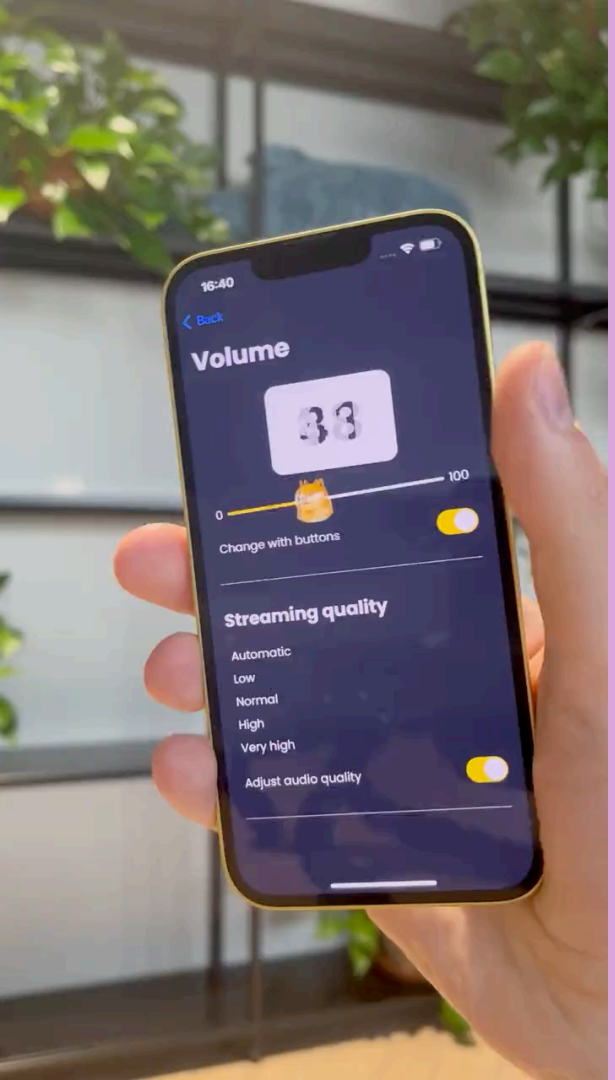


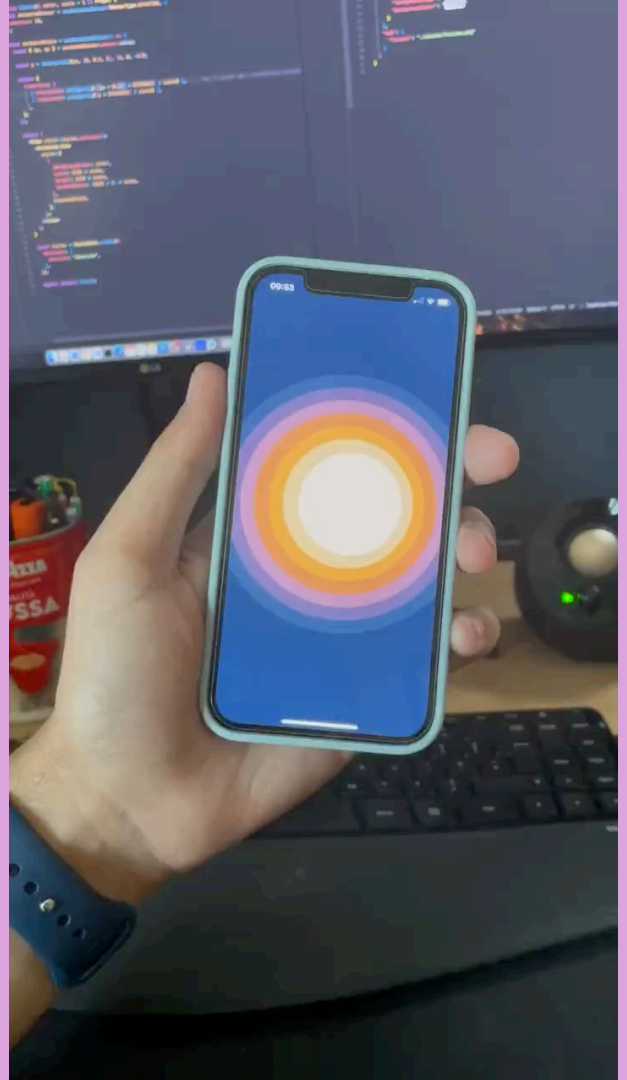
Kacper Kapuściak
@kacperkapusciak

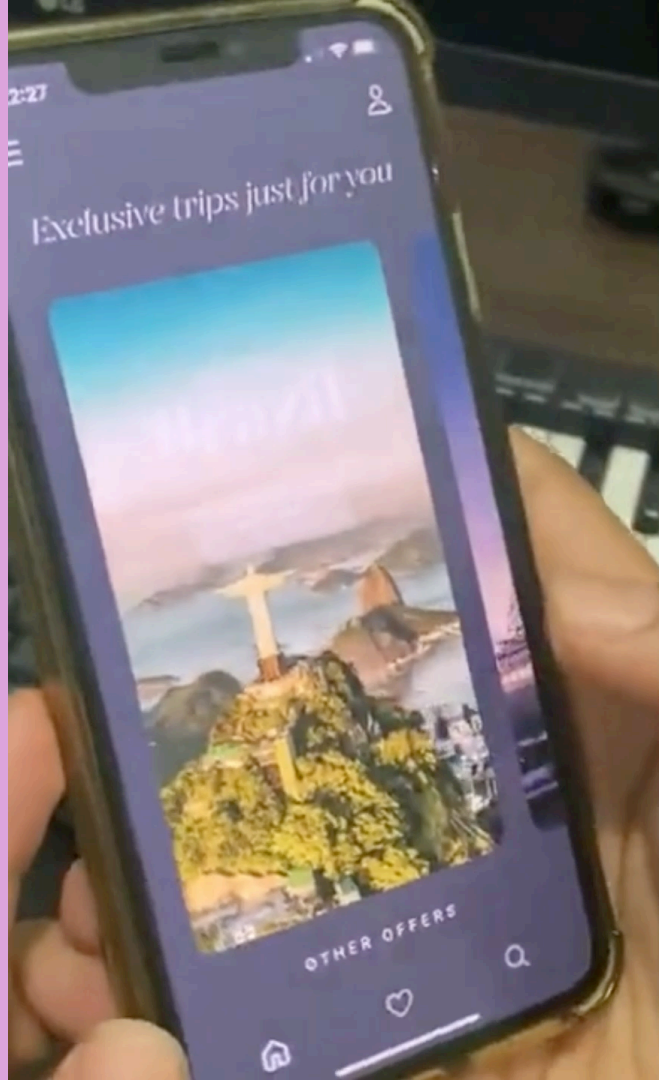
y bad volume controls and I
Native 🤭

cting it to the gyroscope 😅




16:40
Back
Volume
33
0
100
Change with buttons
Streaming quality
Automatic
Low
Normal
High
Very high
Adjust audio quality


09:53

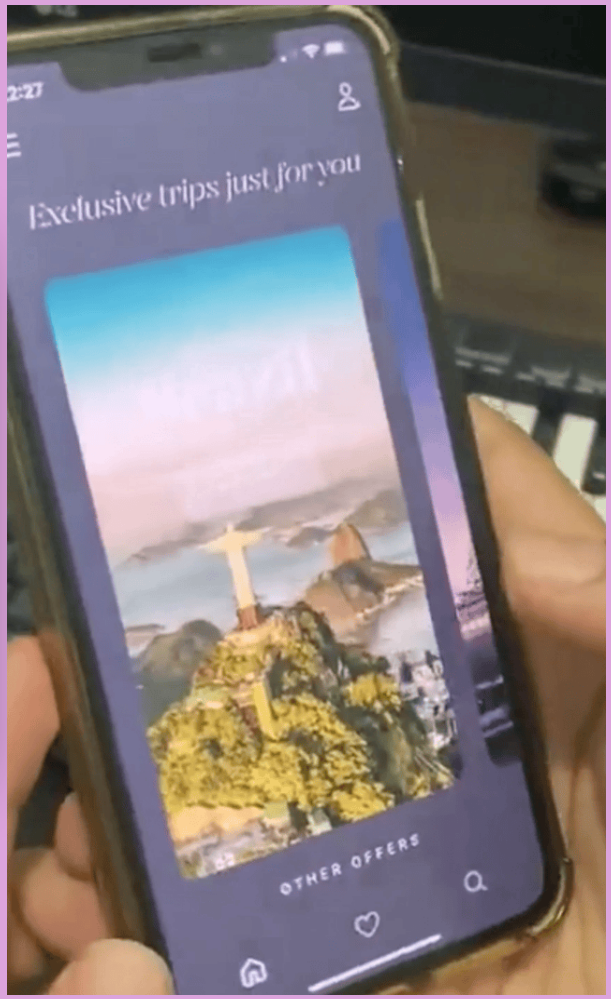

2:27
Exclusive trips just for you
OTHER OFFERS

```
import { useAnimatedSensor }
  from "react-native-reanimated"

const gyroscope = useAnimatedSensor(GYROSCOPE)

const animatedStyle = useAnimatedStyle(() => ({
  transform: [{ translateX: gyroscope.sensor.value.x }]
}))

<Animated.View style={animatedStyle} />
```



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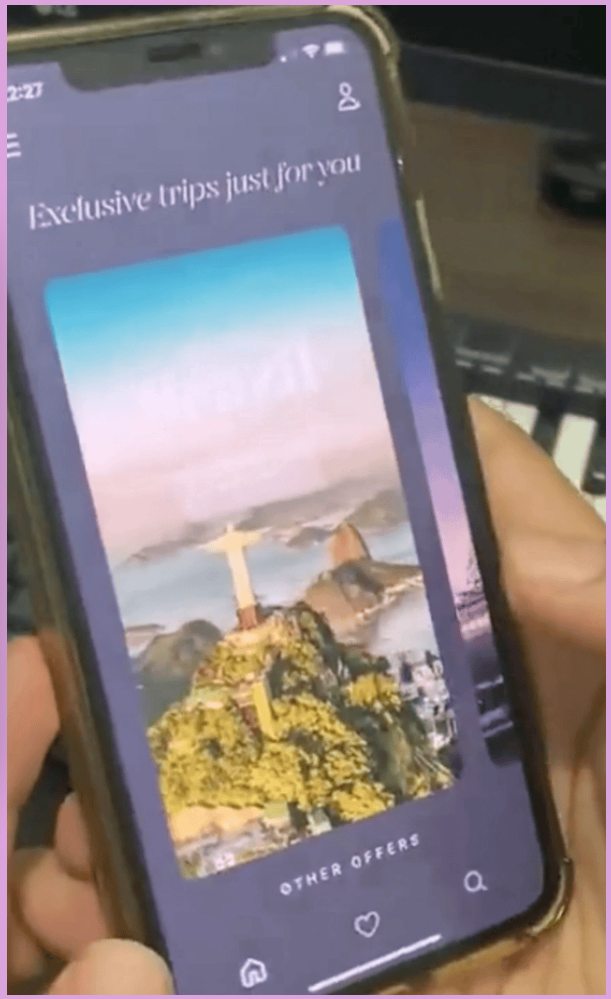

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}))

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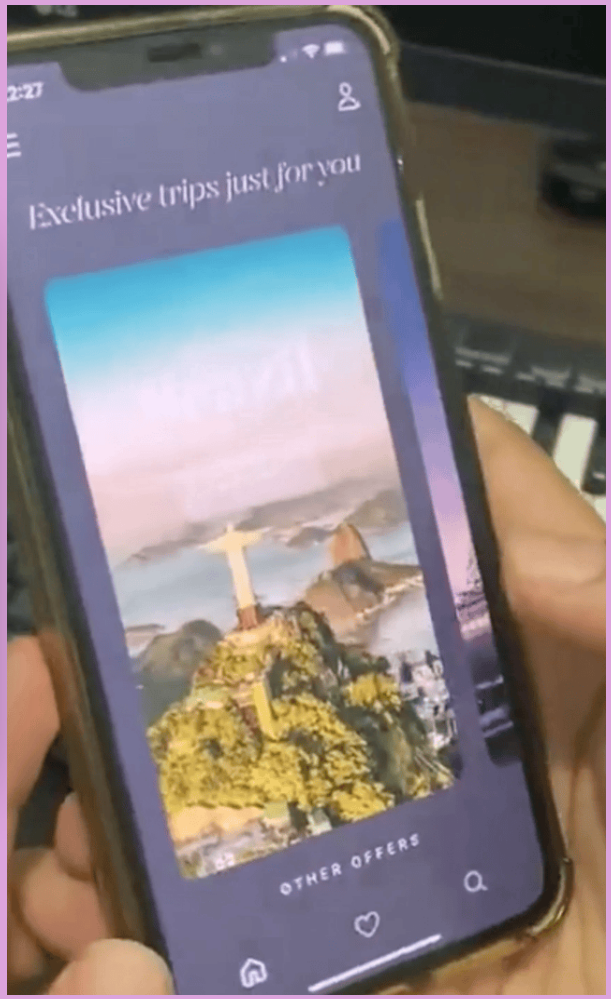
```



```
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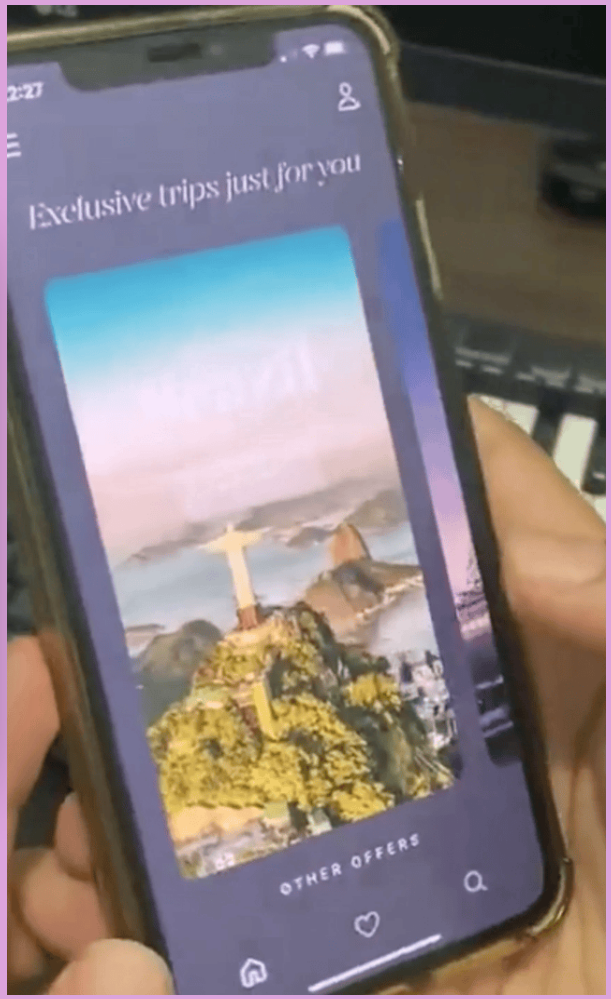
  from "react-native-reanimated"

const gyroscope = useAnimatedSensor(GYROSCOPE)

const animatedStyle = useAnimatedStyle(() => ({
  transform: [{ translateX: gyroscope.sensor.value.x }]
}))

<Animated.Image style={animatedStyle} />
```



@shopify/react-native-skia

Skia

skia.org

SKIA

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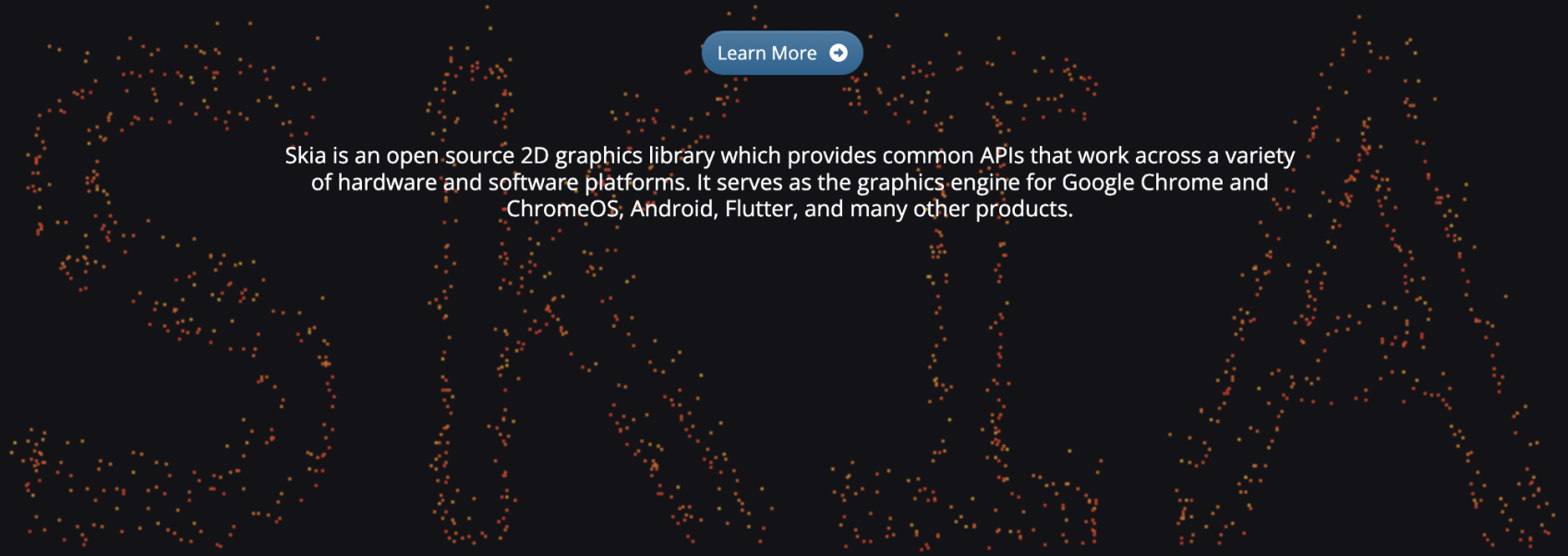
Welcome to Skia: The 2D Graphics Library

Learn More

Skia is an open source 2D graphics library which provides common APIs that work across a variety of hardware and software platforms. It serves as the graphics engine for Google Chrome and ChromeOS, Android, Flutter, and many other products.



Flutter

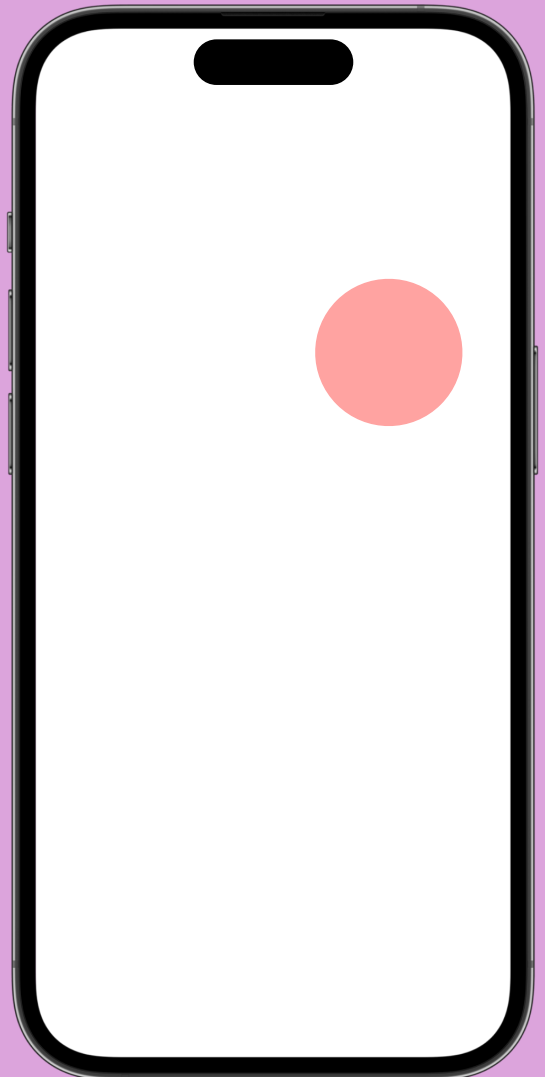
android

Canvas 

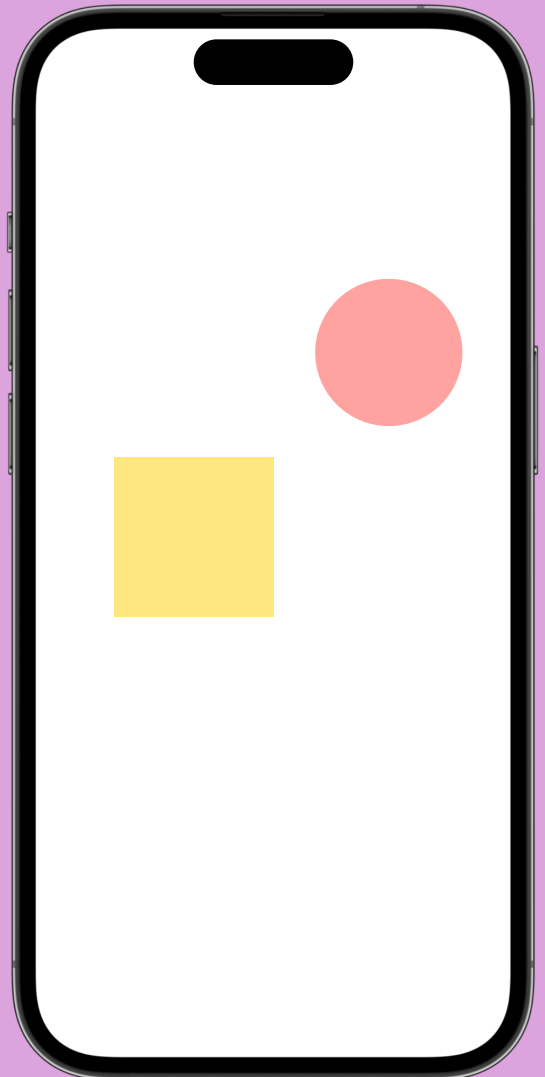
```
<Canvas>

</Canvas>
```

```
<Canvas>
  <Circle r={50} cx={40} cy={40} />
</Canvas>
```

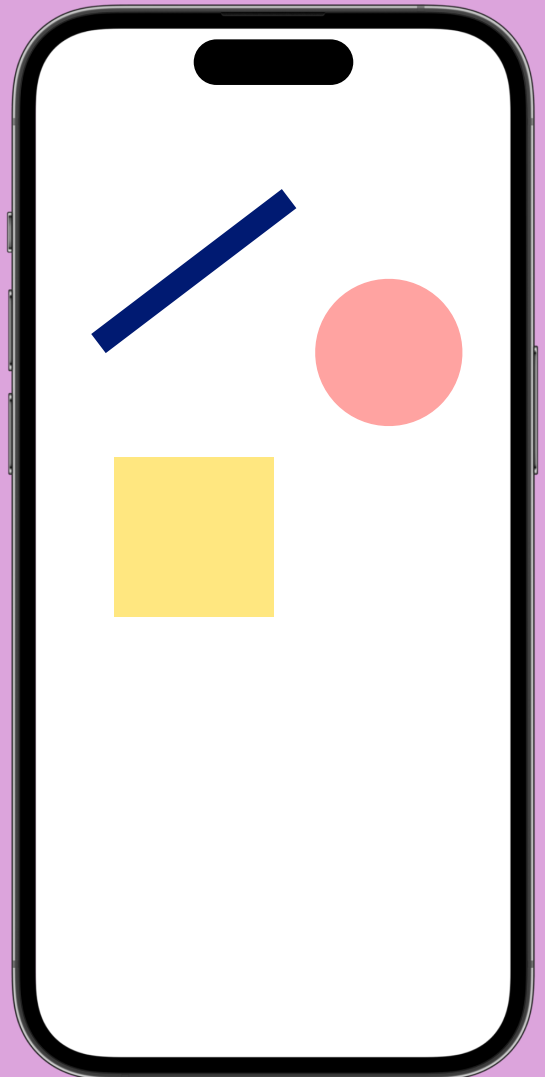


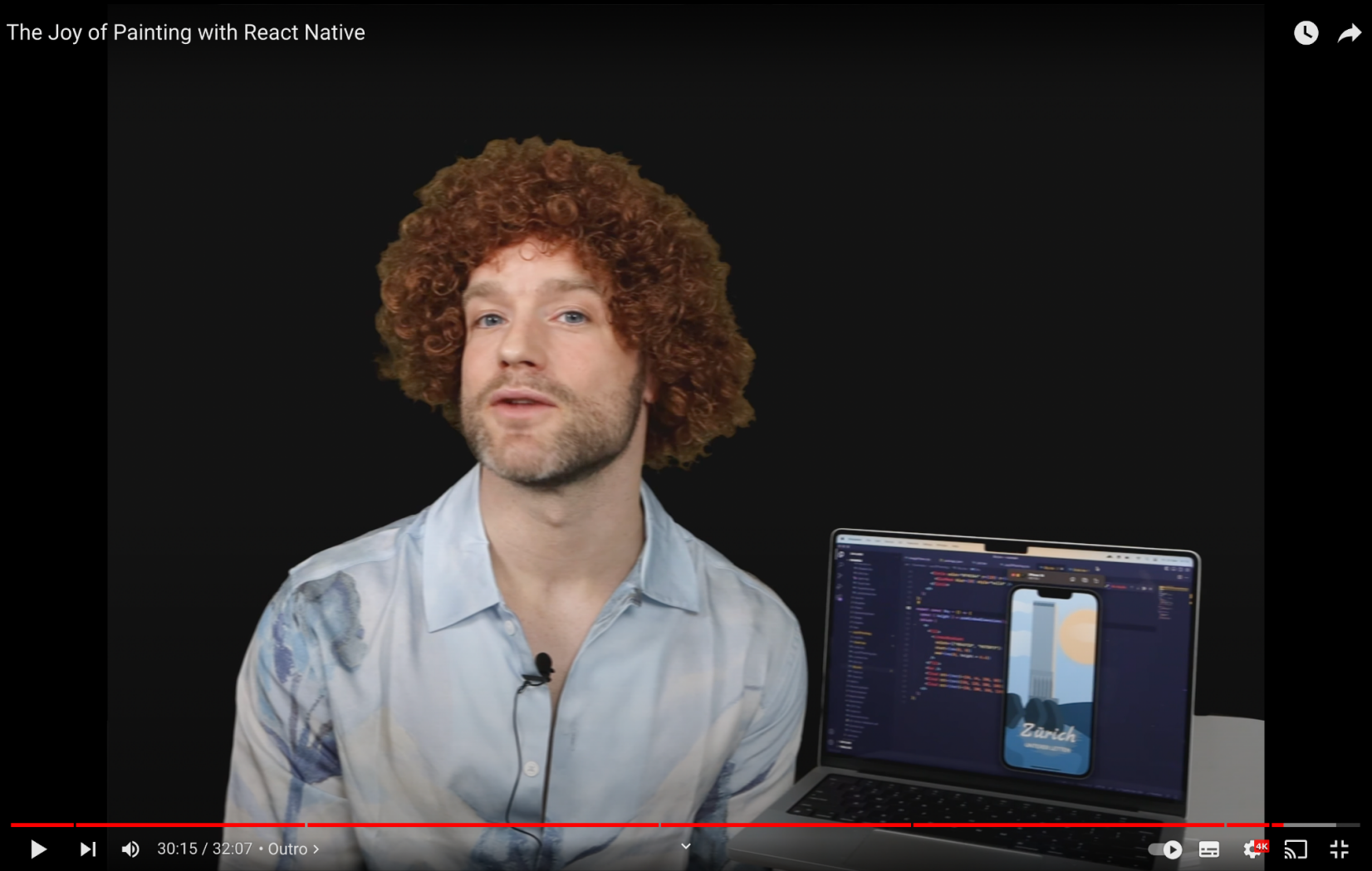
```
<Canvas>
  <Circle r={50} cx={40} cy={40} />
  <Rect x={20} y={20} width={50} height={50} />
</Canvas>
```



```
const path = Path.Make();
path.lineTo(50, 100);

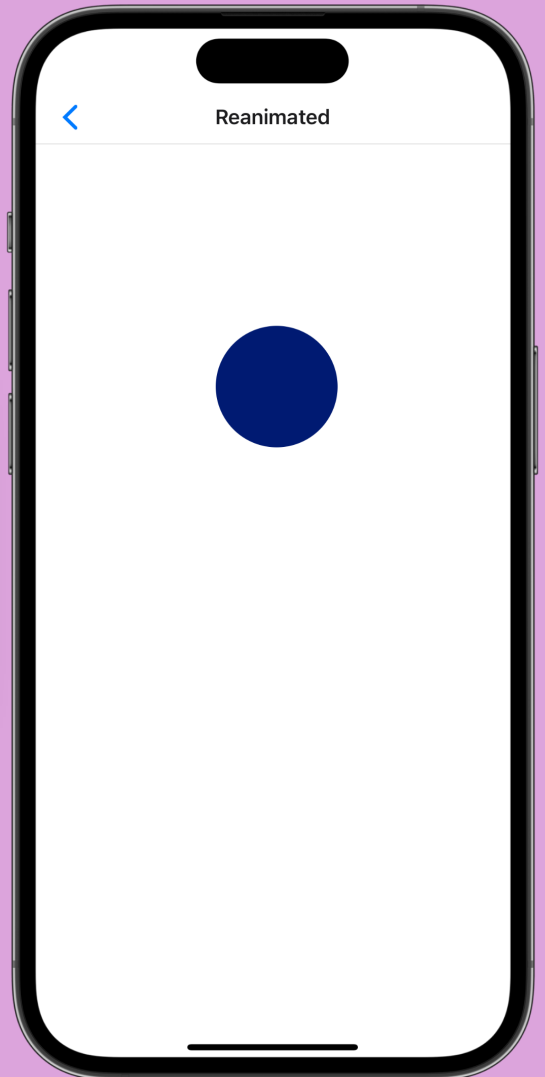
<Canvas>
  <Circle r={50} cx={40} cy={40} />
  <Rect x={20} y={20} width={50} height={50} />
  <Path path={path} />
</Canvas>
```



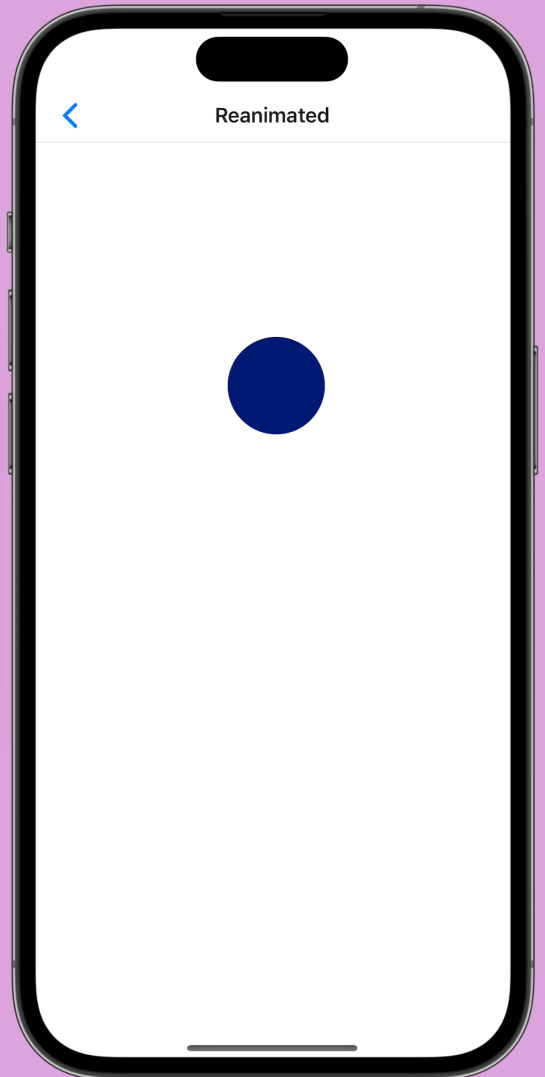

The Joy of Painting with React Native
Zürich
30:15 / 32:07 • Outro ›

Reanimated + Skia = 🤝

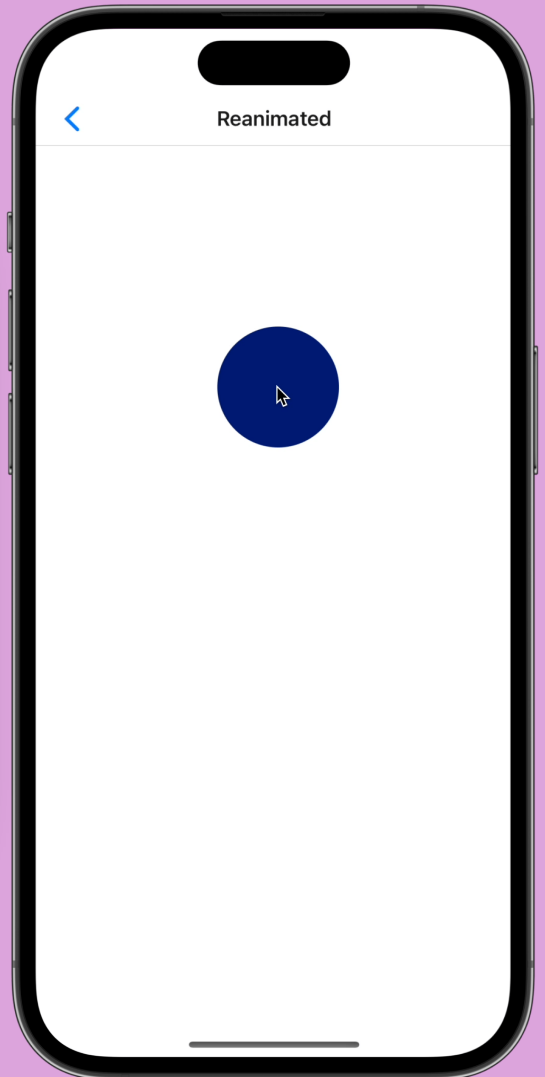
```jsx
<Canvas>
  <Circle cx={200} cy={200} r={50} />
</Canvas>
```



```
const radius = useSharedValue(10)
radius.value = withTiming(50)

<Canvas>
  <Circle cx={200} cy={200} r={radius} />
</Canvas>
```

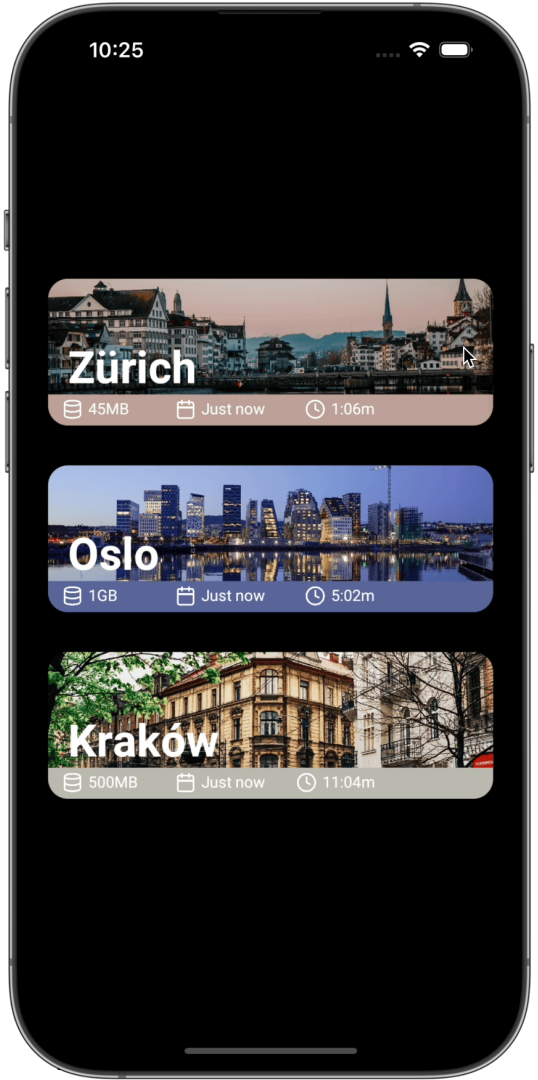


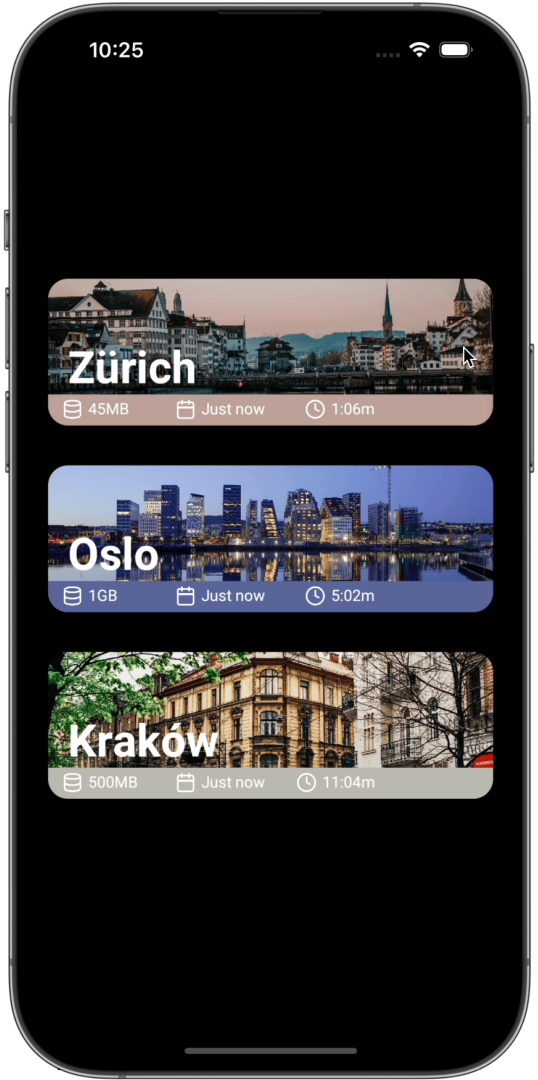
```
const translateX = useSharedValue(0)
const translateY = useSharedValue(0)

Gesture.Pan().onChange((e) => {
  translateX.value += e.changeX
  translateY.value += e.changeY
})

<Canvas>
  <Circle cx={translateX} cy={translateY} r={50} />
</Canvas>
```



Skia Shaders 🌈

```
const source = RuntimeEffect.Make(
 'vec4 main(vec2 pos) {
    return vec4(pos.x, pos.y, 0.5, 1);
  }'
)

<Canvas>
  <Fill>
    <Shader source={source} />
  </Fill>
</Canvas>
```


10:25
Zürich
45MB
Just now
1:06m
Oslo
1GB
Just now
5:02m
Kraków
500MB
Just now
11:04m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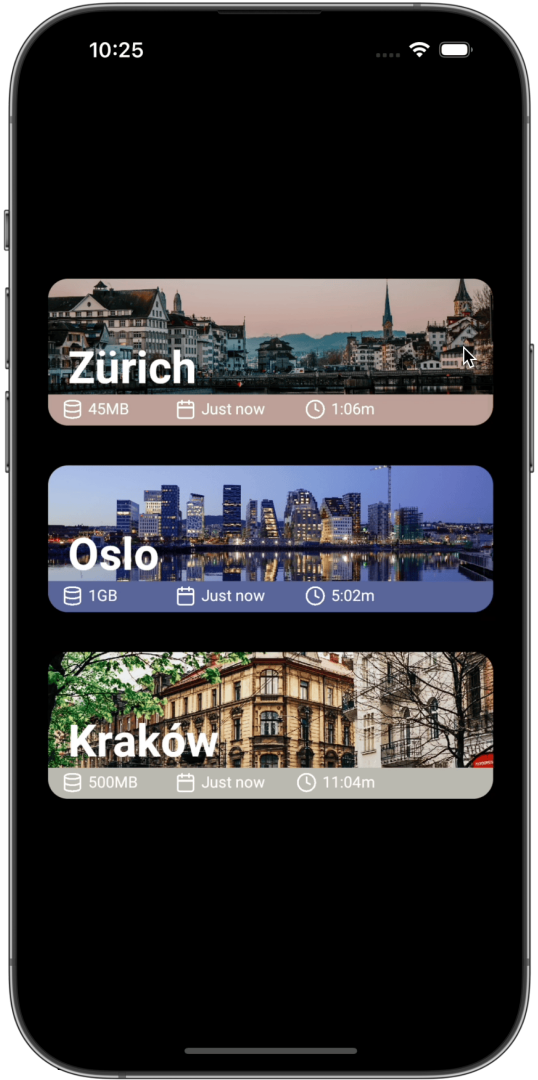
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The future ⏱


Apes together strong.

Thanks! 👋

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