

Hybrid Graph Demo

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Before this...

Shaderfrog - Three.js Shader Editor

<https://shaderfrog.com>

Years later...

The “Hybrid Graph”

WebGL GLSL Shader Graph Editor

Demo!

<http://frogger.andrewray.me>

Demo Code

```
uniform sampler2D image;
```

```
uniform float time;
```

```
varying vec2 vUv;
```

```
void main() {
```

```
    float speed = 2.0;
```

```
    float intensity = 1.0;
```

```
    vec2 offset = vec2(0.0, sin(vUv.x * 100.0 + time * speed));
```

```
    vec2 uv = vUv + (0.01 * intensity * offset);
```

```
    vec4 color = texture2D(image, uv);
```

```
    gl_FragColor = color * vec4(1.0, 1.0, 0.0, 1.0);
```

```
}
```

Built on open source GLSL compiler

<https://github.com/ShaderFrog/glsl-parser>

While writing this compiler

- I found bug in ANGLE (which got fixed!)
- I found a typo in the Khronos GLSL grammar spec

Live

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