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
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