

# Shader Examples



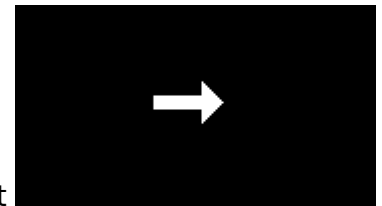
Shader on an Object




Shader on a Sprite Sheet



Flashing an Object White (shader and track)



Flashing an Object White (shader with params)  Sine effect on an Object  
See Shader Tutorials

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<https://orx-project.org/wiki/> - Orx Learning

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