

# Shader on an Object

## Assets



## Code

```
orxObject_CreateFromConfig("DemoObject");
```

## Config

```
[DemoObject]
Graphic = DemoGraphic
ShaderList = Shader

[DemoGraphic]
Texture = ship.png

[Shader]
ParamList = texture
Code = "
void main() {

    vec2 p = gl_TexCoord[0].xy;
    vec4 textureCol = texture2D(texture, p);

    gl_FragColor.rgb = textureCol.rgb;
    gl_FragColor.a = textureCol.a * (1.0 - p.y);
}"
```

## Result



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Note: this simple shader is only effective for a single image texture. For spritesheets, see [this example](#) instead.

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