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



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

From:
https://orx-project.org/wiki/ - **Orx Learning**

Permanent link:
https://orx-project.org/wiki/en/examples/shaders/shader_on_an_object?rev=1518583668

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