

# Shader Examples



Shader on an Object



Shader on a Sprite Sheet



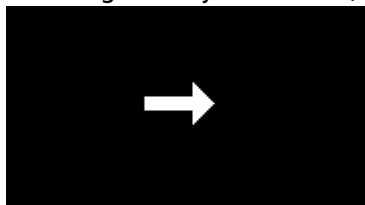
Flashing an Object White (shader and track)



Flashing an Object White (shader with params)



Sine effect on an Object



See Shader Tutorials

From:

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

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<https://www.orx-project.org/wiki/en/examples/shaders/main?rev=1597891021>

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