


```
vec2 textStartCoord = vec2(texture_left, texture_top);  
vec2 textEndCoord = vec2(texture_right, texture_bottom);  
vec2 cropWidth = textEndCoord - textStartCoord;  
  
gl_FragColor = textureCol;  
  
if (p.x >= textStartCoord.x && p.x <= textEndCoord.x && p.y >=  
textStartCoord.y && p.y <= textEndCoord.y){  
    vec2 outerCoord = -1.0 + 2.0 * (p-textStartCoord) / cropWidth;  
    gl_FragColor.a = 1.0-outerCoord.y;  
}  
  
}"
```

Result



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

Permanent link:
https://www.orx-project.org/wiki/en/examples/shaders/shader_on_a_spritesheet

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