

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



Last update: 2025/09/30 17:26 (8 months ago) en:examples:shaders:shader_on_an_object https://www.orx-project.org/wiki/en/examples/shaders/shader_on_an_object?rev=1518583668

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

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

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

Last update: **2025/09/30 17:26 (8 months ago)**

