

Sine effect on an Object

Assets



Code

```
orxObject_CreateFromConfig("Chicken");
```

Config

```
[Chicken]
Graphic      = @
Texture      = chicken.png
ShaderList   = SineShader

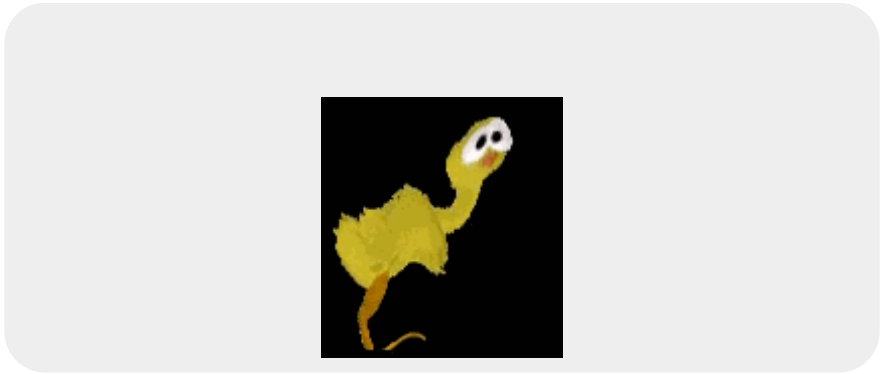
[SineShader]
ParamList    = texture # time
time         = time
UseCustomParam = true
Code         = "
void main() {
    #define BENDS 16.0
    #define SINE_HEIGHT 20.0 //less is higher

    vec2 p = gl_TexCoord[0].xy;

    vec2 sineAffectedP = vec2(p.x, p.y + (sin((p.x*BENDS - (time*2.0))) /
SINE_HEIGHT) );
    vec4 texFragment = texture2D(texture, sineAffectedP );

    gl_FragColor.rgba = vec4(texFragment.rgb, 1.0);
}"
```

Result



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

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

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