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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