

Subject: : AmigaOS4

Topic: : Shaderjoy 1.18

Re: Shaderjoy 1.0

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URL:

@kas1e

FPS depends on window size, because larger pixel area means more fragments, so fragment shaders need to do more work. One pixel equals to at least one fragment.

Foot_torus is slightly broken, when you compare to Shadertoy.

Regarding sunset.frag, it's really static and here is the "making of" video for it:

<https://www.youtube.com/watch?v=0ifChJ0nJfM> Inigo is a real wizard.