

Subject: : AmigaOS4

Topic: : Shaderjoy 1.18

Re: Shaderjoy 1.0

Author: : Capehill

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URL:

@Daytona675x

It would be nice to have some kind 3D object viewer with material support, for example, load Stanford Bunny (or cow :) and apply some fire / glass / whatever shaders on it. Maybe someone has already something like that?

Quote:

ogles2 3.0 (wip)

:)