

Shader Maker - a simple, cross-platform GLSL editor

Shader Maker is a simple, cross-platform GLSL editor, which works on Windows, Linux, and macOS.

It provides the basic functionalities of a shader editor, such that students can get started with writing their own shaders as quickly as possible. This includes: editors for vertex, fragment, and geometry shaders; pre-defined simple shapes (torus et al.) and a simple OBJ loader; and more.

Shader Maker is currently developed and maintained by the Computer Graphics and Virtual Reality group at the University of Bremen.

Requirements

To compile Shader Maker you need the following components:

- The Qt5 development libraries
- A compiler supporting c++11 standard

Pre-defined values

`uniform mat4 projection`: projection matrix base on size of the ui
`uniform mat4 viewMatrix`: view matrix based on rotation and zoom
`uniform float time`: time in milliseconds since program start
`uniform vec3 bbMin`: bounding-box minimum
`uniform vec3 bbMax`: bounding-box maximum

`in vec3 vPosition`: xyz position of the vertices
`in vec3 vNormal`: xyz direction of the normals of the vertices

Authors

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