

# Shader Examples



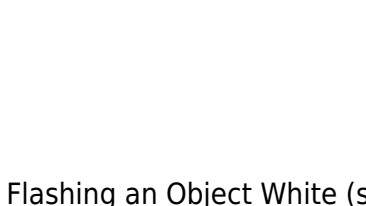
Shader on an Object



Shader on a Sprite Sheet



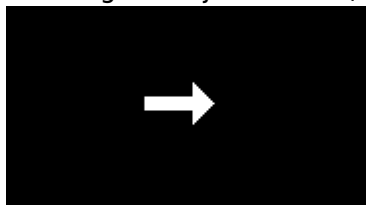
Flashing an Object White (shader and track)



Flashing an Object White (shader with params)



Sine effect on an Object



See Shader Tutorials

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

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<https://wiki.orx-project.org/en/examples/shaders/main>

Last update: **2020/08/19 19:37 (22 months ago)**

