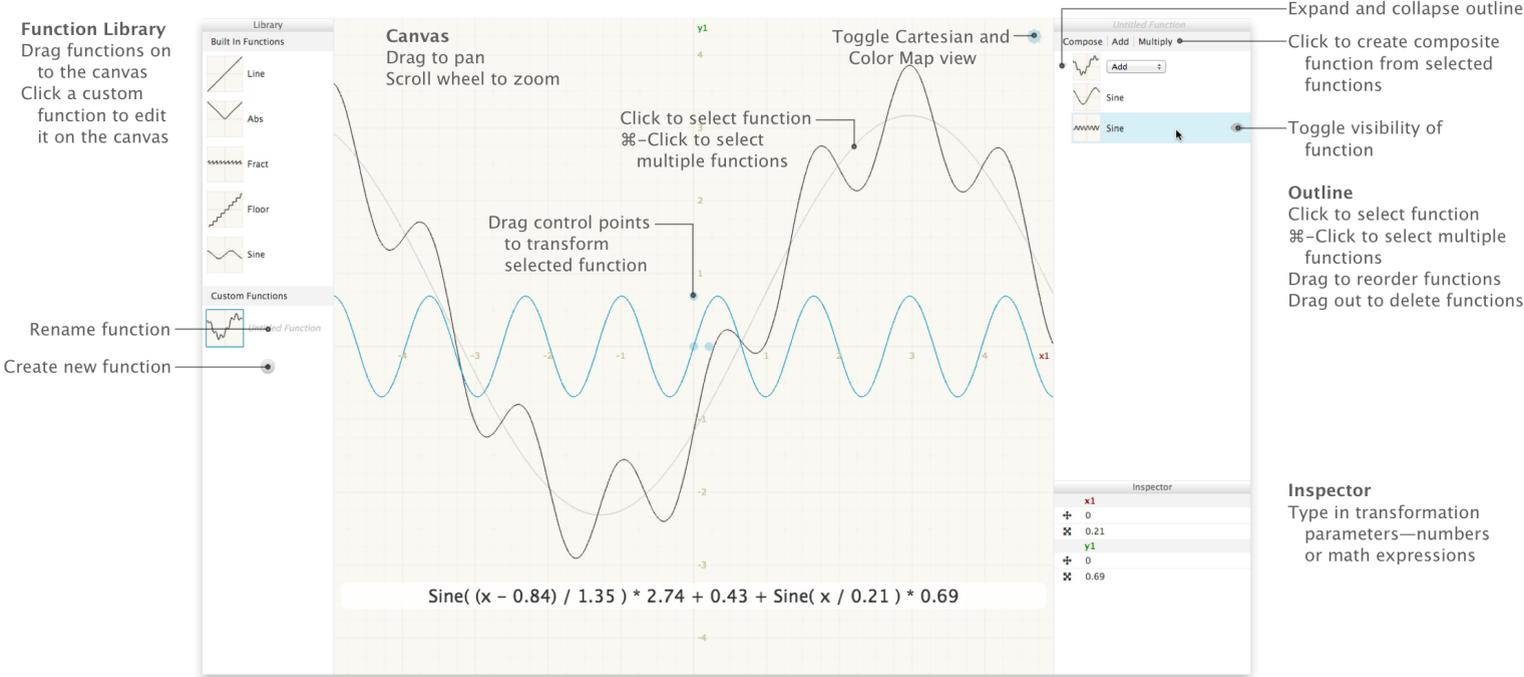


Shadershop

Toby Schachman (2014)

What if making shaders was more like using Photoshop than writing symbolic code? Shadershop is a direct manipulation interface for constructing shaders out of primitive functions like lines and sine waves, and binary operations like compose, add, and multiply.



Shadershop always shows you the expressed you have created at the bottom, helping you to think across multiple representations. It works in both 1d and 2d domains.

I wish the expression, function hierarchy, and inspector helped me patterns across them more. Perhaps inspector coordinates could be shown in the function hierarchy, and color patterning and pointer interaction could help connect the symbolic expression with the functions. Maybe there is some way to spatially connect the function hierarchy with the expression hierarchy—that would be great.

Also, it would be nice if somehow the center of action—the main rendered display—would also function as the primary place where you manipulate all composed functions. Of course this is probably not practical with the 2d view, but it might in 1d.