

Hydra

Hydra is an open-source creative coding framework for live-coding visuals directly in the browser, created by artist and programmer Olivia Jack. It lets users generate and manipulate real-time graphics using a simple JavaScript-based syntax, making it popular for VJing, performances, and experimental visual art. Hydra emphasizes improvisation and collaboration, allowing multiple people to connect and code visuals together over the internet.

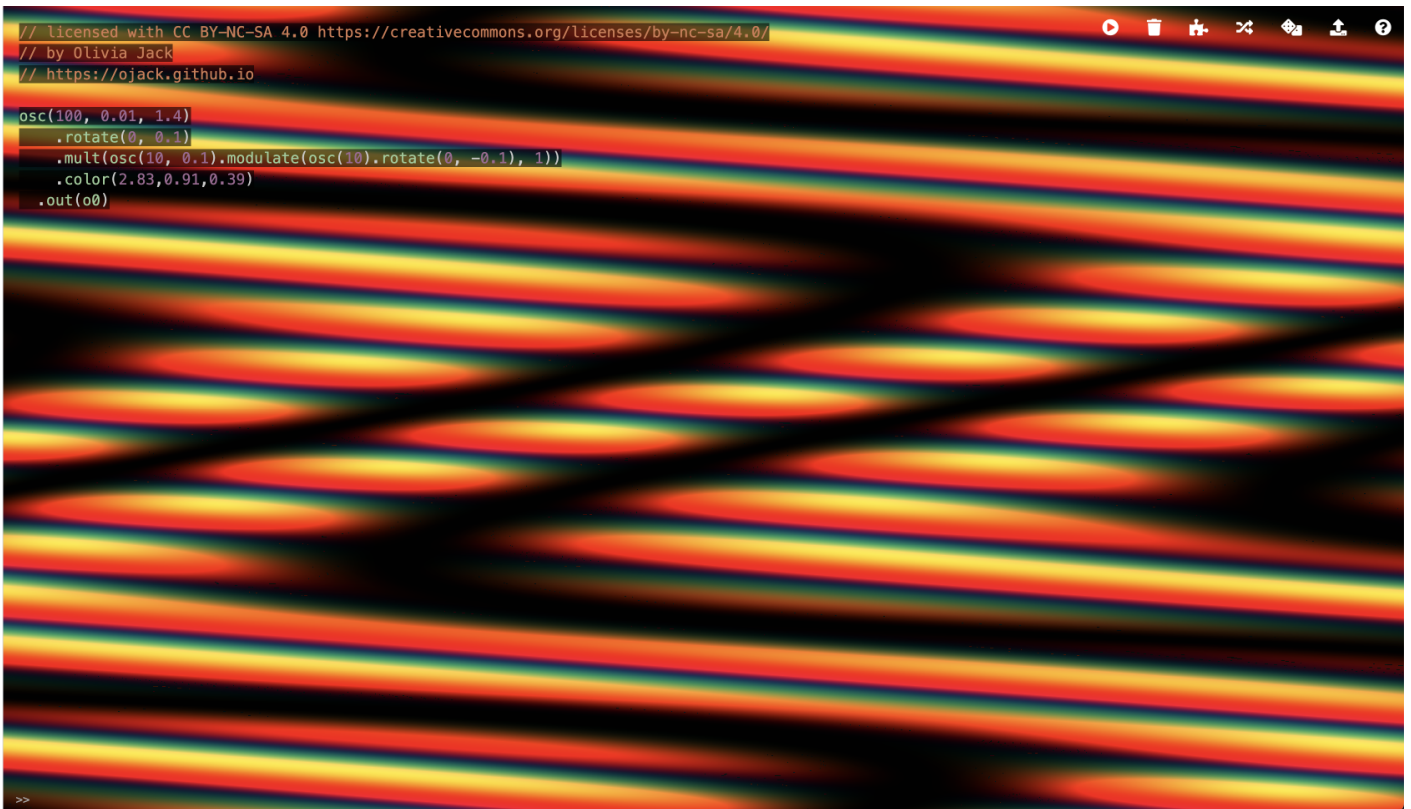
[Hydra editor](#)

- [Hydra information](#)

Hydra information

The main website or Hydra where you can immediately start coding is [here](#)

With Hydra you are actually writing WebGL shaders. Just choose any example sketch and start changing the numbers to see what happens!



Information about Hydra:

- Hydra video synth: documentation portal | hydra video synth [link](#)
- Hydra Functions [link](#)
- Hydra garden [link](#)
- Paint application made with Hydra paint.stx [link](#)