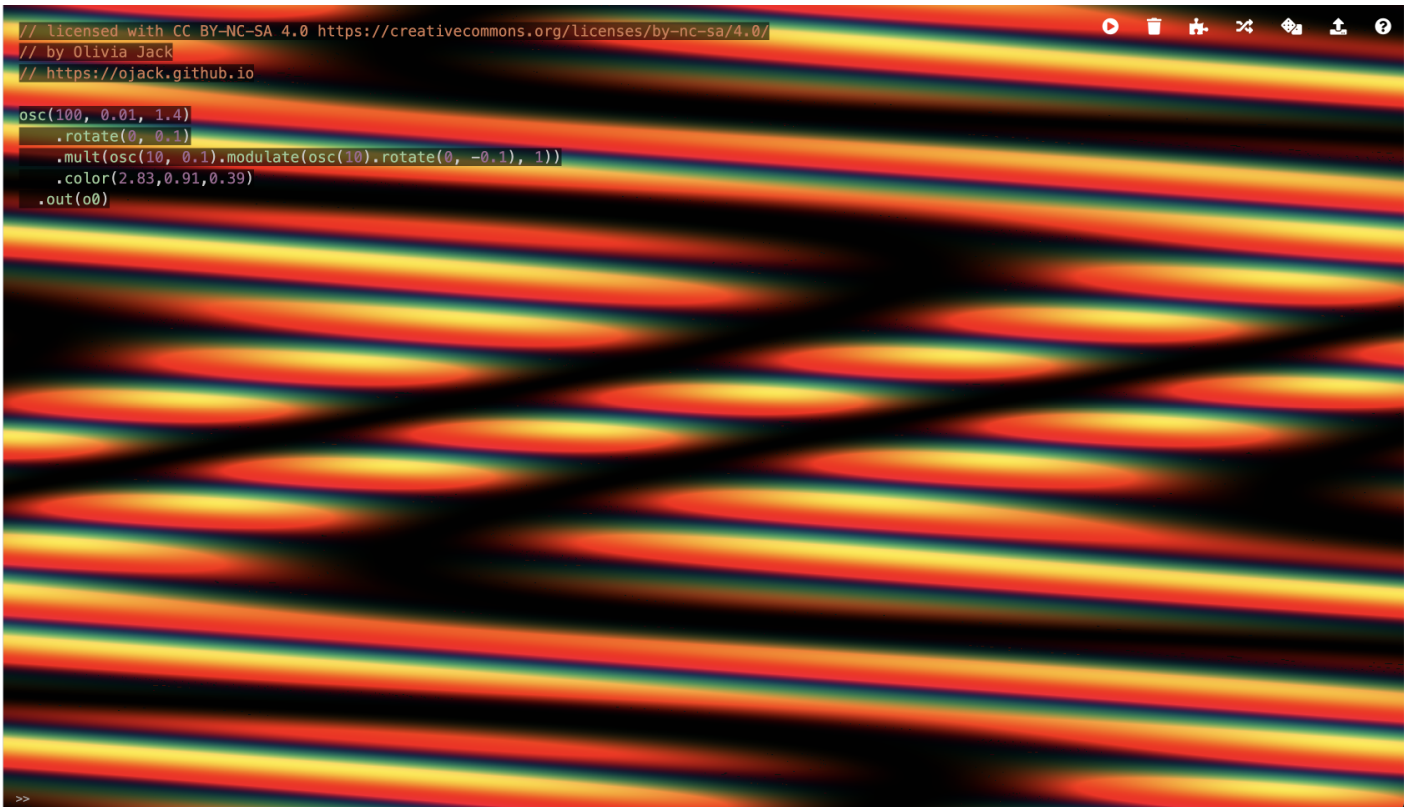


Hydra information

The main website of 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](#)

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