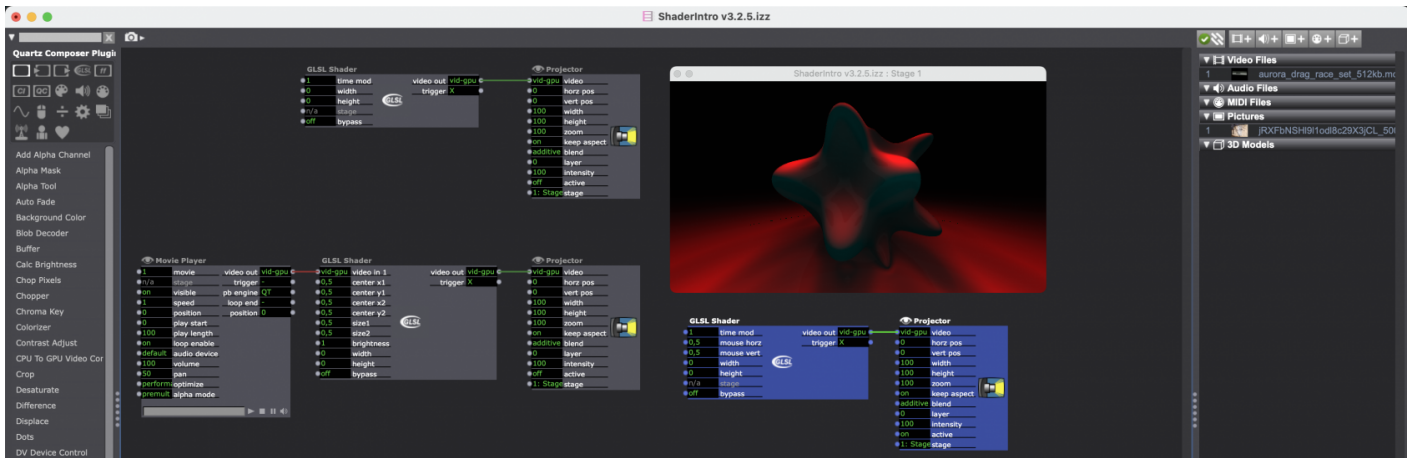


# Shaders



## Tutorials

- [Isadora Guru #11: Generative Visuals and Shaders](#)
- [Isadora made Shaders](#)
- [Shader tutorial](#)
- [Shader Guru tutorial](#)
- [Shader repo](#)
- [Forum post about shaders](#)
- [The book of shaders](#)

## What are Shaders?

Shaders are computer programs programmed in the OpenGL Shader Language (GLSL). GLSL is a programming language, similar in style to the C programming language, that tells your graphics card (GPU) how to manipulate or generate images. The power of GLSL shader programs is that, unlike programs that run in your computer's main processor (CPU) they run in parallel for every pixel of the image. This means they are incredibly fast, even with very high resolution images. As of version 2.3, Isadora offers an actor called GLSL Shader that allows you to compile and run GLSL code. The GLSL Shader actor allows you to integrate stunning computer-generated imagery as well as new video effects into your projects

## Practice Assignment

Create a new Isadora file with a couple of images and videos. Then try-out some of the shaders that can be found [here](#) or [here](#). Then create a visual composition inspired by the words: Gold, Dawn, Human, Minority

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