Initiation aux Shaders avec Processing

Le hello World des shaders

shader_01

vert.glsl

```
uniform mat4 transformMatrix;

attribute vec4 position;
attribute vec4 color;

varying vec4 vertColor;

void main() {
  gl_Position = transformMatrix * position;

  vertColor = color;
}
```

freg.glsl

```
#ifdef GL_ES
precision mediump float;
precision mediump int;
#endif

varying vec4 vertColor;

void main() {
  gl_FragColor = vertColor;
}
```

shader_01.pde

```
PShader myShader;
int margin = 32;

void setup() {
 size(800, 600, P2D);

 myShader = loadShader("frag.glsl", "vert.glsl");
 noStroke();
}

void draw() {
  background(0);
  shader(myShader);
  fill(230, 120, 0);
  rect(margin, margin, width - 2*margin, height - 2*margin);
  resetShader();    // Désactive le shader, permet de redessiner normalement
}
```

Communication entre l'application et les shaders

L'application (programme Processing) peut envoyer des données vers les shaders par des variable déclarées avec le mot-clé `uniform`.

Fonctions Processing pour transmettre des données

```
set(String name, int x)
set(String name, int x, int y)  -> vec2
set(String name, int x, int y, int z)  -> vec3
set(String name, int x, int y, int z, int w)  -> vec4
set(String name, float x, ...)
set(String name, PVector vec)   -> vec3

set(String name, int[] vec, int ncoords) // Jusqu'à 4 coordonnées par élément
set(String name, float[] vec, int ncoords)

set(String name, PMatrix2D mat) -> mat2
set(String name, PMatrix3D mat) -> mat4
```

```
set(String name, PImage tex)    -> sampler2D
```

> Attention ! Lorsqu'on transmet des nombres entiers, comme par exemple : `set("u_resolution", 512, 512)`, soyez sûr d'avoir déclaré les variables `uniform` pour des types entiers, comme : `ivec2`, `ivec3`...
>
> Une autre solution est de les convertir en nombres flottants avant de les transmettre : `set("u_resolution", float(512), float(512))`

Textures

Pour sampler un texel en GLSL (extraire la couleur d'une texture à un point donné), on utilise la fonction:
`texture2D(sampler2D image, vec2 uv)`
Les coordonnes UV doivent être comprises entre 0.0 et 1.0
Elles pour origine le coin bas-gauche (0, 0) contrairement aux coordonnées d'écran, qui ont pour origine le coin haut-gauche.

Fonctions utiles

Couleur

Luminance

```
float luma(vec4 color) {
  return dot(color.rgb, vec3(0.299, 0.587, 0.114));
}
```

Brightness

```
float brightness(vec4 color) {
  return dot( color.rgb , vec3( 0.2126 , 0.7152 , 0.0722 ));
}
```

HSB -> RGB

```
vec3 hsb2rgb( in vec3 c ){
    vec3 rgb = clamp(abs(mod(c.x*6.0+vec3(0.0,4.0,2.0),
                             6.0)-3.0)-1.0,
                     0.0,
                     1.0 );
    rgb = rgb*rgb*(3.0-2.0*rgb);
    return c.z * mix(vec3(1.0), rgb, c.y);
}
```

RGB -> HSB

```
vec3 rgb2hsb( in vec3 c ){
    vec4 K = vec4(0.0, -1.0 / 3.0, 2.0 / 3.0, -1.0);
    vec4 p = mix(vec4(c.bg, K.wz),
                 vec4(c.gb, K.xy),
                 step(c.b, c.g));
    vec4 q = mix(vec4(p.xyw, c.r),
                 vec4(c.r, p.yzx),
                 step(p.x, c.r));
    float d = q.x - min(q.w, q.y);
    float e = 1.0e-10;
    return vec3(abs(q.z + (q.w - q.y) / (6.0 * d + e)),
                d / (q.x + e),
                q.x);
}
```

Random

```
float random2d(vec2 coord)
{
    return fract(sin(dot(coord.xy, vec2(12.9898, 78.233))) * 43758.5453123);
}
```

Noise

Gradient noise

```
// 2D Noise based on Morgan McGuire @morgan3d
// https://www.shadertoy.com/view/4dS3Wd
float noise (in vec2 coord) {
    vec2 i = floor(coord);
    vec2 f = fract(coord);

    // Four corners in 2D of a tile
    float a = random(i);
    float b = random(i + vec2(1.0, 0.0));
    float c = random(i + vec2(0.0, 1.0));
    float d = random(i + vec2(1.0, 1.0));

    // Smooth Interpolation

    // Cubic Hermite Curve.  Same as SmoothStep()
    vec2 u = f*f*(3.0-2.0*f);
    // u = smoothstep(0.,1.,f);

    // Mix 4 coorners percentages
    return mix(a, b, u.x) +
            (c - a)* u.y * (1.0 - u.x) +
            (d - b) * u.x * u.y;
}
```

Fractional Brownian Motion

```
float hash(vec2 coord)
{
    return fract(sin(dot(coord.xy, vec2(12.9898, 78.233))) * 43758.5453123);
}

float noise(vec2 U)
{
    vec2 id = floor(U);
         U = fract(U);
    U *= U * ( 3. - 2. * U );

    vec2 A = vec2( hash(id), hash(id + vec2(0,1)) ),
         B = vec2( hash(id + vec2(1,0)), hash(id + vec2(1,1)) ),
         C = mix( A, B, U.x);

    return mix( C.x, C.y, U.y );
}

/**
    fBM stands for Fractional Brownian Motion
    https://iquilezles.org/articles/fbm/
    Set octave to 8 for a detailed noise
    A value of 1.0 for H is good
*/
float fbm(vec2 x, float H, int octave)
{
    float G = exp2(-H);
    float f = 1.0;
    float a = 1.0;
    float t = 0.0;
    for( int i=0; i<octave; i++ )
    {
        t += a*noise(f*x);
        f *= 2.0;
        a *= G;
    }
    return t;
}
```

Simplex noise

```
//
// Description : GLSL 2D simplex noise function
//      Author : Ian McEwan, Ashima Arts
//  Maintainer : ijm
//     Lastmod : 20110822 (ijm)
//     License :
//  Copyright (C) 2011 Ashima Arts. All rights reserved.
//  Distributed under the MIT License. See LICENSE file.
//  https://github.com/ashima/webgl-noise
//

// Some useful functions
vec3 mod289(vec3 x) { return x - floor(x * (1.0 / 289.0)) * 289.0; }
vec2 mod289(vec2 x) { return x - floor(x * (1.0 / 289.0)) * 289.0; }
```

```
vec3 permute(vec3 x) { return mod289(((x*34.0)+1.0)*x); }

float snoise(vec2 v) {

    // Precompute values for skewed triangular grid
    const vec4 C = vec4(0.211324865405187,
                        // (3.0-sqrt(3.0))/6.0
                        0.366025403784439,
                        // 0.5*(sqrt(3.0)-1.0)
                        -0.577350269189626,
                        // -1.0 + 2.0 * C.x
                        0.024390243902439);
                        // 1.0 / 41.0

    // First corner (x0)
    vec2 i  = floor(v + dot(v, C.yy));
    vec2 x0 = v - i + dot(i, C.xx);

    // Other two corners (x1, x2)
    vec2 i1 = vec2(0.0);
    i1 = (x0.x > x0.y)? vec2(1.0, 0.0):vec2(0.0, 1.0);
    vec2 x1 = x0.xy + C.xx - i1;
    vec2 x2 = x0.xy + C.zz;

    // Do some permutations to avoid
    // truncation effects in permutation
    i = mod289(i);
    vec3 p = permute(
            permute( i.y + vec3(0.0, i1.y, 1.0))
                + i.x + vec3(0.0, i1.x, 1.0 ));

    vec3 m = max(0.5 - vec3(
                        dot(x0,x0),
                        dot(x1,x1),
                        dot(x2,x2)
                        ), 0.0);

    m = m*m ;
    m = m*m ;

    // Gradients:
    //  41 pts uniformly over a line, mapped onto a diamond
    //  The ring size 17*17 = 289 is close to a multiple
    //      of 41 (41*7 = 287)

    vec3 x = 2.0 * fract(p * C.www) - 1.0;
    vec3 h = abs(x) - 0.5;
    vec3 ox = floor(x + 0.5);
    vec3 a0 = x - ox;

    // Normalise gradients implicitly by scaling m
    // Approximation of: m *= inversesqrt(a0*a0 + h*h);
    m *= 1.79284291400159 - 0.85373472095314 * (a0*a0+h*h);

    // Compute final noise value at P
    vec3 g = vec3(0.0);
    g.x  = a0.x  * x0.x  + h.x  * x0.y;
    g.yz = a0.yz * vec2(x1.x,x2.x) + h.yz * vec2(x1.y,x2.y);
    return 130.0 * dot(m, g);
}
```

Rotations

2D

```
mat2 rotation2d(float a) {
    float c=cos(a);
    float s=sin(a);
    return mat2(c,-s,s,c);
}

vec2 rotate(vec2 v, float angle) {
    return rotation2d(angle) * v;
}
```

3D

```
mat4 rotation3d(vec3 axis, float angle) {
  axis = normalize(axis);
  float s = sin(angle);
  float c = cos(angle);
  float oc = 1.0 - c;

  return mat4(
    oc * axis.x * axis.x + c,           oc * axis.x * axis.y - axis.z * s,  oc * axis.z * axis.x + axis.y * s,  0.0,
    oc * axis.x * axis.y + axis.z * s,  oc * axis.y * axis.y + c,           oc * axis.y * axis.z - axis.x * s,  0.0,
```

```
    oc * axis.z * axis.x - axis.y * s,  oc * axis.y * axis.z + axis.x * s,  oc * axis.z * axis.z + c,           0.0,
    0.0,                                0.0,                                0.0,                            1.0
  );
}

vec3 rotate(vec3 v, vec3 axis, float angle) {
    return (rotation3d(axis, angle) * vec4(v, 1.0)).xyz;
}
```

Flou Gaussien

Code optimisé, d'après https://www.rastergrid.com/blog/2010/09/efficient-gaussian-blur-with-linear-sampling/
A exécuter en deux passes : horizontale et verticale

```
vec4 blur(sampler2D image, vec2 uv, vec2 resolution, vec2 direction) {
    const float offset[3] = float[](0.0, 1.3846153846, 3.2307692308);
    const float weight[3] = float[](0.2270270270, 0.3162162162, 0.0702702703);

    vec4 colorOut = texture2D(image, uv / resolution) * weight[0];
    for (int i=1; i<3; i++) {
        vec3 color = texture2D(image, (uv + direction * offset[i]) / resolution);
        color += texture2D(image, (uv - direction * offset[i]) / resolution);
        colorOut += color * weight[i];
    }
    return colorOut;
}
```

Librairies Processing

Quelques librairies externes pour l'utilisation de shaders dans Processing :

- https://github.com/diwi/PixelFlow

Ressources

Liste de liens incontournables pour approfondir et aller plus loin...

- https://thebookofshaders.com/
- https://www.shadertoy.com
- https://iquilezles.org/articles/functions/

Article extrait de : http://www.lesporteslogiques.net/wiki/ - **WIKI Les Portes Logiques**
Adresse : **http://www.lesporteslogiques.net/wiki/ressource/code/processing/shaders?rev=1662541216**
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