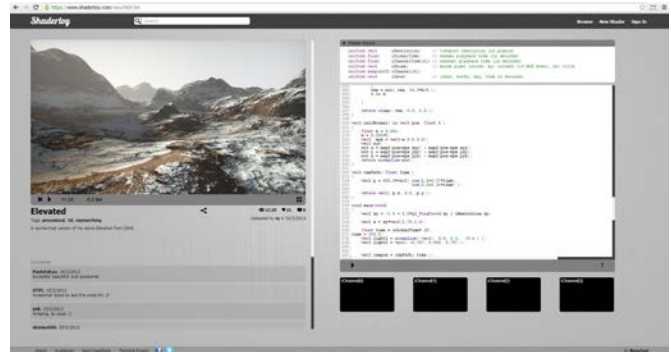
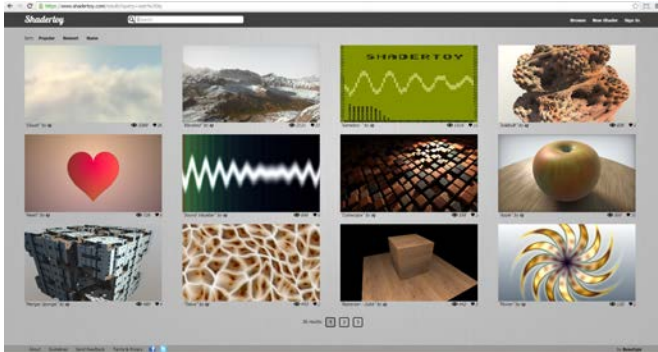


Shadertoy Hackathon

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Abstract

The Shadertoy Hackathon is an event designed to learn, network and share your knowledge about shading, ray marching, reactivity or proceduralism. The event will last an hour and a half and during this time attendees from all over the world will sit together and build beautiful shaders set on a specific theme. At the end of the event, a jury composed by industry experts will vote to decide on the best shaders.

Keywords: Shaders, Interactive, WebGL.

1. What is Shadertoy?

Shadertoy is a web tool that allows developers all over the globe push pixels from code to screen using WebGL. It is free for everybody and it is accessible via www.shadertoy.com.

In less that two years, our users have created thousands of fragments shaders that explore a wide variety of real time graphics algorithms such as raymarching, procedural texturing, modeling and animation, fractal geometry, image compression, volumetric rendering or motion blur.

Shadertoy is also a social platform, a place for professionals and students alike to learn and teach about visuals, interactions, reactivity, modeling, GPU internals and shading.

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2. The Event

The first part of the Shadertoy Hackathon will be a quick introduction to the web tool and two short live codings to demonstrating basic usage.

After the introduction, it will be the audience's turn to create great content! We will propose a shader idea (theme) and we will let people code for one hour.

The audience is encouraged to bring their own laptops; however there may be some available computers for people without one. Spectators are also encouraged to come enjoy an event full of technology and creativity.

3. The Winner

At the end of the event a jury composed by industry experts will vote and decide the winners.

4. Intended Audience & Prerequisites

The intended audience is those professionals or students with interest in computer graphics that want to learn the intersection between code and art.

We recommend that attendees participating in the competition have a minimum understanding of computer graphics, algebra and shading languages.

There are no prerequisites for spectators.

Links

Website:
<http://www.shadertoy.com>