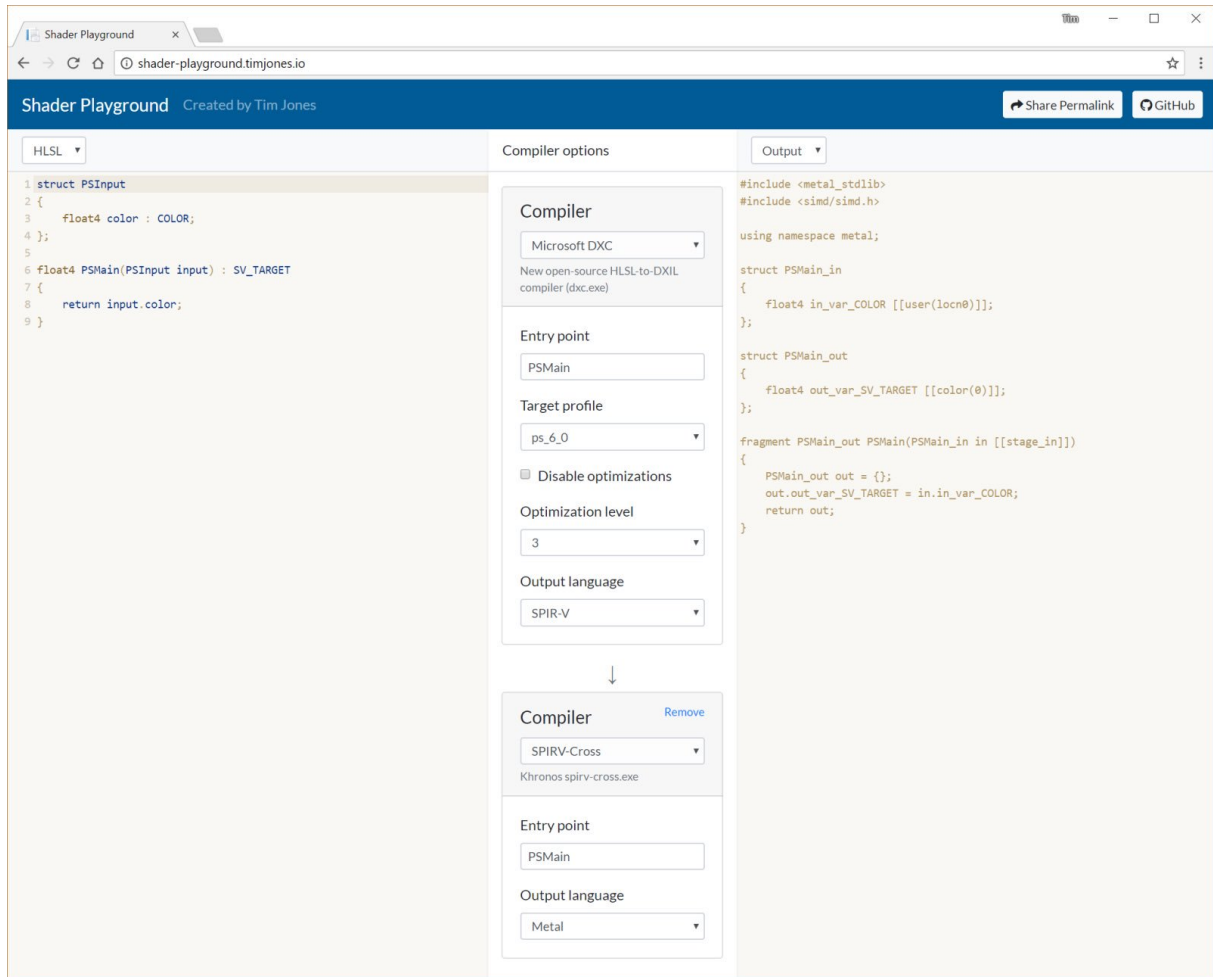


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# Shader Playground

Shader Playground is a website for exploring shader compilers.

- Visit website



## Supported backends

### Compilers

- ANGLE
- Clspv
- DXC
- FXC
- Glslang

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- hlsl2glslfork
  - HLSLcc
  - HLSLParser
  - Mali offline compiler
  - Metal
  - Naga
  - PowerVR compiler
  - Radon GPU Analyzer (RGA)
  - Rust GPU
  - Slang
  - SPIRV-Cross
  - SPIRV-Cross - Intel fork with ISPC backend
  - SPIRV-Tools
    - spirv-as
  - Tint
  - XShaderCompiler

### **Analyzers and optimizers**

- GLSL optimizer
- Intel Shader Analyzer
- SMOL-V
- spirv-remap
- SPIRV-Tools
  - spirv-cfg
  - spirv-markv
  - spirv-opt
  - spirv-stats
- YARI-V

### **Compressors**

- LZMA
- miniz
- ZStandard

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## **Building**

See BUILDING.md

## **Contributions**

Contributions are gratefully accepted. If you want to add a new compiler, or improve integration with an existing compiler, or any other type of bug fix or improvement to the website, please open an issue.

## **Supporters**

Shader Playground is supported by these amazing people. Their sponsorship allows Shader Playground to exist as a free resource for everyone. If you'd like to help, please consider becoming a sponsor on GitHub.

- Aras Pranckevičius
- Neil Henning
- Laura Reznikov
- Sean Cooper
- Inês Almeida
- Tom Forsyth
- Joel de Vahl

## **Author**

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