Animation Effects using the glman Timer Variable

uniform float Timer;  // goes from 0. → 1. in 10 seconds

float t = Timer;
float t = Timer*Timer;
float t = Timer*Timer*Timer;
float t = Timer*Timer*Timer*Timer;
float t = Timer*Timer*Timer*Timer*Timer;

Ramp 0→1.  float t = Timer;
Ramp 0→1. →0.  float t = Timer*Timer;
Ramp 0→1. →0. →0.  float t = Timer*Timer*Timer;
Ramp 0→1. →0. →0. →0.  float t = Timer*Timer*Timer*Timer;

Smooth oscillation -1. → 1. → -1.  float t = sin(2.*π*Timer);
Faster oscillation  float t = sin(2.*π*Timer);
Bigger oscillation  float t = Mag * sin(2.*π*Timer);
Smooth oscillation 0. → 1. → 0.  float t = .5 + .5*sin(2.*π*Timer);

Fun-With-Zero-To-One