Animation Effects using the glman Timer Variable

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

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

Ramp 0.→1.→0.
float t; if (Timer <= .5 )
t = 2.*Timer;
else
t = 2.* ( 1. – 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