

Shaderific now with full support for iOS 11 and iPhone X

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Shaderific version 4.3 is available on the App Store now. Shaderific is an educational app for iPad, iPhone and iPod touch that helps computer science students and experienced developers to get started with OpenGL ES 2.0 and OpenGL ES 3.0 shader development. The app makes it possible to write, compile and test shader programs directly on any iOS device without ever touching a laptop or desktop computer. Version 4.3 adds full support for iOS 11 and iPhone X.

Hamburg, Germany - Gryphos GmbH has released Shaderific version 4.3, a major update of its OpenGL ES shader development application for iOS. Shaderific provides the full range of shader development with the OpenGL Shading Language (GLSL) on tablet computers and mobile devices. Vertex and fragment shader code can be created, edited and compiled on the device and all changes are visible instantly. There is no need to use a personal computer (laptop or desktop) in the shader development process anymore.

The update adds support for iOS 11 and iPhone X taking full advantage of the new screen size.

Shaderific streamlines the process of prototyping, testing and debugging shaders immensely by cutting the cord to the personal computer. Whereas traditional shader development requires compilation of the whole graphics application for every change to a shader file, all this is unnecessary now. Since the shaders are edited and compiled right on the iPad, iPhone or iPod no file transfer is needed with a personal computer and a lot of time can be saved. A further strength of Shaderific lies in the possibility to change parameters (uniforms) of the shaders via the settings menu without interrupting the rendering loop. All changes can be examined in real-time and fine-tuning the rendering result is fast and easy.

New features of version 4.3:

- * Full support for iOS 11
- * Full support for iPhone X

Device requirements:

- * Compatible with iPhone, iPad, and iPod touch.
- * Requires iOS 11.0 or later.
- * 75.6 MB

Pricing and availability:

Shaderific 4.3 is available as a paid app for \$9.99 (USD), or the local equivalent, on the App Store in the Education category. Review copies are available upon request.

Shaderific for iOS 4.3:

<http://www.shaderific.com>

Purchase and Download:

<http://itunes.apple.com/app/shaderific/id510588451>

Screenshots:

<http://www.shaderific.com/screenshots>

App Icon:

<https://static1.squarespace.com/static/5016718124ac93bdfdfa92/t/5915a4f2e4fcb5bd4f624cdf/1494590712151/?format=1500w>

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