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Pixelshader 11.0.0.10 Full Version Pixelshader v11.0.0.10 is the newest Pixelshader version, Pixelshader v12.0.0.0 is the next scheduled release. Pixelshader is a node-based shader suite, fully open source and free to use, allowing an easy access to visuals. Pixelshader can be used on most free and non-free platforms. Pixelshader allows you to create visually rich results and effects, without being concerned about the shader cost. Pixelshader can be used for 2D and 3D (VR and AR) content, and allows you to preview, combine and edit nodes on the fly. Installing Pixelshader is easy. Create a new project and add Pixelshader to it Select or add a 2D or 3D asset Add Pixelshader to the node graph Drag and drop nodes onto the canvas Pixelshader provides a library of nodes to allow for a versatile toolbox. Pixelshader provides many nodes, including nodes that draw, resize and rotate 2D or 3D content on the fly. Pixelshader includes a selection of the most used nodes, such as Occlusion, Ambient Occlusion, Displacement. Pixelshader supports shader-based models and effects, allowing you to combine node-based and procedural graphics. Pixelshader has an integrated development environment (IDE) and can be used as a rendering engine. Using Pixelshader is very easy, there is no need for any shader programming. Pixelshader enables a professional visual style, providing a highly dynamic visualization without any shader code. pixelshadergetv11.0.0.10-fullversion $11.00 License: If you are the original author or distributor of this software and it has been open sourced, you can delete this notice and information or contact us at li@pixelshader.com. Pixelshader is a node-based shader suite, fully open source and free to use, allowing an easy access to visuals. Pixelshader can be used on most free and non-free platforms. Pixelshader allows you to create visually rich results and effects, without being concerned about the shader cost. Pixelshader can be